

# Computer Games Development CW208

## Project Proposal Year IV

Student Name:	David Whiteford	Student Number:	C00204740
Working Title:	Investigate two approaches to procedural generation (Dungeon and room)		
Description:	To investigate procedural generation of rooms and to learn how it works and the different methods that can be done to do this		
Reasons for selecting project:	This is an area that I myself think that I need to learn more about and is something that can come in useful in the development of games.		
Proposed research content:	Use of the internet to find reports and information about the topic and possible books about procedural generation		
External links (if applicable):			
Hardware requirements:	Computer to run the different software that is needed to create the code to do procedural generation. Access to the hardware that is needed to use a computer. Internet access to research the topic		
Software requirements:	Visual Studio and also SFML along with the like of Unity to develop code to use procedural generation		
Other requirements:			

Signed: David Whiteford

Date: 10/10/20

### For Office Use Only

Approved/Not Approved:	
Reasons for not approving project:	
Conditions attached to approving project:	
Approved/Not Approved:	
Name of Supervisor:	

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