

## AGPL Syntax

$\langle game \rangle ::= \text{'Gamestate:'} \{ \langle gamestatelist \rangle \}$   
     $\text{'Move:'} \{ \langle Dec \rangle \}$   
     $\text{'isValid:'} \{ \langle Exp \rangle \}$   
     $\text{'possibleMoves:'} \{ \langle Exp \rangle \}$   
     $\text{'outcome:'} \{ \langle Exp \rangle \}$   
     $\text{'initialState:'} \{ \langle Exp \rangle \}$   
     $\text{'Type:'} \{ \langle Dec \rangle \}$

$\langle gamestatelist \rangle ::= \langle gamestate \rangle \langle gamestatelist \rangle$   
     $| \langle empty \rangle$

$\langle gamestate \rangle ::= \text{'Board:'} \{ \langle Dec \rangle$   
     $| \text{'Piece:'} \{ \langle Dec \rangle$   
     $| \text{'Hand:'} \{ \langle Dec \rangle$   
     $| \text{'Turn:'} \{ \langle Dec \rangle$   
     $| \langle string \rangle \text{'::'} \{ \langle Dec \rangle$

$\langle Exp \rangle ::= \langle Template Haskell Expression \rangle$

$\langle Dec \rangle ::= \langle Template Haskell Declaration \rangle$