



# You ALL Can Write Your Own Program!

1. Decide what elements you need: *Pacman, Ghost, Food (dots), Walls, etc.*

2. Design how they should look like:

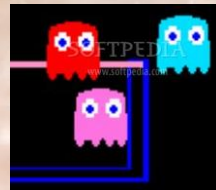


*With Model-driven Engineering, you all need these to have a Pacman model. Really!*

*But it is static, no movements yet, so we should manipulate these Pacman models.*

**MODEL TRANSFORMATION** will help.

*Specifying the rules and logic of the game!*



**Score: 760**

*Some will be easy but others will need help.*

