Feasibility Demo

Callum Myers

2102549

**Research Question**

An investigation into using Procedural Level Generation to improve replayability and player engagement in 2D platformers.

**Aim:**To investigate and analyze the potential benefits of procedural generation when creating levels for 2D platformers and consider how this could be used to improve the game’s replayability, then to use this information to develop and implement a level generator for a simple 2D platformer.

**Objectives:**To research how procedural level generation could be used in future 2D platformers to give the player a unique experience each time they start a new game.

To explore the links between new, unique levels and player engagement levels.

To utilise programming techniques such as Perlin Noise and Markov Chains in order to implement a procedural level generator using the Unity game engine.

**Statement of Changes**

I no longer plan to use Wave Funtion Collapse in my implementation since it is made mostly obsolete by my use of Markov Chains.