

RPG4Newbies is a game event that allows new and old players to to experience RPGs in a safe environment. The game event is run by the event organization, who are responsible for setting an event date, an event theme, finding an event venue to lease in partnership with a game store, and preparing it for the games. For a game to take place in the event, its narrator must submit it for the game event edition, to the organizers, with a title, synopsis, and rules being used. Once games have been submitted, they can happen in the event, where narrators run them and players can play in them. Organizers can be both narrators and players, though not at the same time. Former organizers become counselors to the event organization, and can become organizers again.

The process modeled is that of the execution of the event, including game submission and leasing of a space for the event. The execution involves setting a date and theme for the event, leasing a space for it to happen, fielding game submissions for the narrators, and finally games happening.

Concept	Supply identity (O)	Carry identity (I)	Unicity (U)	Rigidity (R)	Relational Dependence (DR)	Existential Dependence (DE1)	Existential Dependence (DE2)	Meta-type
RPG4Newbies Edition		+	+	+	-DR			Instance
Event Organization	-	+	+	+	-DR			Collective
Player	-	+	+	~	+DR			Role
Organizer	-	+	+	~	+DR			Role
Event Date						+DE		Quality
Event Theme						+DE		Quality
Event Venue	+	+	+	+	-DR	+DE		Mixin
Game Store	+	+		+	-DR			Sub-Kind
Store	+	+	+	+	-DR			Kind
Narrator	-	+	+	~	+DR			Role
Title						+DE		Quality
Synopsis						+DE		Quality
Rules						+DE		Quality

Person	+	+	+	+	-DR			Kind
Game Submission					+DR		+DE	Event
Venue Lease					+DR		+DE	Relator
Game Event Edition		+	+	+	+DR	+DE		Event
Game	+	+	+	+	+DR		+DE	Event
Counselor	-	+	+	~	+DR (Inh.)			Phase
Store	+	+	+	+	-DR			Kind

