COMP3180 – Final Project Report

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The below suggested section word counts are rough estimates provided as a guide (totalling 2000 words); you should balance your report as appropriate (for the specifics of your project and to hit the overall required word count range of 1500-2500 words) and in consideration of the assessment criteria. You should integrate images (e.g. of your deliverables or playtesting results graphs) throughout your report to help illustrate your work. **Note: Remove this and all other instructions from the document prior to submission.** You should also right-click and ‘Update Field’ on the Table of Contents before submission to update the references to page numbers.

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# Project Deliverables

A (~250 word) summary of the Project Deliverables, with a description and link for each one. These links may be to your repo, or to content within your report/appendix, depending on the deliverable. Use the outline of deliverables you submitted in your Research Report as a starting point and note variations from your plan where present. Remember to identify and link to your industry portfolio piece (including the short demonstration video showcasing relevant prototype/s), since it is one of the required deliverables for the project.

* Unity prototype of proc gen technique 1 – Wave Function Collapse
* Unity prototype of proc gen technique 2 – Cellular Automaton
* ~~Context Free Grammar~~ – Hybrid approach plan / Pseudo Code (clarify that got replaced)
* Own proc gen hybrid approach implementation (Unity Project)
* Video explaining how the algorithm works.

# Milestones

A (~350 word) list of weekly Milestones, starting with a single brief summary for work completed up to submission of your research report in week 7. Following that, you should briefly document milestone achievements and roadblocks for each week from weeks 8-13, and identify points at which deliverables were added, dropped or modified compared to your original plan. Your development journal from your repo will be a good reference/record to start from, but make sure you edit your weekly summaries to make them concise and about specific achievements/ roadblocks.

## Up to Week 7

## Mid-session break

## Week 8

## Week 9

## Week 10

## Week 11

## Week 12

## Week 13

# Evaluation

An (~700 word) Evaluation of utility, usability or UX (as appropriate) of the deliverables you made by their target audience (e.g. programmers, specific players, artists, designers, etc.). This section is not about you reflecting on how well you think you did, but rather reporting on a conducted evaluation/study of whether your deliverable/s achieves its goals with its intended audience (e.g. via playtesting or user testing). You should conduct this study on AT LEAST your major deliverable, summarising the results of this evaluation here and referring to the raw results from your study in an appendix or your repo. Make sure you justify the target audience of the deliverable by identifying the purpose of your deliverable in an industry context.

# Learning Goals Reflection

A (~350 word) Reflection on the advanced game development skills you learned with reference to the learning goals set in your research report. Again, start with the list of learning goals from your report, revised as necessary, and for each one you should reflect on the extent to which you have built new relevant skills, extended your capabilities or understanding, or conversely struggled to make tangible progress (and why).

# Industry Relevance and Future Work

A (~350 word) Future Work section, reflecting on how the skills you've learned might be applied in industry. You can also outline or hypothesise about specific plans to do more with your project/deliverables. You should include explicit reflection on your experience with the process of self-directed learning through research and experimentation, including goals for how you might improve your learning skills in future.

# Appendices

You can include any supporting data, tables or screenshots here that would otherwise break the flow of the document or blow out your word count. Material included in this section should be referred to in the text and contribute meaningfully to the document.

# Bibliography

References for any third party sources referred to in the text or relied on in your project.