

Open source game achievements

By *Rianne Schestowitz*

Created *17/09/2021 - 10:47am*

Submitted by Rianne Schestowitz on Friday 17th of September 2021 10:47:52 AM Filed under [OSS](#) [1] [Gaming](#) [2]



Learn how Gamerzilla brings an achievement system to open source games and enables all developers to implement achievements separate from the game platform.

Some open source games rival the quality of commercial games. While it is hard to match the quality of triple-a games, open source games compete effectively against the indie games. But, gamer expectations change over time. Early games included a high score. Achievements expanded over time to promote replay. For example, you may have completed a level but you didn't find all the secrets or collect all the coins. The Xbox 360 introduced the first multi-game online achievement system. Since that introduction, many game platforms added an achievement system.

Open source games are largely left out of the achievement systems. You can publish an open source game on Steam, but it costs money and they focus on working with companies not the free software community. Additionally, this locks players into a non-free platform.

[3]

[OSS Gaming](#)

Source URL: <http://www.tuxmachines.org/node/155749>

Links:

- [1] <http://www.tuxmachines.org/taxonomy/term/72>
- [2] <http://www.tuxmachines.org/taxonomy/term/69>
- [3] <https://fedoramagazine.org/open-source-game-achievements/>