Model Driven Engineering

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Modeling RPG game using WebGME

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Introduction to WebGME

- From the developers of GME
- A tool to create DSML for complicated systems
- Hosted on Amazon cloud at http//webGME.org

Collaborate

Collaborate with your colleagues by simultaneously working on the same project. WebGME works just like Google Docs; it updates and shows all changes to each user concurrently. And you never lose work because the models are stored in a database in the cloud.

Crosscuts

It is always the cross cutting concerns that are hardest to model and manage. WebGME introduces Crosscuts, a novel way to visualize and modify associations among model elements that are potentially far away in the composition and/or inheritance hierarchy.

APIs

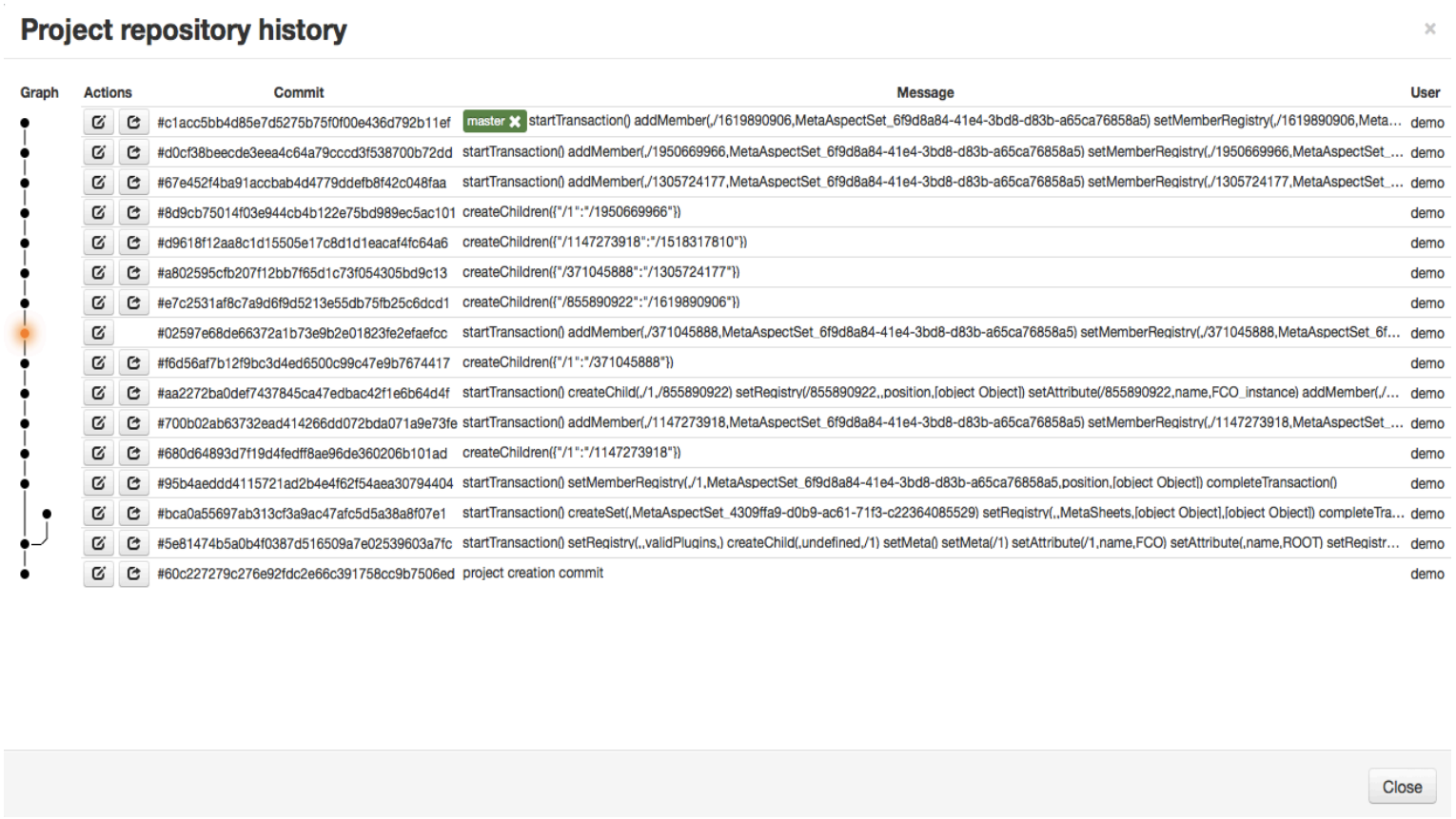
Both a native Javascript and a RESTful API are supported. The former makes it possible to write high-performance code generators, while the latter enables interfacing with WebGME in practically any programming language.

