

F-Droid

The place for your
FOSS Apps

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About me

- Enjoying FOSS since 2013
- Amateur game developer since 2018
- libGDX 2018 – 2020
 - Color Shooter, WhatColor, Sn4k3
- Godot Engine 2020 – Today
 - Pocket Broomball, Ball2Box, FutsalManager?

F-Droid

- App catalogue for Android
- Open Source Apps only
- Community-run
- Free to use
- Free to publish
 - Play Store 25\$ once
 - App Store 99\$/year



F-Droid

Notable (Anti) Features

- Everything is build from source
 - All dependencies and libraries...
- Strict Inclusion Policy [1]
- Anti Features [2]



This app promotes or depends entirely on a non-free network service



This app contains non-free assets



This app contains a known security vulnerability

[1] https://f-droid.org/en/docs/Inclusion_Policy/

[2] <https://f-droid.org/en/docs/Anti-Features/>

Visibility

- Play Store ~**2.500.000** Apps [1]
- Apple App Store ~**4.800.000** Apps [2]
- F-Droid **5083** Apps in 2023
- fossdroid.com
- awesome lists
- ...other open source communities

[1] <https://www.statista.com/statistics/266210/number-of-available-applications-in-the-google-play-store>

[2] <https://www.statista.com/statistics/268251/number-of-apps-in-the-itunes-app-store-since-2008>

Before F-Droid

- **5** published games
- **0** issues
- **0** pull requests
- **0** Github stars
- **0** emails
- **0** Mastodon posts about my games
- **2€** donations

After F-Droid

- **2** published games
- **33** issues
- **4** pull requests
- **35** github stars
- **15** emails with feedbacks, issues, bugs...
- **3** Mastodon posts about my games
- **12€** donations

F-Droid publishing in a nutshell

1. Fork fdroiddata repo on Gitlab [1]
2. Create your Build Metadata file
3. Add some metadata to your App repo
4. Create Merge Request
5. Hope that it builds ;-)
6. If not, very kind people will help you!
7. Create new FOSS App; Goto step 1

[1] <https://gitlab.com/fdroid/fdroiddata>

Build Metadata – General Info

```
metadata > ! com.simondalvai.pocketbroomball.yml
1  AntiFeatures:
2  | - NonFreeAssets
3  Categories:
4  | - Games
5  License: AGPL-3.0-or-later
6  AuthorName: Simon Dalvai
7  AuthorEmail: info@simondalvai.org
8  AuthorWebSite: https://simondalvai.org
9  WebSite: https://simondalvai.org/games/pocket-broomball/
10 SourceCode: https://github.com/dulvui/pocket-broomball/
11 IssueTracker: https://github.com/dulvui/pocket-broomball/issues
12 Donate: https://simondalvai.org/donate
13
14 Name: Pocket Broomball
15 AutoName: Pocket Broomball
16
17 RepoType: git
18 Repo: https://github.com/dulvui/pocket-broomball.git
```

<https://gitlab.com/fdroid/fdroiddata/-/blob/master/metadata/com.simondalvai.pocketbroomball.yml>

Build Metadata – Build recipe

```
20  ∨ Builds:
21  ∨   - versionName: 5.0.2
22    |   versionCode: 85
23    |   commit: da4a5ac7c67f3f72e26213b225bf468ff04abc23
24  ∨   sudo:
25    |   - apt-get update
26    |   - apt-get install -y clang gettext pkg-config scons
27    |   output: game/PocketBroomball.apk
28  ∨   srclibs:
29    |   - Godot@6fed1ffa313c6760fa88b368ae580378daaef0f0
30  ∨   prebuild:
31    |   - mv fdroid/export_presets.cfg game/export_presets.cfg
32    |   - sed -i 's/FDR0ID = false/FDR0ID = true/g' game/src/global/Global.gd
33  ∨   build:
34    |   - export HOME=$PWD
35    |   - cp -R $$Godot$$ godot
36  ∨   - keytool -genkey -v -keystore debug.keystore -storepass android -alias
37    |   -keypass android -dname "CN=Android Debug,O=Android,C=US"
38    |   - mkdir -p ../config/godot/
39    |   - export SDK_PATH="export/android/android_sdk_path = \"$$SDK$$\""
```

<https://gitlab.com/fdroid/fdroiddata/-/blob/master/metadata/com.simondalvai.pocketbroomball.yml>

