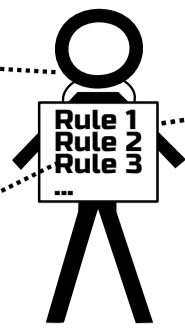


A software component



A program = a set of rules written on a card



A rule = When ,

Me
Jane
Peter
...

Any component

The component which

send the ball
hear <word>
receive the ball
receive the ball from



me

and

if **then** **else**

be at mark

be beside

be at the left of

be at the right of

...

send the ball to

go to mark

turn **facing to**

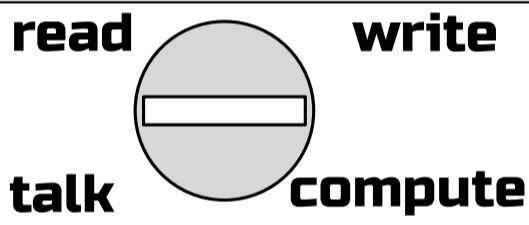
turn **left**

turn **right**

...

and

or



cost of a program =

number of

+ number of

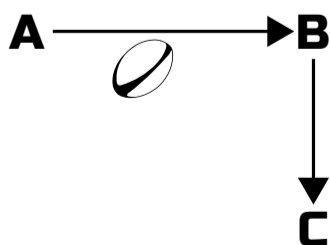
+ number of

≈ number of verbs

A game = a team of components + a set of program cards + 6 innings



an inning = a ball story



score of an inning = 10 - cost of all new programs to complete the story

score of the game = sum of all innings scores



Program cards cannot be modified after being used to complete a story

Program card cloning is free (no cost but clone cannot be modified)