WebGME features

- Scalability and extensibility
- Platform independent
- Version control
- Multi paradigm with crosscuts

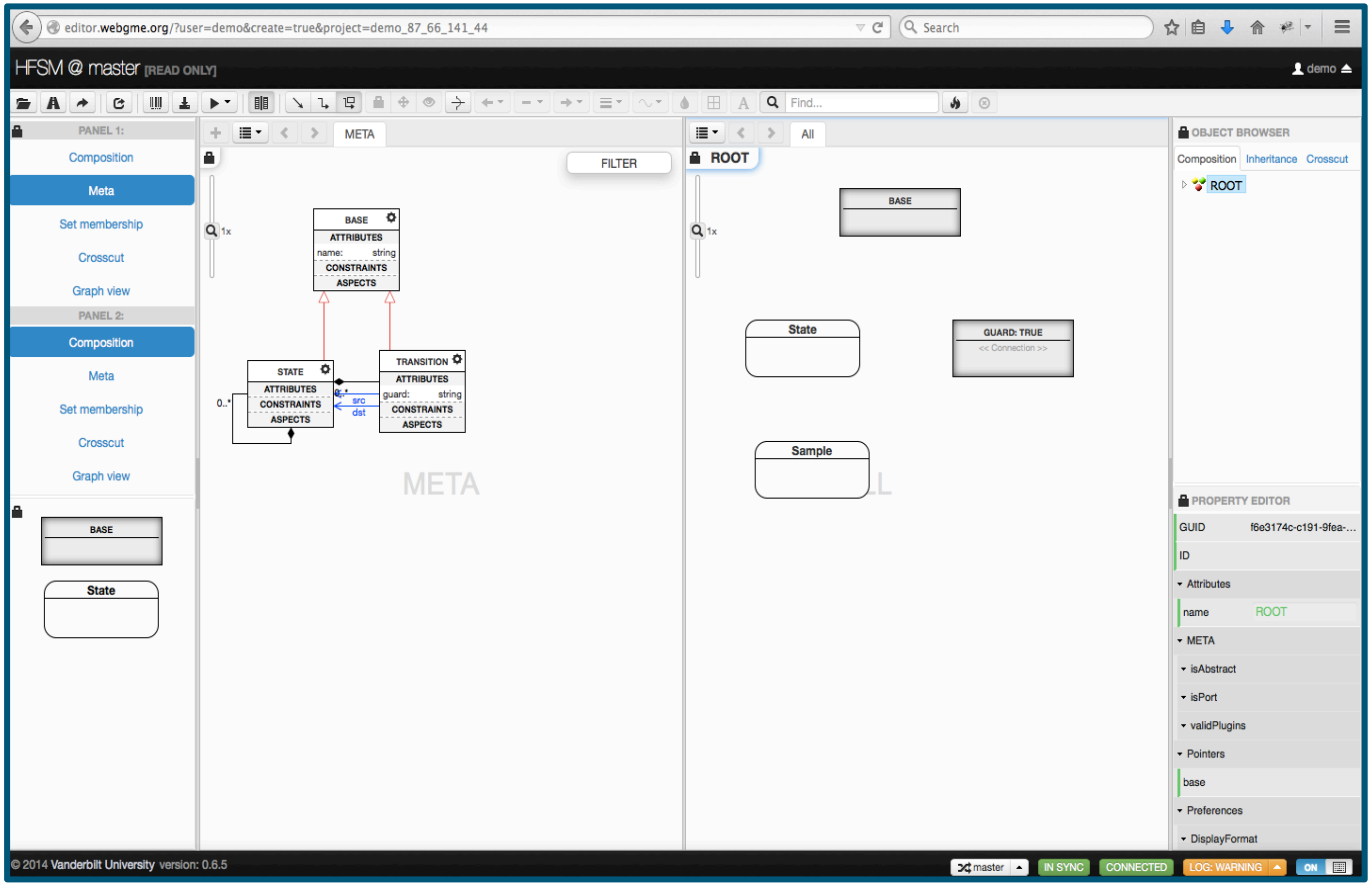
Version control

- go back to previous states of the project

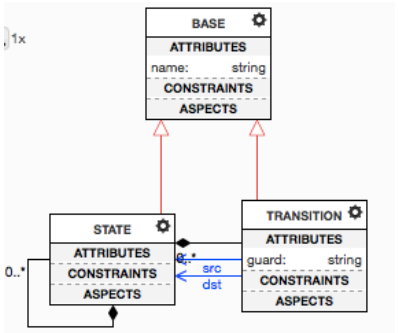


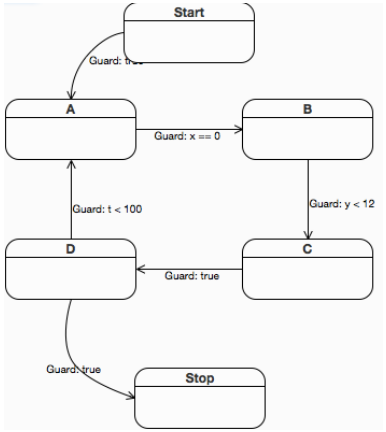
WebGME User Interface

