Research Question 1

***[KU6] Noise, Voronoi Tessellation, Midpoint Displacement and Splat Maps in Procedural Content Generation***

i. Describe and explain what is noise in terms of procedural content generation.

ii. Describe and explain what is Perlin Noise and how it can be used for procedurally generating terrain.

iii. Describe and explain what is Voronoi Tessellation and how it can be used for  
procedurally generating terrain.

iv. Describe and explain what is Midpoint Displacement and how it can be used for  
procedurally generating terrain.

v. Describe and explain what are splat maps and how they are used to add textures to terrain.

Research Question 2

***[KU7] Generating Random Levels***

i. Describe the process for procedurally generating dungeon levels. Your answer must include:  
a. Define what are dungeon levels,

b. State in which game genres dungeon levels are used and provide examples of existing games that use these types of levels,

c. Define what is required to construct dungeon models, and

d. Provide an overview of how dungeon models are procedurally generated.