

You ALL Can Write Your Own Program!

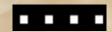
1. Decide what elements you need: Pacman, Ghost, Food (dots), Walls, etc.

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.



Model Transformation design Patterns will help solve several transformation

problems.



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