Grammar for Language Describing Game Structures

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Pretty-printed EBNF grammar:

⟨*game*⟩ ::= ⟨*round*⟩ {',' ⟨*round*⟩} `played by` ⟨*player*⟩ {',' ⟨*player*⟩}

⟨*round*⟩ ::= ⟨*phase*⟩ {',' ⟨*phase*⟩}

⟨*phase*⟩ ::= ⟨*action*⟩ | ⟨*progression*⟩

⟨*action*⟩ ::= ⟨*competition*⟩ | ⟨*decision*⟩

⟨*competition*⟩ ::= ['scored' | 'placed'] `competition between` ⟨*idList*⟩

⟨*decision*⟩ ::= `vote by` ⟨*idList*⟩ `between` ⟨*idList*⟩ | 'nomination of' ⟨*number*⟩ 'of' ⟨*idList*⟩ `by` ⟨*identifier*⟩

⟨*progression*⟩ ::= `update` ⟨*identifier*⟩ ⟨*attribute*⟩ `to` ⟨*value*⟩

⟨*player*⟩ ::= ⟨*name*⟩ ⟨*name*⟩ ⟨*number*⟩ {⟨*name*⟩ ⟨*value*⟩}

⟨*idList*⟩ ::= ⟨*identifier*⟩ {⟨*identifier*⟩} ['except' ⟨*idList*⟩]

⟨*identifier*⟩ ::= `everyone` | ⟨*name*⟩ | ⟨*name*⟩ | ⟨*reference*⟩ | `chance`

⟨*reference*⟩ ::= `winner` | 'voted'

⟨*value*⟩ ::= ⟨*name*⟩ | ⟨*number*⟩

⟨*name*⟩ ::= [a-zA-Z] [a-zA-Z0-9]

⟨*value*⟩ ::= [0-9]+

Notes:

- Allow for random decisions
- Vote tiebreakers?

- Players - mandatory attributes? just affiliation?

- Win condition or update affiliation to winner for someone in last round? Have a progression shortcut for win?

- index challenge/votes/phases or name them with identifiers?