ILP Proposal

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MSc Game Development

For my Individual Learning Plan I will explore how procedural algorithms can be used to create mazes and dungeons for use in both 2D and 3D games.

As a starting point for this project, I have researched and implemented several maze algorithms in Unity. These include the Binary Tree, Recursive Backtracker and Kruskal algorithms, detailed by Buck 2015. So far the implementaion is a simple 2D view of the maze as it's being generated, using Unity's coroutines to show the proccess step by step.

Bibliography

Buck, Jamis (2015). *Mazes for Programmers. Code Your Own Twisty Little Passages.* Pragmatic Bookshelf.