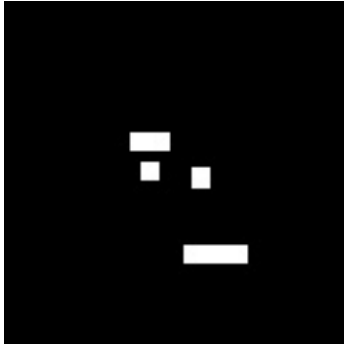


Level GANerator

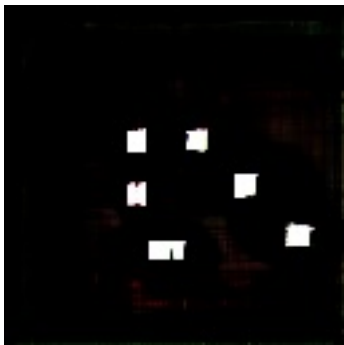
Creating levels based on a Generative Adversarial Network (GAN)

1. Creating samples of basic level in XML format
2. Create level images containing the basic shapes of all game objects



Generated Images showing 'Pigs'

3. Feed the images in GAN.
4. Generate random levels from GAN



Generated Pigs from GAN

5. Detect all shapes of images and build new level XMLs from it
6. Test the new levels with the agent and feed the "good" ones back into the GAN

Authors:

- Samet Akcabay
- Patrick Haller