

# Mud Game Programming

**Mud Game Programming** - MUD, better known as Essex MUD and MUD1 in later years, ran on the University of Essex network, and became more widely accessible when a guest account was set up that allowed users on JANET (a British academic X.25 computer network) to connect on weekends and between the hours of 2 AM and 8 AM on weekdays. It became the first Internet multiplayer online role-playing game in 1980, when the ...History. MUD was created in 1978 by Roy Trubshaw and Richard Bartle at the University of Essex on a DEC PDP-10. Trubshaw named the game Multi-User Dungeon, in tribute to the Dungeon variant of Zork, which Trubshaw had greatly enjoyed playing. Zork in turn was inspired by an older text-adventure game known as Colossal Cave Adventure or ADVENT.. MUD1 was written in the domain-specific ...What's on this page? I'm interested in producing complexity out of simple parts. This page contains bookmarks that I collected while working on games since 1990; I did not write most of the content linked from here. As a result the set of links here reflects the types of things I needed to know: only a few specific topics (not everything related to game programming), general ideas instead ...HEARTS, CLUBS, DIAMONDS, SPADES: PLAYERS WHO SUIT MUDS Richard Bartle MUSE Ltd, Colchester, Essex. United Kingdom. richard@mud.co.uk. ABSTRACT Four approaches to playing MUDs are identified and described.