Fig. 6 ASM model of Rescuing Pattern among three agents in Territorial Sea: Agent \( A_1 \) is of type FishingBoat, \( A_2 \) is of type Helicopter, and \( A_3 \) is of type CoastGuardBoat.

- **Composable Vignette Element Type:** Vignette \( V \) is generated from \( ETs \) forming the basic building blocks. So, new \( ETs \) can be generated based on existing ones at run-time, which means that \( R \) is flexible enough that users can easily extend the set of \( ETs \), and consequently \( R \).

- **Separated Transformation Layer at the Architecture Level:** Generating a vignette \( V \) from high-level abstract \( ETs \), and transforming \( V \) into an executable format (for the simulation environment) are separated into two different architectural layers. The input format of the simulation environment is irrelevant for the composition of \( ETs \) and \( Es \). This way, the two-layer architecture enhances the portability of the Vignette Generator.

Therefore, we are able to generate various vignettes by instantiating \( ETs \) with less consideration of the input format required by a specific simulation environment. We have designed the Vignette Generator such that it can provide different simulation environments with appropriate inputs without significant