



Provelt

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Motivation

- Program Verification (as it is done today)
 - Tedious because programmers need to manually place the verification code, add annotations etc.
 - Time consuming
 - Not cost effective

Approach

- Automatically convert the code into an online game that could be played on mobile
- The completed state of the game can be converted into a proof of correctness, or can indicate the need and potential location of a bug fix.
- It requires a low skill level and doesn't require any software development skills
- As it is a fun game, people are interested in playing it which causes more software to be proven
- The ability for multiple people to play at the same time allows for more software to be proven
- This system is much cheaper and faster than the current method

Challenges and Risks

- We need to find a solid method to convert the code into a game that will always end
- We do not have anyone who can design and/or create a game on our team