



[1] Actors, Objects, Interactions, Roles, Tasks, Activities, Objectives, Goals and Communities.

[2] Wich matches the following rules:

- m.tOv [*element.attribute* (=|<|>|!=)*value*] (A comaration of an attribute's value)
- a-x [*Actor-Task*] (Actor performs a task)
- (a-o)-x [(*Actor-Object*)-*Task*] (Actor assisted by an object performs a task)
- a-x-o [*Actor-Task-Object*](this one affects an object)
- a-x-a[*Actor1-Task-Actor2*] (this one affects another actor)
- (a-o)-x-o [(*Actor-Object*)-*Task-Object*]
- (a-o)-x-a [(*Actor1-Object*)-*Task-Actor2*]