

Model Specification: conception.games.reception

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A game host provides a virtual space within which players can play games of different types. Each game is played in a separate game room. The reception service manages game rooms.

1 Types

Given as basic types the set of game types and the set of game rooms.

$[GAMETYPE, GAMEROOM]$

A game host reception has a set of supported game types, and a set of game rooms (some of which are available).

Reception

$supported : \mathbb{P} \text{GAMETYPE}$

$rooms : \mathbb{P} \text{GAMEROOM}$

$available : \mathbb{P} \text{GAMEROOM}$

$available \subseteq rooms$

2 Safe Operations

Request the list of supported game types.

getSupportedGames

$\exists \text{Reception}$

$supported! : \mathbb{P} \text{GAMETYPE}$

$supported! = supported$

3 Operations with Side-Effects

Reserve a room to play a new game in.

reserveRoom

$\Delta \text{Reception}$

$game? : \text{GAMETYPE}$

$room! : \text{GAMEROOM}$

$game? \in supported$

$room! \in available$

$available' = available \setminus \{room!\}$

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