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| 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: | |  | | |

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| 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: |  | |
| Signed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |