Minecraft Settlement Generation AI - Project Plan

Blake Patterson, Michael Ward

February 26, 2022

Contents

1 Abstract

2 Tasks

3 Timetable

4 References

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

[2] Michael Cerny Green, Christoph Salge, and Julian Togelius. "Organic Building Generation in Minecraft". In: *arXiv:1906.05094 [cs]* (June 11, 2019). arXiv: `1906.05094`. URL: `http://arxiv.org/abs/1906.05094` (visited on 02/24/2022).

[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).

[4] Christoph Salge et al. "Generative Design in Minecraft (GDMC), Settlement Generation Competition". In: *Proceedings of the 13th International Conference on the Foundations of Digital Games* (Aug. 7, 2018), pp. 1–10. DOI: `10.1145/3235765.3235814`. arXiv: `1803.09853`. URL: `http://arxiv.org/abs/1803.09853` (visited on 02/24/2022).

[5] Christoph Salge et al. "Generative Design in Minecraft: Chronicle Challenge". In: *arXiv:1905.05888 [cs]* (May 14, 2019). arXiv: `1905.05888`. URL: `http://arxiv.org/abs/1905.05888` (visited on 02/24/2022).

[6] Christoph Salge et al. "The AI Settlement Generation Challenge in Minecraft: First Year Report". In: *KI - Künstliche Intelligenz* 34.1 (Mar. 2020), pp. 19–31. ISSN: 0933-1875, 1610-1987. DOI: `10.1007/s13218-020-00635-0`. URL: `http://link.springer.com/10.1007/s13218-020-00635-0` (visited on 02/24/2022).