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**Project title:**

Creating realistic procedurally generated cities including road maps and buildings

**Rationale:**

-why have you chosen this

-why do you want to do it

Many survival and last-player-remianing type games

I have also been personally interested in procedurally generated worlds/levels. Previously outside of Academics I have created a dungeon crawler using a fully-random dungeon generated algorithm and this gives me an opportunity to explore controlled-randomness of a generated world.

**Method(s) and project timeline with milestones:**

Try and build prototypes for some of these ssytems and pick oen having decided on some pros and cons andon each section I will decide what I will evaluation each system on and based on those evaulations I will decide what system to take on and use for the rest of the project

Milestones:

* Read in user input in the form of 2D image maps (elevation, water boundaries, etc).
* Create Major roads
* Create minor roads
* Plot buildings
* Create more advanced buildings

**Clear employability statement of how the completed project will demonstrate the relevant specialist skills:**

**Examples of specific organisations and/or current jobs in the relevant industry sector in which the specialist skills will be of value:**

**What do I wish to be marked on in the final project?**