

Vision Document

1. Problem Statement

Creating fictional worlds is a great part of an immersive experience both in virtual and real events. However it might be inconvenient to have to imagine a great amount of worlds. This applies to all sorts of applications such as pen and paper role playing games, writing novels, creating video games and many more. This especially has a great impact if visual presentation is of importance.

2. Product Position Statement

This application is made to benefit any user that is in need of a fictional world for their private or commercial project. It can be used to generate complete settings, create basics to build upon or to simply get inspired. Furthermore it can also be used for entertainment. On a larger scale parts of this project could easily be integrated into a website to share created worlds and thereby create a more immersive experience in applications such as role playing games.

3. Product Features

The application features a fully functional map renderer for 100x100 map arrays that generates images usable in html documents. Furthermore a map generator uses layered noise to generate the worlds. The map generator is both seeded and adjustable. This makes recreation of maps based on only small bits of data highly possible.