|  |  |
| --- | --- |
| Broad overview | Start with a broad examination of the research related to your topic. This provides the background information and context that your reader needs to understand your main ideas. |
| Narrow focus | Gradually narrow your focus to the specific aspect of the topic that you will be addressing. |
| Most relevant papers | Focus on a few papers that are the most relevant to your work and look at them in considerably more detail. |
| Confirm your question | Finish the review by confirming how the literature has led you to your specific question. |

Broad overview:

* Procedural

Narrow focus:

* Procedural Tools

Most relevant:

* Terrain Generation Tools

Broad Overview:

<https://www.researchgate.net/publication/220535557_Accessible_Computing_--_Past_Trends_and_Future_Suggestions_Commentary_on_Computers_and_People_with_Disabilities>

<https://dl.acm.org/doi/abs/10.1145/2384916.2384932>

<https://dl.acm.org/doi/10.1145/3503508> <https://arxiv.org/pdf/2103.08778>

<https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=10336281>

Task Manager

Narrow Focus:

<https://sfbgames.itch.io/chiptone>

<https://donitz.itch.io/procedural-tileset-generator>

<https://www.materialmaker.org/>

<https://renderdoc.org/>

Most Relevant

<https://www.youtube.com/watch?v=JBp8zvLVsgg> – GDC, Procedural World Generation of Far Cry 5

<https://www.world-machine.com/> - World Machine

<https://www.world-creator.com/en/index.phtml> - World Creator - real-time Terrain and Landscape Generator

<https://www.sidefx.com/products/houdini/> - houdini

# The Problem

Creating terrain and environments is challenging for inexperienced peopled. This project aims to create an accessible easy to use tool that enables the ability to create realistic terrain and environments without an investment of time to learn it.

Accessability  
1. Usability

Intuitive Design: Software should be easy to navigate, with clear icons and logical workflows.

Consistent Layout: A uniform interface helps users feel more comfortable and reduces the learning curve.

2. Cross-Platform Compatibility

Ensure the software functions well across different operating systems, devices, and screen sizes, accommodating users with various preferences.

3. Multilingual Support

Providing language options helps users from different linguistic backgrounds effectively use the software.

4. User Customization

Allowing users to customize the interface (e.g., themes, layouts, fonts) can enhance comfort and usability.

5. Performance Optimization

Software should perform well on a range of hardware specifications, ensuring that users with older or less powerful devices can still access it.

6. Feedback Mechanisms

Implementing tools for user feedback allows continuous improvement based on user experiences and needs.

7. Error Prevention and Recovery

Clear error messages and easy recovery options can help users navigate challenges without frustration.

8. Information Overload Management

Streamlined interfaces that minimize distractions and present information clearly can help users focus and process data effectively.

9. Learning Resources

Providing tutorials, help guides, and FAQs can assist users in understanding and utilizing the software effectively.

10. Security and Privacy Considerations

Transparent data practices and robust security features can foster trust and accessibility for all users.

By considering these factors, software can be made more accessible and user-friendly for a diverse audience, improving overall user experience.