

Re: ProtoCiv: porting Freeciv to Python

Source: <http://coding.derkeiler.com/Archive/Python/comp.lang.python/2003-12/3342.html>

From: Brandon J. Van Every (*try_vanevery_at_mycompanyname_at_yahoo.com*)

Date: 12/25/03

Date: Thu, 25 Dec 2003 13:53:53 -0800

"cr88192" <cr88192@hotmail.com> wrote in message
news:vul2i238el9hda@corp.supernews.com...

> <*snipped entire post*>

>

> *I am mostly responding because I found it amusing that I disagreed with*

> *nearly every point mentioned here, this is not meant as any kind of*

> *discouragement though...*

Different strokes for different folks! :-)

> *it is quite likely that I just have a very much different set of ideals...*

Yes, given our previous discussions in
comp.games.development.programming.misc, I'd say your tastes run the
opposite for a number of significant things. Functional vs. imperative,
technology vs. Game Design.

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Cheers, www.indiegamedesign.com
Brandon Van Every Seattle, WA
"Trollhunter" - (n.) A person who habitually accuses
people of being Trolls.