CPS831 Project Proposal: Game System

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Concept: Application of Model-Driven-Engineering in a target domain

The Table: a permanent on-campus installation where students will be able to share their own games with the TMU community.

The Software
- Modeled with Itemis, C++ code generated and used to run Unreal Engine-based UI
- Allow students to navigate and launch a dynamic list of games
- Input translation: most games will expect input other than joystick. Some students may bring personal/custom controllers. System will register input requirements/control profiles and translate accordingly
- High Score reading, modification, and display

Rough Sketch: