Wargame

Department of Computer Science
Aalborg University
Selma Lagerlöfs Vej 300
DK-9220 Aalborg Øst
Telephone +45 9940 9940
Telefax +45 9940 9798
http://cs.aau.dk

Title: Wargame

Subject: Language engineering

Semester:
SW4, Spring Semester 2011

Project group:
sw402a

Participants:
Henrik Klarup
Kasper Møller Andersen
Kristian Kolding Foged-Ladefoged
Lasse Rørbæk
Rasmus Aaen
Simon Frandsen

Supervisor:
Jorge Pablo Cordero Hernandez

Number of copies:

Number of pages:

Number of appendices:

Completed: 27. May 2011

Synopsis:

In this project we will develop a small language to control the logics of a multi agent system.

Indhold

Kapitel 1

Introduction

header - in this chapter we will introduce... We use the book [1]

1.1 Motivation

1.2 Tools

tail - we have introduced...

Kapitel 2

The Wargame

header - in this chapter we will outline...

2.0.1 Wargame Scenario

The war game is initialized and the number of agents on the teams is chosen by the user. The first user types the first command, and clicks the button *Execute* to execute the command. When the user is done making his draws, he ends his turn by pressing the *End Turn* button. The moves available for the user to make is up, down, left and right (one coordinate at a time), and it is also possible to make several moves with an agent, if you select the agent and type the coordinates you want the agent to move to. When a collision between agents from opposing teams occur, a random function is called, which decides which agent wins the fight, favoring the unit with the highest rank.

tail - in this chapter we outlined...

Kapitel 3

Implementation

header - in this chapter..

3.1 Making the Scanner

3.2 Making the Parser

3.3 The Abstract Syntax Tree

3.4 The Graphical User Interface

sub conclusion - in this chapter we have made...

Kapitel 4

Discussion

header...

4.1 Usability

tail...

Kapitel 5

Epilogue

header...

5.1 Conclusion

5.2 Future Work

tail...

Bilag A

Appendix

Litteratur

[1] Deryck F. Brown David A. Watt. Programming language processors in java. Book, 2000.