

Games: Deadly Days, Gaming Performance, Creating Evscaperoom

By *Roy Schestowitz*

Created 19/05/2019 - 8:47am

Submitted by Roy Schestowitz on Sunday 19th of May 2019 08:47:17 AM Filed under [Gaming](#) [1]

•

[Deadly Days, the strategic zombie group-survival rogue-lite keeps on improving](#) [2]

I'm really starting to like what Deadly Days is turning into. It's an Early Access game about directing a group of survivors through a Zombie apocalypse and it's really taking shape now.

I've tested this one on and off since sometime around March last year, back then it was nothing but a shell. An interesting idea but it didn't really go anywhere. Pixelsplit now seem to have firmly found their feet, with each update making parts of the game make more sense, become bigger and more interesting. It's now actually more of a survival game and not just a town exploration game with zombies.

•

[Gaming Performance Only Faintly Touched By MDS / Zombie Load Mitigations](#) [3]

Yesterday I published some initial MDS/Zombieload mitigation impact benchmarks while coming out still later today is much more data looking at the CPU/system performance impact... But is the gaming performance impaired by this latest set of CPU side-channel vulnerabilities?

With the Spectre/Meltdown mitigations, the gaming performance fortunately wasn't impaired by those mitigations. In fact, it was pretty much dead flat. With my testing thus far of the MDS/Zombieload mitigations on Linux, there does appear to be a slight difference in the rather CPU-bound scenarios compared to Spectre/Meltdown, but still it should be negligible for gamers. Well, that is at least with the higher-end hardware tested thus far, over the weekend I'll be running some gaming tests on some low-end processors/GPUs.

- [Creating Evscaperoom, part 1](#) [4]

Over the last month (April-May 2019) I have taken part in the Mud Coder's Guild Game Jam "Enter the (Multi-User) Dungeon". This year the theme for the jam was One Room.

The result was Evscaperoom, an text-based multi-player "escape-room" written in Python using the Evennia MU* creation system. You can play it from that link in your browser or MU*-client of choice. If you are so inclined, you can also vote for it here in the jam (don't forget to check out the other entries while you're at it).

This little series of (likely two) dev-blog entries will try to recount the planning and technical aspects of the Evscaperoom. This is also for myself - I'd better write stuff down now while it's still fresh in my mind!

[Gaming](#)

Source URL: <http://www.tuxmachines.org/node/124016>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <https://www.gamingonlinux.com/articles/deadly-days-the-strategic-zombie-group-survival-rogue-lite-keeps-on-improving.14157>

[3] https://www.phoronix.com/scan.php?page=news_item&px=Zombie-Load-Gaming-Impact

[4] <http://evennia.blogspot.com/2019/05/creating-evscaperoom-part-1.html>