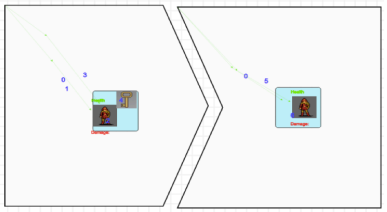
- Main toolbar
- Mode bar
- Object browser
- Part browser
- Property editor



RPG game modelling procedure







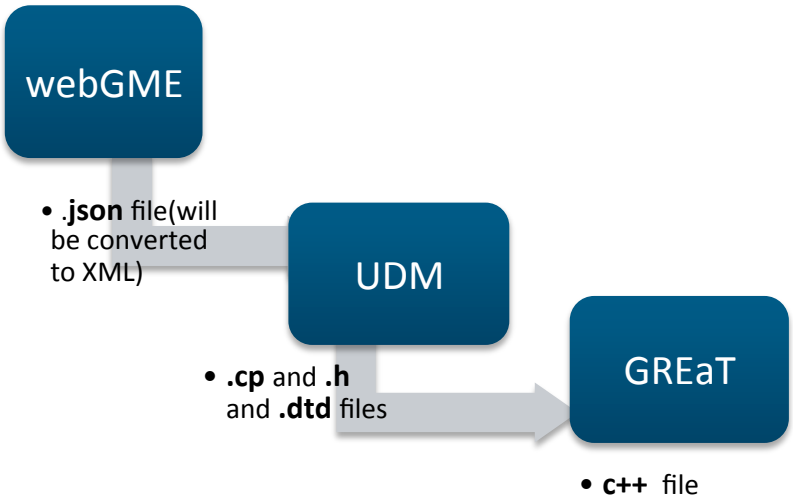
Metamodel
UML

Model
Concrete syntax

Rule-based
Transformation

Future plan

- WebGME : UML and DSML
- GREaT tool : rule_based transformation



Questions?