



GAM310 Theory 3: Games as Culture

Procedural Content Generation

What is PCG?



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- ▶ **Procedural:** by computer program or algorithm, with little or no direct input from designer or user
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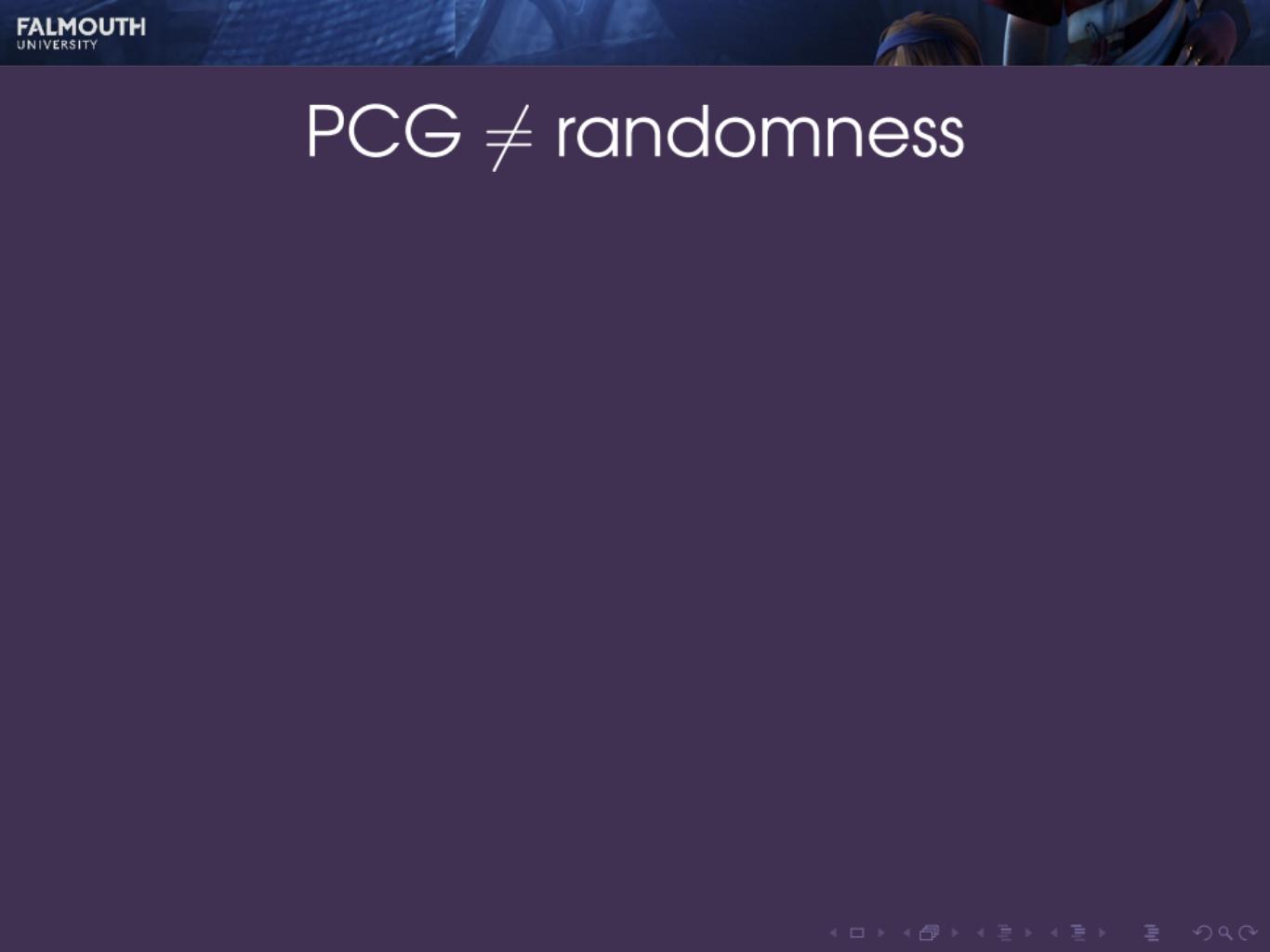
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 - ▶ Tool for developers



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- ▶ Can have PCG without randomness, e.g. based on fractals or simulations
- ▶ Randomness in PCG is generally **constrained** to produce desired content
- ▶ Shuffling a deck of cards for a game of Solitaire is **not** PCG!



