Minecraft Settlement Generation AI - Project Plan

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1 Abstract

2 Tasks Planned

Assigned To	Task
Blake, Michael	Set up development environment
Blake, Michael	Test out HTML interface framework and learn how to use it
Blake, Michael	Conduct further research of possible algorithms/approaches
Blake, Michael	Finalize details of decided algorithm/approach
	Code outline for Python script
	Design settlement type(s) and implement the details in Python code
	Implement terrain analyzer
	Implement house generation
	Implement other misc. buildings generation
	Implement road generation
Blake, Michael	Create project presentation

3 Estimated Timetable

	Tasks
Week 1	Set up development environment, Test out HTML interface framework and learn how to use it, Conduct further research of possible algorithms/approaches
Week 2	Finalize details of decided algorithm/approach, Code outline for Python script, Design settlement type(s) and implement the details in Python code
Week 3	Implement terrain analyzer, Implement house generation
Week 4	Continue implementing terrain analyzer, Continue implementing house generation
Week 5	Implement other misc. buildings generation, Implement road generation
Week 6	Continue implementing other misc. buildings generation, Continue implementing road generation, Begin working on project presentation
Week 7	Finishing touches and final bug fixes on settlement generator, Finalize project presentation

4 References

[1] Marcus Fridh and Fredrik Sy. "Settlement Generation in Minecraft". In: (), p. 55.

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[3] Jean-Baptiste Hervé and Christoph Salge. "Comparing PCG metrics with Human Evaluation in Minecraft Settlement Generation". In: *arXiv:2107.02457 [cs]* (July 6, 2021). arXiv: `2107.02457`. URL: `http://arxiv.org/abs/2107.02457` (visited on 02/24/2022).

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