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Tilemap Procedural Generation

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Introduction

For my project I have decided to take advantage of the new Unity 2017 system, Tilemaps.

I have decided to use Scrum as the methodology of this Project as it allows me to split my tasks up into sprints, to allow me to focus and finish one thing at a time. I am using HacknPlan to plan my tasks. This allows me to make sure certain features of the Tilemap Generator is up to scratch before ending the sprint. If I find any bugs during another sprint, I can add them to a bug list.

This feature allows you to paint Tiles onto a Grid, primarily for 2D games.

For my project I want to generate levels onto the Tilemap, with the Tilemaps taking control of how the tiles interact with each other. By including the features in Unity’s 2D extras [1] for Tilemaps, I gain access to extra features which allows me to have tiles connect automatically, and animate.

