

Procedural Game Content Generation Using the Wave Function Collapse Algorithm*

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Abstract

This thesis deals with the generation of game content using the Wave Function Collapse algorithm.

1 Introduction

Motivujte čitateľa a vysvetlite, o čom píšete. Úvod sa väčšinou nedelí na časti.

Uveďte explicitne štruktúru článku. Tu je nejaký príklad. Základný problém, ktorý bol naznačený v úvode, a jeho teória je podrobnejšie vysvetlená v časti ?? Dôležité súvislosti sú uvedené v častiach ?? a ??. Záverečné poznámky prináša časť ??.

2 Theory

[BL22] [CHF20] [KLL⁺19] [LRGC22] [NMBP20]

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3 Implementation

4 Results

5 Comparison with other methods

6 Conclusion

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