

EASY GAME GENERATOR

The Eclipse Plugin **Easy Game Generator (EGG)** is a model driven DSL bundle that allows for easy and rapid construction of 2D Jump'N'Run platformer games. A key aspect of EGG is its ease of use. It requires little to no programming skills. EGG was created as a semester work project for the lecture "Model Driven Software Engineering".

EGGSCRIPTION

- textual editor
- descriptions of game elements (heroes, foes, items, user interface)
- offers auto completion
- validated input live
- allows cross referencing to other EGGSCRIPTION files
- created with "xText"

```
Heroege main {
    logo Animation {
        pictures: "logo_edge.png";
    }
    fontsize: 20;
    fontcolor: black;
    button "edit_start" to alterownership;
    backgroundimage "background_menu.png";
}

Heroe reaktionen {
    collisionbox: 0,0,100;
    inventorystyle: apple, coins;
    inventorelements: ,;
    speed: 100;
    strength: 100;
}

run Animation {
    duration: 100; // needed when more than one picture is set
    pictures: "hero01.png","hero02.png","hero03.png","hero04.png","hero05.png";
}
jump Animation {
    pictures: "hero_jump.png";
}

}

enemy tentacalien {
    collisionbox: 50,50;
    is enemy;
    maxlife: 3;
    strength: 2;

    run Animation {
        duration: 100;
        pictures: "tentacle_alien_idle.png", "tentacle_alien_run_01.png", "tentacle_alien_run_02.png", "tentacle_alien_run_03.png", "tentacle_alien_run_04.png";
    }
    idle Animation {
        pictures: "tentacle_alien_idle.png";
    }
}

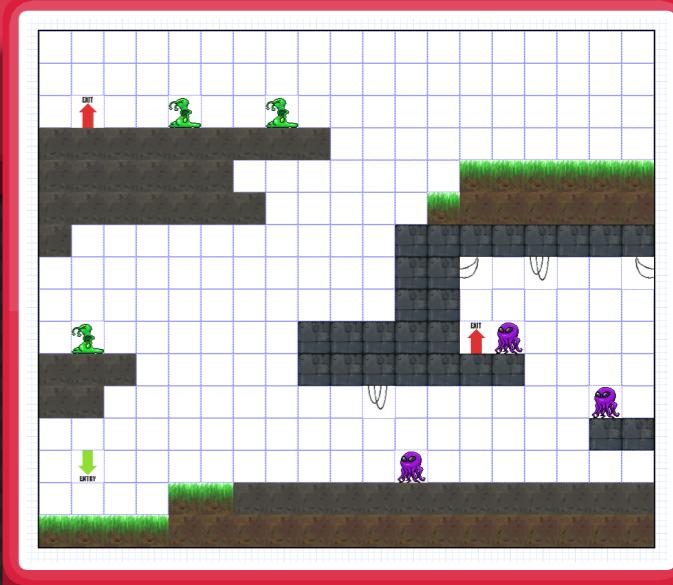
Block metal {
    animation: {
        pictures: "metal.png";
    }
}

Block cable {
    noCollision;
    animation: {
        pictures: "cable.png";
    }
}
```

references

EGGCUBATOR

- graphical editor
- enables efficient creation of game levels via drag'n'drop.
- uses descriptions of game elements that were specified within EGGSCRIPTION files.
- dynamic loading of referenced images
- created with "Graphiti"



Generiertes Spiel

- playable within web browsers
- based on HTML5 and JavaScript

