**Programming Languages & Translators**

**Project WhitePage**

**The "Game Wizzard"**

——Online turn-based game design language

Team Member: Liyuan Zheng(lz2375)

Chaozhong Lian(cl3190)

Yue Huang(yh2640)

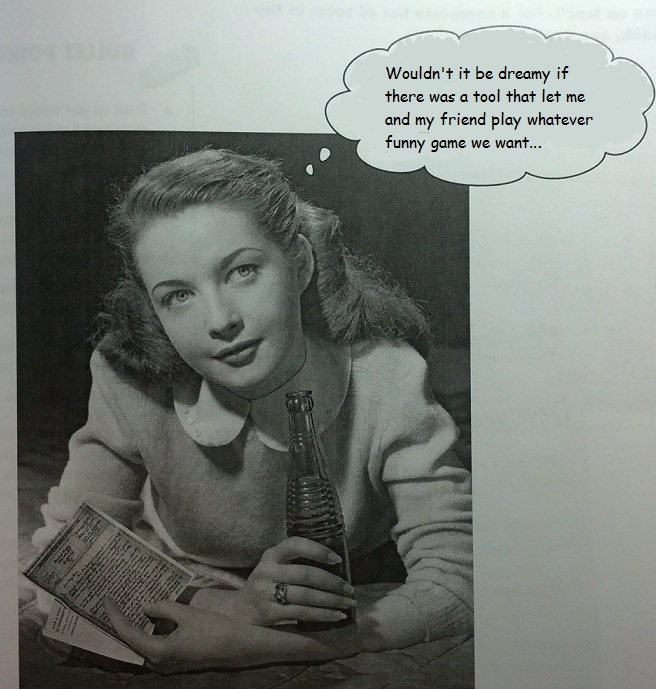
Ke Liao(kl2735)

Songqiao Su(ss4555)



1. Yes! Playing any game you want with your friends on-line!

One may recall the painful moment when not being able to playing broad games or card games with your friend. All the people on earth are complaining that getting a group of friends sitting together in the same place at the same time is increasingly difficult.



And here is the savior of the day! The idea of GameWizard comes from the fact that we are all experiencing such a disappointment when we could not start some kind of really enjoyable games with friends, simply because the lacking of certain playing pieces. With GameWizard, people can now easily start a tabletop game, whether the game is uncommon or not, without being limited by playing pieces, or being limited by cannot getting everyone at the same place. It is internally designed with an on-line platform to support remote interactions by different players from different terminals.

With the help of wizard, all that we need is only a game rule and some leisure time. You can define whatever turn-based game you and your friend are eager to play together, or , if you are creative enough, why not creating your own game!

GameWizard abstract out the differences between different types of turn-based game, be it card games, broad games or simply simple games like rock-paper-scissor. Using GameWizard to define new games would be a simple and interesting process, so why not be creative?

1. Why our language is so different?

* Define any turn-based games in an easy way

 Our language, GameWizard, aims to provide an easy way to design games. As many game-designer languages bring simplicity by narrowing types of games to very small categories( card games, maze games, etc ), we try to give game designers/programmers more flexibility yet still provide with the game creator an easy-to-learn syntax to define their ideal game in mind. People can create a tabletop game using GameWizard simply by defining groups, players, components and states, processes of the game.

Every turn-based games has three parses, the starting parse, the middle parse(this is the parse when every user performs some actions in turn), the ending parse(deciding which player is the winner). Also, every player has some abilities(be it releasing monsters or creating fire) and some magical items(something like magical ruby or magic wand ). Our programming language provides an object-oriented way and easy interfaces for users to easily define their games according to the basic patterns of turn-based game. In this way, we are no longer confining ourselves to only poker card games or any one type of game, we are including all types of turn-based game.

* Compiles, and yes, now play on-line!

Once the game is written, all the user need to do is simply compiling the source code, after that, a server program and a client program will be generated immediately. The user now only need to distribute the client side program to his/her friends, and then once the user himself/herself runs the server program, all his/her friends can now connect to him/her. And whoa la, the game works like a charm!

1. how does our language looks like?