COMP-1864 Report

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# Introduction

# Procedural Generation

To make sure the level is almost never the same as the last time it was loaded, Perlin Noise is used to generate a grid-like level into use. (Archer, 2011)

# Interactive Intelligence

Affordances were applied into the level as to assist AI in interacting with the world. Interactable objects were tagged with verbs relating to what AI could use them for. (González-Calero & Gómez-Martín, 2011, pp. 37-39)

# References

**There are no sources in the current document.**