

DRASIL

A Knowledge-Based Approach to Scientific Software Development

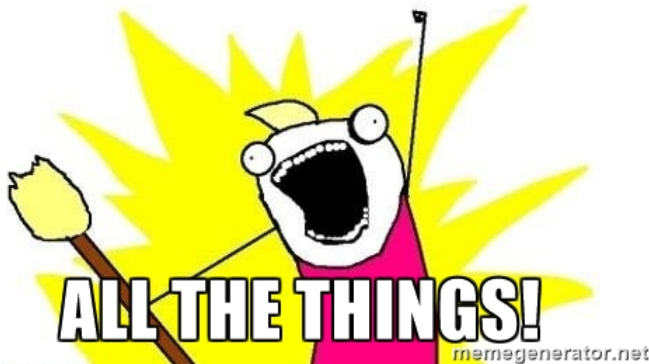
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The Goal

GENERATE



Introduction

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- ▶ case study from which structural patterns and implicit relationships can be extracted, data can be captured, and core systems can be tested and implemented

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- ▶ Opening/closing issues

Case Study Contributions

- ▶ SWHS
- ▶ NoPCM
- ▶ GlassBR
- ▶ HGHC
- ▶ SSP
- ▶ GamePhysics

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