Procedural Content Generation Assessment Item 1 Report

**Development Log**

The first part of the assignment I decided to tackle was the generation of the scene/diorama, I decided to work

Perlin cloud atmosphere based on distance, do multiple layers for thicker atmospheres, distance from star affects probability of size, terrain jaggedness, colour, moons. Galaxy stars brightness affected by how close they are from the centre of the galaxy.

Ships move along empty gameobject waypoints that transition them between planets and other items

Planets that are a certain distance away from the star will have a higher chance of getting asteroid rings

The first part of the assignment I decided to tackle was the generation of ships, I decided to start out with a small fighter using a blender model I have created as a base. A modular design was envisioned with multiple models of ship components such as weapons, wings, and engines being created in blender.

The fighter base is then created as a prefab with multiple empty game object “nodes” attached to it in predefined positions. These nodes make up all possible combinations of components that can be attached to the fighter base to make up the completed fighter. I did this because it greatly reduces the risk of erroneous results