

Semantic Design for Nu Game Engine (using Sedela)

```
let World = Axiom "The world value."
let Game = (GameAddress : Address<Game>; Simulant)
let Screen = (ScreenAddress : Address<Screen>; Simulant)
let Layer = (LayerAddress : Address<Layer>; Simulant)
let Entity = (EntityAddress : Address<Entity>; Simulant)

let Simulant = (SimulantAddress : Address<Simulant>)
let Dispatcher = Axiom "Specifies the shape and behavior of a simulant."
let getGame : World -> Game = Axiom "Get the global game handle."

let getScreens : World -> List<Screen> = Axiom "Get all screen handles belonging to the global game."
let getLayers : Screen -> World -> List<Layer> = Axiom "Get all layer handles belonging to the given screen."
let getEntities : Layer -> World -> List<Entity> = Axiom "Get all entity handles belonging to the given layer."

let tryGetParent : Simulant -> World -> Maybe<Simulant> = Axiom "Attempt to get the parent of a simulant."
let getChildren : Simulant -> World -> List<Simulant> = Axiom "Get the children of a simulant."
let getProperty : String -> Simulant -> World -> Any = Axiom "Get the property of a simulant."
let getDispatcher : Simulant -> World -> Dispatcher = Axiom "Get the dispatcher belonging to a simulant."
let getPropertyDefinition : String -> Dispatcher -> World -> PropertyDefinition = Axiom "Get property definition of dispatcher."
let getBehaviors<A, S :> Simulant> : Dispatcher -> World -> List<Behavior<A, S>>

let PropertyDefinition =
  (Type : Axiom "A value type.",
   Default : Any)

let Event<A, S :> Simulant> =
  (Data : Any,
   Publisher : Simulant,
   Subscriber : S,
   Address : Address<A>)

let Behavior<A, S :> Subscriber> =
  Event<A, S> -> World -> World
```

Semantic Design for Observable Property Bag Simulations (now implemented by Nu)

```
let PropertyChangeHandler<Key> = Simulation<Key> -> Simulation<Key> -> Simulation<Key>
and PropertyChangeUnhandler<Key> = Simulation<Key> -> Simulation<Key>
and Simulation<Key> = Axiom "A simulation in terms of an observable property bag."
```

```
let getPropertyOpt<Key, A> : Key -> Simulation<Key> -> Maybe<A> =
  Axiom "Obtain a simulation property associated with the given key if it exists."
```

```
let setPropertyOpt<Key, A> : Key -> Maybe<A> -> Simulation<Key> -> Simulation<Key> =
  Axiom "Set a simulation property associated with the given key if it exists."
```

```
let handlePropertyChange<Key> : Key -> PropertyChangeHandler<Key> -> (PropertyChangeUnhandler<Key>, Simulation<Key>) =
  Axiom "Invoke the given handler when a property with the given key is changed."
```