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- ▶ Here: “procedural” = “algorithmic”

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- ▶ Allow game mechanics based on unseen content

PCG approaches

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Further reading

Noor Shaker, Julian Togelius and Mark J. Nelson.

Procedural Content Generation in Games: A textbook and an overview of current research. Springer, 2016.

Available online: <http://pcgbook.com>

A brief history of PCG



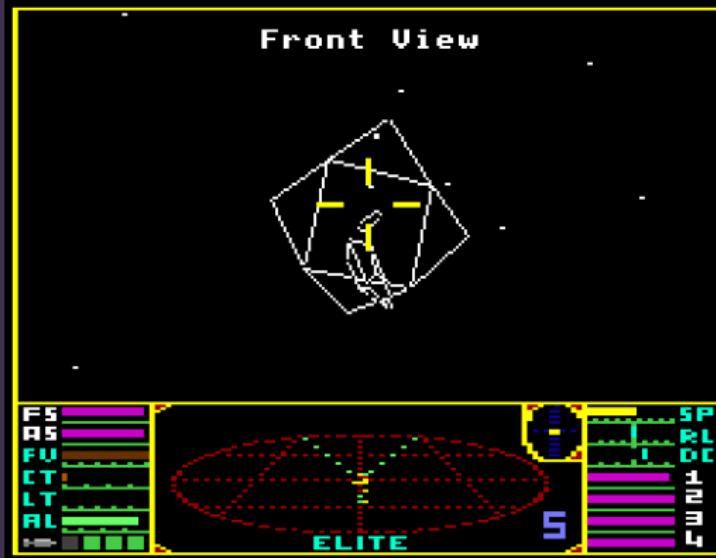
Dungeons & Dragons (1974)



Rogue (1980)



Elite (1984)



Sid Meier's Civilization (1991)



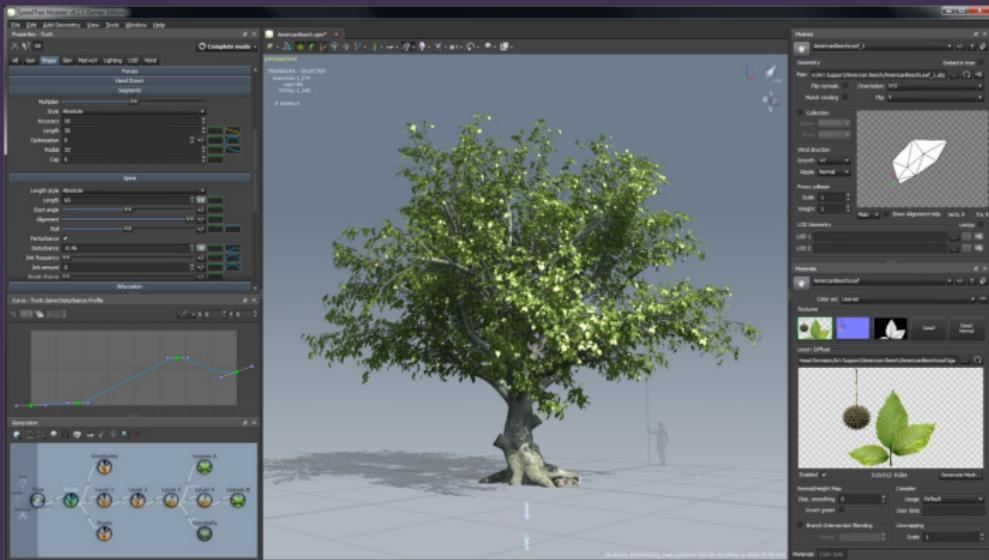
Frontier: Elite II (1993)



The Elder Scrolls II: Daggerfall (1996)



SpeedTree (2002)



.kkrieger (2004)



Dwarf Fortress (2006)



Spelunky (2008)



Spore (2008)



Left 4 Dead (2008)



Borderlands (2009)



Minecraft (2011)