Build Metadata – Update Check mode

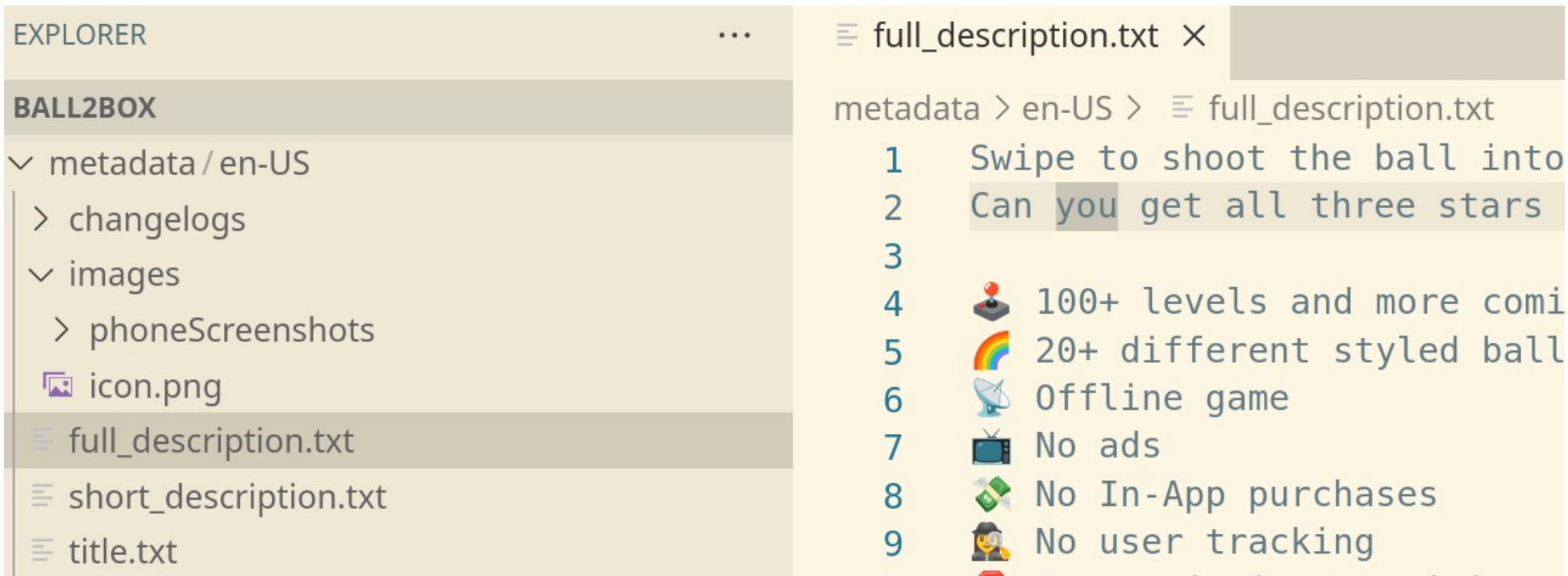
- Fully automated updates possible
 - Static, Tags, HTTP... [1]

```
241  AutoUpdateMode: Version
242  UpdateCheckMode: Tags
243  UpdateCheckData: fdroid/export_presets.cfg|version/code=(\d+)|.|version/name="([\d.]+)"
244  CurrentVersion: 5.0.6
245  CurrentVersionCode: 89
```

<https://gitlab.com/fdroid/fdroiddata/-/blob/master/metadata/com.simondalvai.pocketbroomball.yml>

[1] https://f-droid.org/en/docs/Build_Metadata_Reference/#UpdateCheckMode

Metadata in your repository



The image shows a code editor interface. On the left is the 'EXPLORER' sidebar for a project named 'BALL2BOX'. It shows a directory structure with 'metadata/en-US' expanded, listing files like 'changelogs', 'images', 'phoneScreenshots', 'icon.png', 'full_description.txt', 'short_description.txt', and 'title.txt'. The 'full_description.txt' file is selected. On the right, the content of 'full_description.txt' is displayed, showing a list of features with line numbers 1 through 9. Each line starts with a number, followed by an emoji icon and a text description.

```
EXPLORER ...
BALL2BOX
└─ metadata / en-US
   └─ > changelogs
   └─ > images
      └─ > phoneScreenshots
         └─ icon.png
            └─ full_description.txt
            └─ short_description.txt
            └─ title.txt

full_description.txt ×
metadata > en-US > full_description.txt
1  Swipe to shoot the ball into
2  Can you get all three stars
3
4  🎯 100+ levels and more comi
5  🌈 20+ different styled ball
6  📡 Offline game
7  📺 No ads
8  📦 No In-App purchases
9  🧑 No user tracking
```

<https://github.com/dulvui/ball2box/tree/main/metadata/en-US>

THANK YOU



simondalvai.org | s9i.org