

Vision Statement

Project Goals:

The project is designed to compare gameplay and the design difference between five algorithms that creates computer game levels automatically. The main goal of the project is to expose the user to the product of five Procedural generation algorithms.

Project scope:

Included:

- The user can enter the map size.
- The system will create five levels according to the different algorithms.
- At any time the user can choose to move to another level.
- The user can enter the difficulty level of the stage (will spawn more enemies).

Not included:

- Check which of the algorithms is the most preferred by the user.

Features:

Essential:

- A
- V
- B

Desirable:

- Ew
- W
- Document Explanations of the process of connecting AWS to Unity.

Major milestones and deliverables

There are four main milestones in this project:

- Connection to AWS – will run the five algorithms.
- Connection between AWS and GitHub.
- Connection between AWS and Unity.
- Creating interesting UX/UI for the user.

Elevator Statement

For Gamers and just people that love to play video game of all ages who want to try and play a different kind of game **the** Project **is a** game platform **that** creates game levels automatically. **Unlike** Previous projects engage with the field of Procedural generation made different comparisons related to features like runtime, how the algorithm works and how it creates a game automatically **our product** creates different stages of the same computer game with the help of each of the algorithms and examines the difference between the gameplay and the design between them.