

# Kernmodule Eindpresentatie

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Procedural Generation && Artificial Intelligence

# Klein beetje over Boids



# Procedural Generation

- Sebastian Lague
- Cave Generator
- Teveel mogelijkheden

# Cave Generator

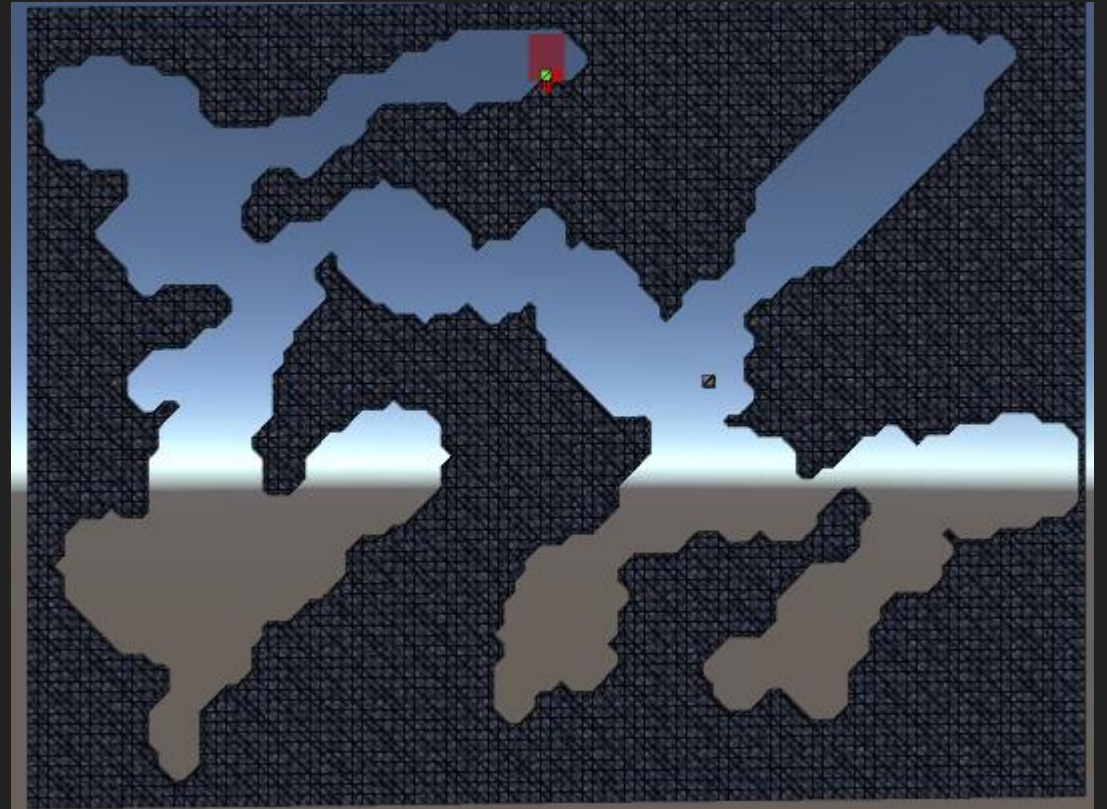
- Cellular automata
  - Creating Shapes
- Marching Squares
  - Creating the mesh

# Generating the map

- Seed based generation
  - 2D array
- GenerateMap()
  - Random Fill

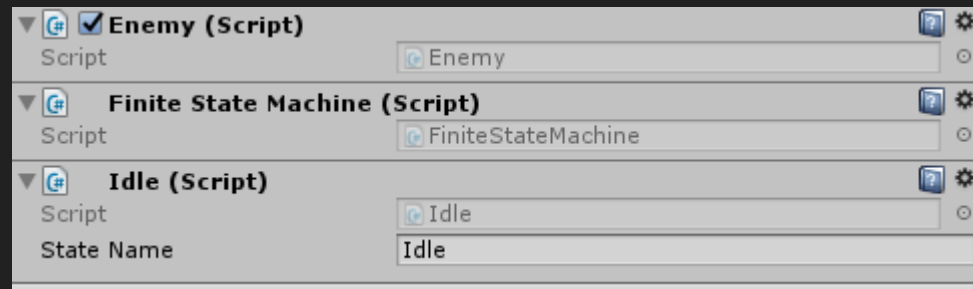
# Using the marching squares algorithm

- Grid
- Control nodes
  - Corner
- Nodes
  - Midpoints
- Triangulate squares in map



# AI

- State machine
- Component Based
- Three states
  - Idle
  - Attacking
  - Searching



# Einde

- I Would've Made a Shorter Presentation, But I Didn't Have The Time.