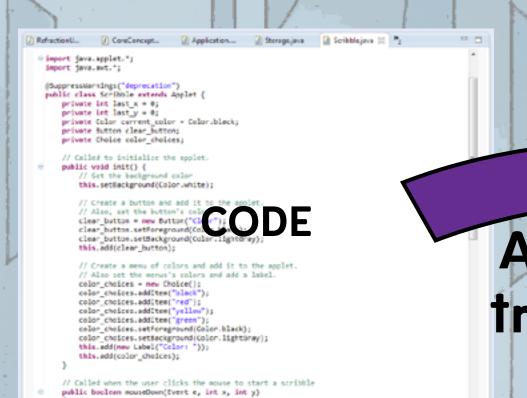
S

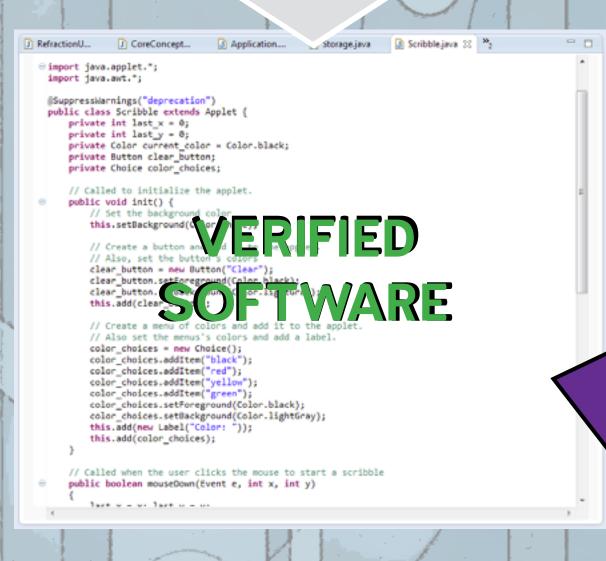
Verification Games

http://cs.washington.edu/verigames



Automatically translated into game levels

Traditional Verification Methods (Highly skilled, expensive labor)



Automatically translated into code annotations

Program ←→ Game
a variable ←→ Road
a property of the variable (type) ←→ Road width
a value ←→ Car
a property of the value ←→ Car width
requirement ←→ Traffic Cones

requirement → Unmodifiable (gray) road/car

SCORE
4081

MagentaWoods.EarlyCity

MagentaWoods.UsefulDepot

NagentaWoods.LovelyPulk

NagentaWo

Crowdsourced

game solutions

Jonathan Burke
Matthew Burns
Craig Conner
Seth E Cooper
Werner Dietl
Stephanie Dietzel
Michael Ernst
Nathaniel Mote
Tim Pavlik
Zoran Popović
Tyler Rigsby
Eric Spishak

Brian Walker