To the kind attention of the editorial board of Entertainment Computing,

I am writing to submit our manuscript entitled, “High performance encapsulation and networking in Casanova 2” for consideration for publication in your journal. In this paper we address the problem of including high-level abstractions in Domain Specific Languages for game development, such as encapsulation and networking, which are known to affect performance. We propose a solution based on code analysis and code transformation. Our results show that a compiler implementing the proposed architecture generates high-performance code and allowing at the same time the use of these abstractions.

Thank you for receiving our manuscript and considering it for review. We appreciate your time and look forward to your response.

Kind regards,  
Francesco Di Giacomo