Charles Ofria (charles@max.physics.sunysb.edu) Designed the "npcs" file, most magic orders and many races and techno powers; coded some spells.

There are also some contributions from people not in Stony Brook:

Stephen Underwood (su11+@andrew.cmu.edu) Fractal terrain generator and contributions in very many areas, including the standalone mail reader.

Paolo Montrasio (montra@ghost.unimi.it) .dominionrc parser (for a later release), and working on design for distributed game.

Kevin Hart (hart@susan.cs.andrews.edu) NPC system.

Many others have made very important creative suggestions to the game, though they were not involved in the actual coding. Here are some names that come to mind. Please send us mail if we have forgotten any. Tony Matranga, Tim Poplaski, Chris Adami, and everyone else who participated in the FALL SBW and SPRING DOMINION games at Stony Brook in the fall 1990 and spring 1991 semesters.

If you are interested in playing in any future games at Stony Brook, please mail "rosalia@max.physics.sunysb.edu."

Chapter 7

Authors

Version 1.02 of Dominion is the first with this name. It used to be called *Stony Brook World* (SBW), until too many people suggested a catchier name.

Here is a list of the people who actually wrote code for sbw/dominion that is in the current release. The order is that in which they wrote their first piece of code.

Mark Galassi (rosalia@dirac.physics.sunysb.edu) User interface (in curses), basic data structures, world generator, economy, technology, magic, basic army work, manual and formatting of manual with LaTeXinfo, miscellaneous. Currently maintains dominion.

Michael Fischer (greendog@max.physics.sunysb.edu) Update program, trade board, developed exec file format, miscellaneous.

Doug Novellano (doug@max.physics.sunysb.edu) Mail and News systems.

Keith Messing (keith@max.physics.sunysb.edu) Diplomacy system.

Alan Saporta (gandalf@max.physics.sunysb.edu) Work on some exec routines, many suggestions of directions for the game.

Joanne Rosenshein (raven@max.physics.sunysb.edu) Initial draft of the manual, many suggestions of directions for the game.

Stephen Bae (sbae@max.physics.sunysb.edu) Basic world memory allocation.

Chris Coligado (noel@max.physics.sunysb.edu) Army and battle code.

C. Titus Brown (brown@dirac.physics.sunysb.edu) Adding nations and improvements on the reports; revised army menu and transportation menu. Lots of miscellaneous stuff.