Generated Voxel World with Procedural Soundtrack

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# Overview

This application consists of an endlessly[[1]](#footnote-1) generated voxel world

# How to use the application

# Outline

# Techniques Used

## , Perlin Noise

## , Chunk Caching

## , Markov Chains

## , notes init, idk

# Architecture

# Critical Appraisal

# Reflection

# References

* 12 tone even temperament
* Functional harmony
* Why major not minor (3 types of minor)

1. The world is split up into chunks whose coordinates are hashed as integers, so after a player walks to a coordinate past INT\_MAX, this would begin to repeat, so the limit is realistically 2.1 × 109 chunks, effectively endless to a casual player. [↑](#footnote-ref-1)