CMP305 Procedural Methods

Coursework Proposal

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# Brief Overview

In a few sentences, describe what it is that you’re hoping to build, and what the end product will look like. You don’t need to detail specific techniques here, I just want to know what features or behaviours you’re looking to procedurally generate.This could be “A mountainous terrain, with rivers and other geological features” or “A stony, grid based dungeon with placeholder enemy and treasure locations”, etc.

# Procedural Techniques

I’m looking to know how does your proposed project meet the brief; in what way is procedural generation the star of the show?

You might not know specifically every technique you’ll be using, but a general overview is okay!

How will you solve the problem of generating what you’ve described above.

- “I’ll be using a gradient noise as a base function, the terrain texture will alter based on height/weather.”- “L-systems will be used to generate a graph representing the limbs of a tree, this will then be rendered in DirectX using cylinders for the branch segments and textured quads for the leaves."

# Background

What reading or research have you done or will you do to support your work? This could just be the material provided in class. If there’s something you’re looking at outside

the module material, you could provide a link or reference. I want to know that you’ve got a plan for how to tackle the problem.

# Anything else

Is there anything else interesting you’d like to do that doesn’t fit elsewhere? Crazy post-processing / player interaction / generation entirely on the GPU / some procedural audio?

Chuck it in here if you think it’s something that adds to the coursework.

I’d love to include some procedural audio as it’s an area that fascinates me. I currently don’t know how to play audio (I assume the framework will not help me here) so I’ll need to discover how that can be done.

# Submission

This proposal is not a graded assessment; however it is the best opportunity for you to receive structured feedback on your coursework plans before you really get stuck into them.

The deadline for proposal submission is Tuesday November 10th, though if you submit earlier you’re more likely to get feedback sooner!