

FAKULTÄT FÜR INFORMATIK

DER TECHNISCHEN UNIVERSITÄT MÜNCHEN

Masterarbeit in Informatik

Powwow: A tool for design and simulation of intelligent serious game worlds

Paul Muntean





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Powwow: A tool for design and simulation of intelligent serious game worlds

Powwow: Ein Tool für die Entwicklung und Simulation intelligenter Lernspielwelten

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Ich versichere, dass ich diese Diplomarbeit selbstä Quellen und Hilfsmittel verwendet habe.	indig verfasst und nur die angegebenen
München, den 21. September 2016	Paul Muntean

Acknowledgments

If someone contributed to the thesis... might be good to thank them here.

Abstract

An abstracts abstracts the thesis!

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Outline of the Thesis

Part I: Introduction and Theory

CHAPTER 1: INTRODUCTION

This chapter presents an overview of the thesis and it purpose. Furthermore, it will discuss the sense of life in a very general approach.

CHAPTER 2: THEORY No thesis without theory.

Part II: The Real Work

CHAPTER 3: OVERVIEW

This chapter presents the requirements for the process.

Part I. Introduction and Theory

1. Introduction

Here starts the thesis with an introduction. Please use nice latex and bibtex entries [1]. Do not spend time on formating your thesis, but on its content.

1.1. Latex Introduction

There is no need for a latex introduction since there is plenty of literature out there.

Part II. The Second Part

Appendix

A. Detailed Descriptions

Here come the details that are not supposed to be in the regular text.

Bibliography

[1] Leslie Lamport. *LaTeX*: A Documentation Preparation System User's Guide and Reference Manual. Addison-Wesley Professional, 1994.