The Binding of Isaac (2011)



Ultima Ratio Regum (2012)



To That Sect (2013)



Elite: Dangerous (2014)



Road Not Taken (2014)



PROCJAM (2014–present)



No Man's Sky (2016)



The role of PCG in games



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- ▶ PCG is not a substitute for gameplay
- ▶ PCG is not magic — it doesn't (by itself) let an indie-sized team produce a AAA game
- ▶ When talking about scale and PCG, it's easy to set unrealistic expectations

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- ▶ They could easily have made it “over 340 undecillion” planets ($2^{128} = 340\,282\,366\,920\,938\,463\,463\,374\,607\,431\,768\,211\,456$)



Even bigger numbers

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- There are

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- ▶ When you shuffle a deck, it is almost certain that **no deck of cards in human history** has ever existed in that order
- ▶ But how **interesting** is that particular shuffled deck?
- ▶ How **different** from another shuffled deck?

Uniqueness

“I can easily generate 10,000 bowls of plain oatmeal, with each oat being in a different position and different orientation, and *mathematically speaking* they will all be completely unique. But the user will likely just see *a lot of oatmeal.*”
— Kate Compton

<http://galaxykate0.tumblr.com/post/139774965871/so-you-want-to-build-a-generator>

Uniqueness

“ ‘Every Planet Unique’ might mean that each planet has a complex sci-fi backstory rich enough to fill a two-part Star Trek episode. It might also mean that, mathematically speaking, there’s a rock somewhere on the planet that doesn’t look like any other rock in the universe.”
— Michael Cook

<http://www.gamesbyangelina.org/2016/08/procedurallanguage/>

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- ▶ PCG can **enable** new (discovery-based) game mechanics
- ▶ No need to dazzle the audience with big numbers

Curation

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- ▶ Smart PCG should not **merely generate**: it should also **evaluate**

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- ▶ In a game with **emergent narrative**, who is the author? Is it the developer, the player, or both?
- ▶ In a game with **procedurally-generated content**, who (or what) is the author? Is it the developer, the player, the system, or all three?

Authorship

“(We) create the systems (including some fixed content), and the choices made at that stage are influenced by our preferences, worldviews, talents and flaws, and then the system creates the content. The players are exposed to the content and can manipulate it using the tools we (and others) create for them. How they use the tools is up to them, and how the content reacts is up to our systems.”

— Tarn Adams

<http://www.nullpointer.co.uk/content/interview-dwarf-fortress/>

The future of PCG





“You are playing an “open world” game, something like Grand Theft Auto or Skyrim. Instead of going straight to the next mission objective in the city you are in, you decide to drive (or ride) five hours in some randomly chosen direction. The game makes up the landscape as you go along, and you end up in a new city that no human player has visited before. In this city, you can enter any house (though you might have to pick a few locks), talk to everyone you meet, and involve yourself in a completely new set of intrigues and carry out new missions. If you would have gone in a different direction, you would have reached a different city with different architecture, different people and different missions. Or a huge forest with realistic animals and eremites, or a secret research lab, or whatever the game engine comes up with.”

— Julian Togelius

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Whole game generation



- ▶ E.g. ANGELINA (Michael Cook)
- ▶ Generate **entire games** from scratch, possibly using ideas or themes provided by the user
- ▶ **Democratise** game design — create games in **collaboration** with a non-skilled user
 - ▶ (i.e. make it so that you don't need to do a degree to learn how to make games...)

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- ▶ Generative Adversarial Networks (GANs)

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- ▶ Beyond **mere generation**
- ▶ Beyond generating **content** to generating **ideas**

Activity



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- ▶ Self-organise into groups of 3-4
- ▶ Go to <https://www.randomlists.com/random-video-games> and click “Refresh”
- ▶ Choose a game (that you have all heard of)
- ▶ Imagine **adding PCG** to this game
 - ▶ What **type of PCG** would enhance the game?
 - ▶ What other **changes to mechanics** would be needed to rebalance the game?
 - ▶ Would PCG change the **aesthetics** of the game?
 - ▶ Would PCG change the **target audience** of the game, or how the game is **marketed**?
- ▶ If the game **already** has PCG, imagine **removing** it instead