

Wednesday, November 15, 2006

Astrum Futura: A Space Strategy Game for the Web 2.0 Era

That's the last time I ever mention Web 2.0



Following on from my previous posts about Codename Redux, the Redux project and Quantum Star Evolved, I'm pleased to announce the public voting session and a final executive decision by the developers, given a tie in the public vote, has resulted in a decision on a name.

Astrum Futura is a latin phrase meaning "future of the stars" and was suggested a few weeks ago by lamsure (the guy who helped develop Blacknova Traders and the Kabal Invasion). Many thanks to lamsure for the suggestion which beat out close competition in the final vote.

We're currently securing domain names (we have registered the usual .com, .org and .net series) and preparing to migrate from our present temporary domain. We should have forums, and a very basic website in place in a short while - the forums will come first.

I'll take a stab at making a general introduction post in a while...

Posted by Pádraic Brady at 17:09

My post was not targetted to Chritopher but in general to the PHP developers who systematically wait the day of the release to tell us how many things we have forgot or wrongly did. And that only to promote their activities, their projects or themselves. I consider this attitude as counter productive, for php in general. No need to say that this is mostly always the same guys, that explains why I gave me the freedom to remember us how it can be done in a better way (in a undiplomatic post, but sometimes diplomacy hides the real message).

About waiting weeks before getting real feedbacks from users, I cannot agree more. Nothing better than a horde of users giving you new bugs and requests



Anonymous on Nov 10 2006, 01:54