Approaches to Proc Gen

**Gotten from article “A Hybrid approach to ProcGen in Roguelikes” [1]:**

**Online –** This approach is capable of acting in real-time/runtime. This means that the algorithm must be incredibly fast and must act with sufficient consistent quality (not super different every time).

**Constructive** – This approach always generates its product without failure with sufficient quality by using its own well-defined methods and rules during compile time (Game Loading).

**Generate & Test –** This approach achieves a similar purpose but it is done differently. This approach is built in two parts:

Part 1 – generate content.

Part 2 – Evaluate content with a predefined criteria (rules), if the criteria is not met new content is generated until the criteria is met.