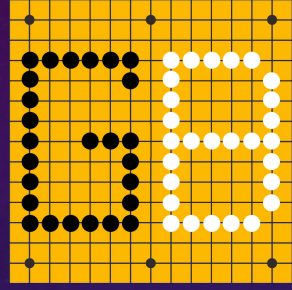

GAME BUILDING LANGUAGE

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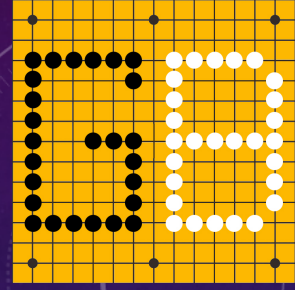
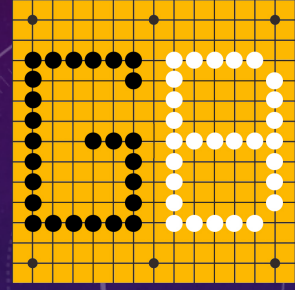
Motivation



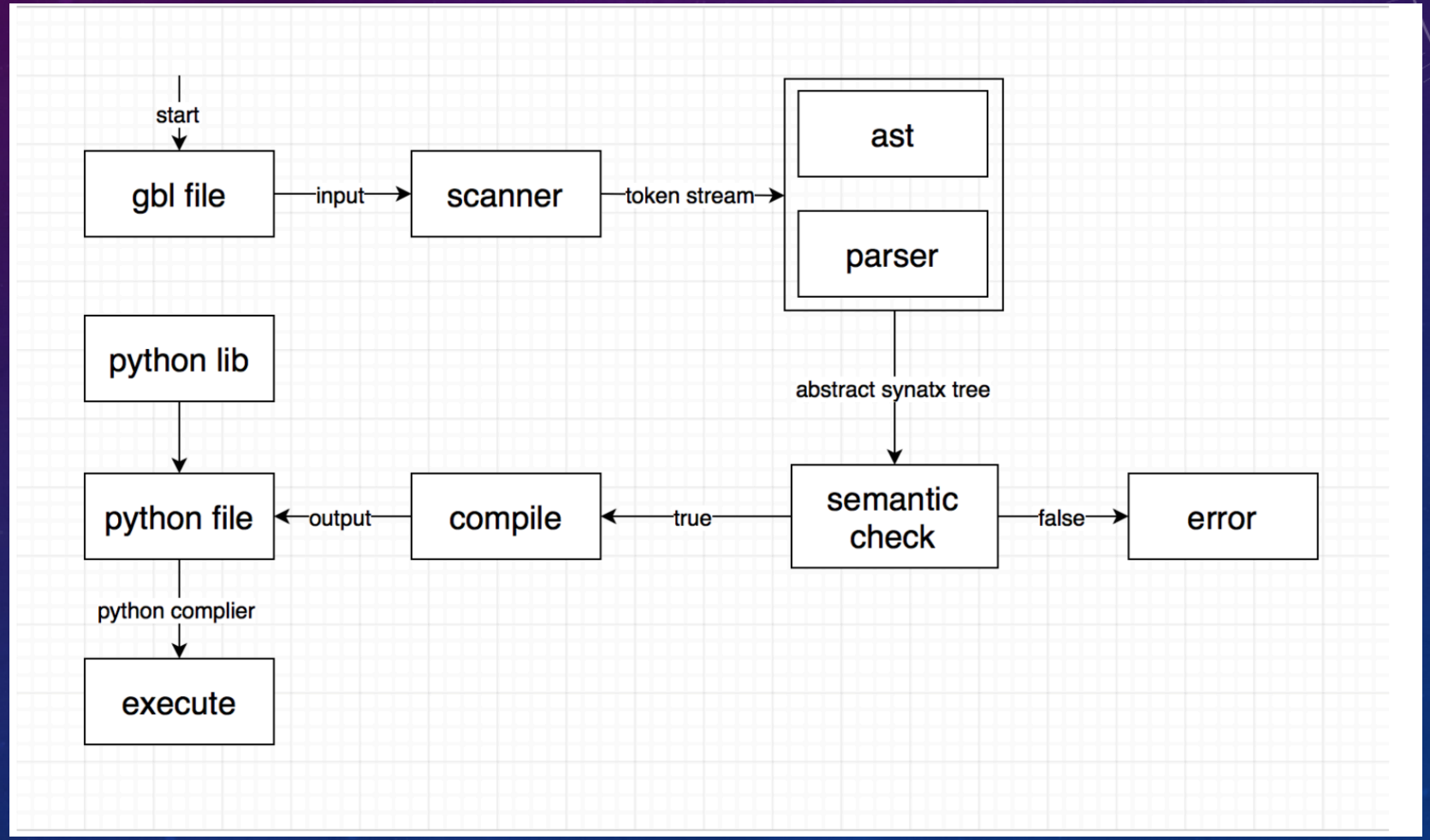
- It is extremely difficult to create a game from zero. We would like to provide such a language which could help game developers to generate their games easily and fast.

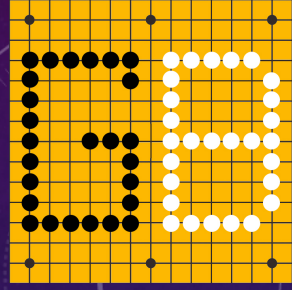
The Goal



1. create the coordinate-based game easily.
2. intuitively learn and develop.
3. spend the least time doing most work.
4. have a wonderful time developing experience.

Architectural Design





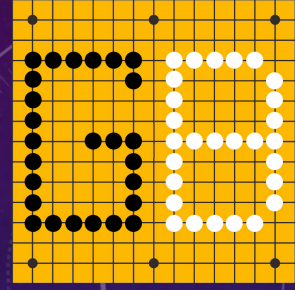
Test Plan

Test suite

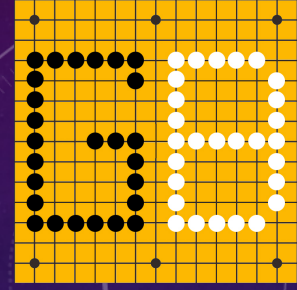
- Unit test:
- Scanner
- Parser
- Semantic
- Code generation

- Integration test: 83 test cases covered each grammar
- Test automation
- Shell script to automate the flow

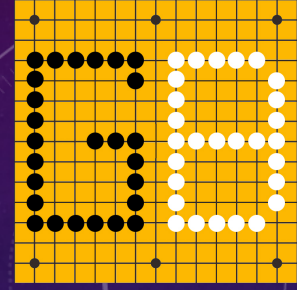
Demo



1. GoBang.gbl
2. Flew.gbl
3. GoBangAI.gbl



Question?



Thank you!