Screenshot of Kromaia

B

A

Model-Driven Development

```
scenarioExample:Scenario

netoy:Player
playerLife    = 100000
position      = (0,0,0)

vermis:GameElement
elementType = ELEMENT_TYPE_UNIT
position    = (0,0,30)

asteroid0:GameElement
elementType = ELEMENT_TYPE_ASTEROID
position    = (-30,0,25)

hullA0H0:Hull
mobilityType     = MOBILITY_TYPE_OPEN
position         = (0,0,0)
objectMass       = 0.01
objectMaterial   = MATERIAL_TYPE_STONE
objectLifeMaximum = 40
hullType         = HULL_TYPE_NORMAL

hull0:Hull
mobilityType     = MOBILITY_TYPE_ROLL
position         = (0,0,0)
objectMass       = 1.0
objectMaterial   = MATERIAL_TYPE_METAL
objectLifeMaximum = 1000
hullType         = HULL_TYPE_NORMAL

linkH0V0:Link
hullFirst    = hull0
hullSecond   = vital0
destructible = true

mouth:Weapon
mobilityType     = MOBILITY_TYPE_NONE
position         = (0,0,1)
objectMass       = 0
objectMaterial   = MATERIAL_TYPE_NONE
objectLifeMaximum = 100
weaponType       = WEAPON_TYPE_PROJECTILE
reloadTime       = 0
fireDamage       = 200000
```

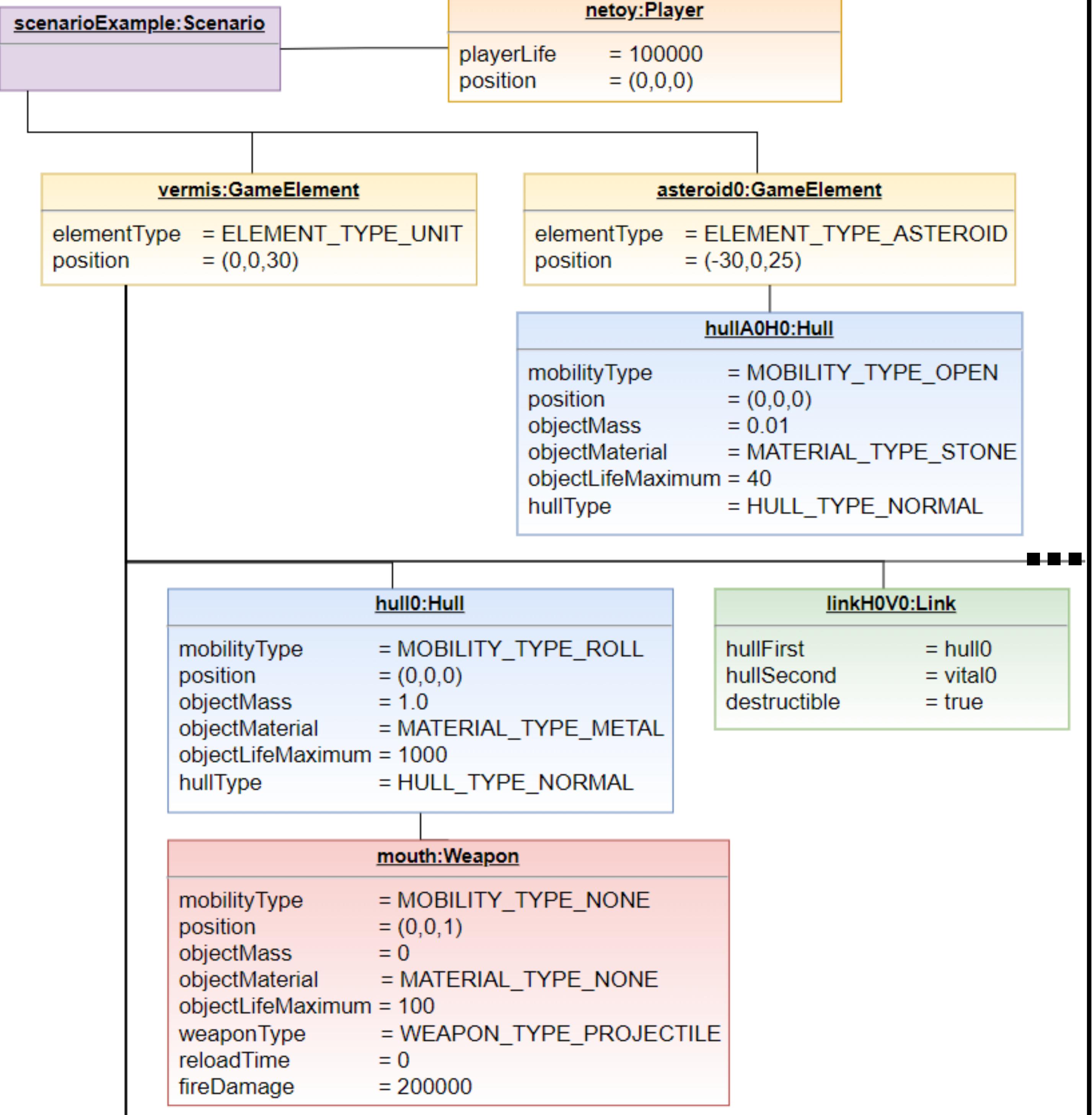**Code-Centric Development**

```cpp
void buildScenario() {
    //Player
    Player netoy(100000.0, Vector3f(0.0, 0.0, 0.0));
    setPlayer(netoy);

    //Asteroids
    GameElement asteroid0(ElementType::ELEMENT_TYPE_ASTEROID,
        Vector3f(0.0, 50.0, 10.0));
    Hull hullA0(MobilityType::MOBILITY_TYPE_OPEN,
        Vector3f(0.0, 50.0, 0.0), 0.01, MaterialType::MATERIAL_TYPE_STONE,
        40.0, HullType::HULL_TYPE_NORMAL);
    asteroid0.addHull(hullA0);
    addGameElement(asteroid0);

    GameElement asteroid1(ElementType::ELEMENT_TYPE_ASTEROID,
        Vector3f(20.0, 10.0, 20.0));
    Hull hullA1(MobilityType::MOBILITY_TYPE_OPEN,
        Vector3f(20.0, 10.0, 10.0), 0.01, MaterialType::MATERIAL_TYPE_STONE,
        40.0, HullType::HULL_TYPE_NORMAL);
    asteroid1.addHull(hullA1);
    addGameElement(asteroid1);

    //BOSS
    GameElement vermis(ElementType::ELEMENT_TYPE_UNIT,
        Vector3f(0.0, 0.0, 0.0));

    //HULL 0 (Head)
    Hull hull0(MobilityType::MOBILITY_TYPE_ROLL,
        Vector3f(0.0, 0.0, 0.0), 1.0, MaterialType::MATERIAL_TYPE_METAL,
        1000.0, HullType::HULL_TYPE_NORMAL);
    Weapon mouth(MobilityType::MOBILITY_TYPE_NONE,
        Vector3f(0.0, 0.0, 1.0), 0.0, MaterialType::MATERIAL_TYPE_NONE,
        100.0, WeaponType::WEAPON_TYPE_PROJECTILE, 0.0, 200000.0);
    hull0.addWeapon(mouth);
    vermis.addHull(hull0);
```