

A look at Battle for Wesnoth's current game development strategy

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I had my first run-in with the turn-based, Linux strategy game Battle for Wesnoth a few years ago. It was not long after discovering open source software, and I was incredibly impressed that a small group of developers could create such an excellent game for free. Discovering this along with Linux and the numerous GNU packages is what really piqued my interest in the world of open source.

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