



# Procedural Level Generation for Augmented Reality Games

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## Need for PCG in Augmented Reality

### Beyond Machine Vision Techniques

- Semantic understanding of world
- Believable embedding of virtual assets
- Player interactions with real world

### Players can influence level generation process

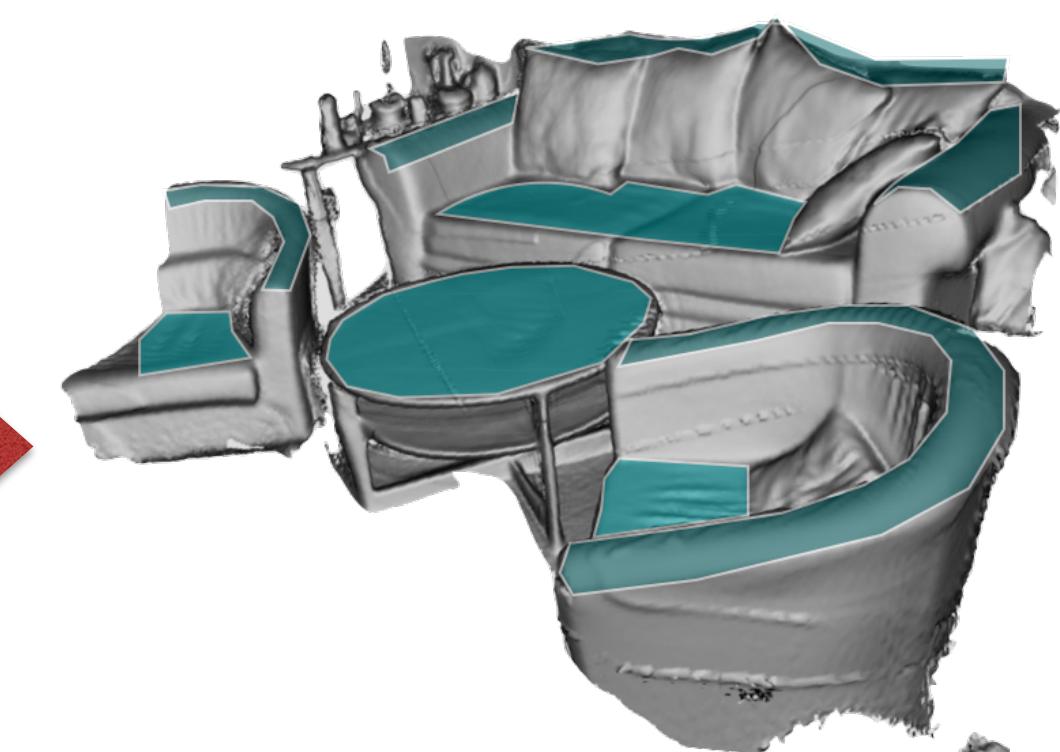
- Rearrangement of furniture
- Introducing new elements

### Rethinking heuristics in a mixed reality context

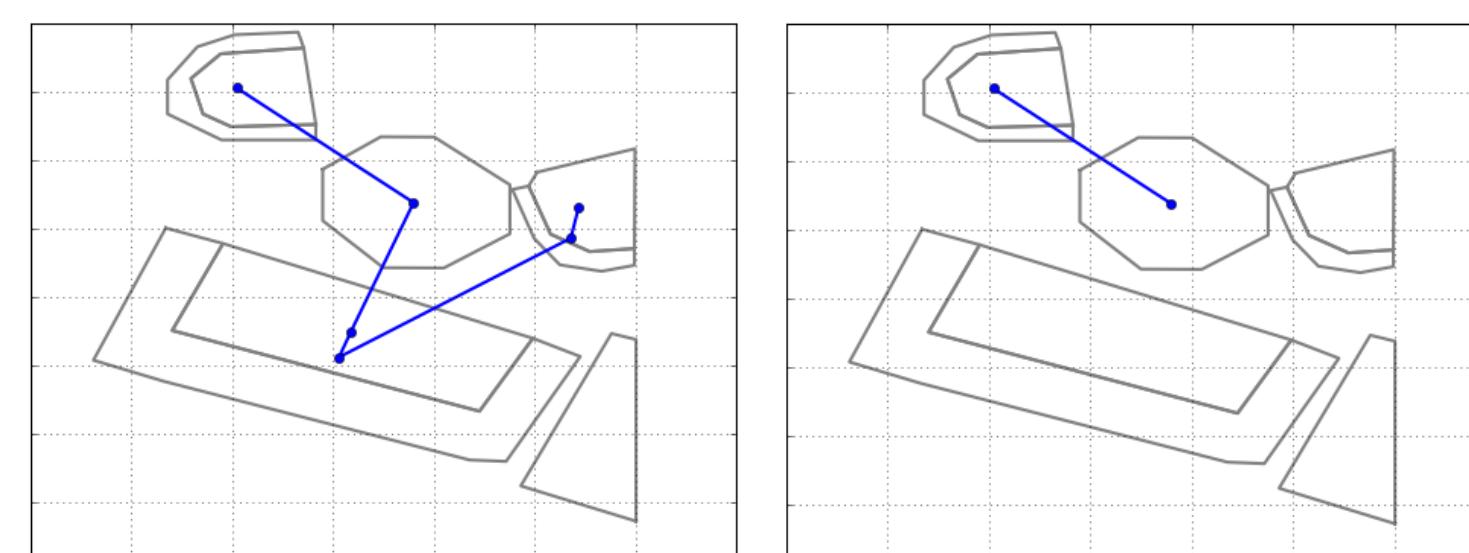
- Physical Movement
- Player Reach & Navigation
- Eye tracking

## Our Process

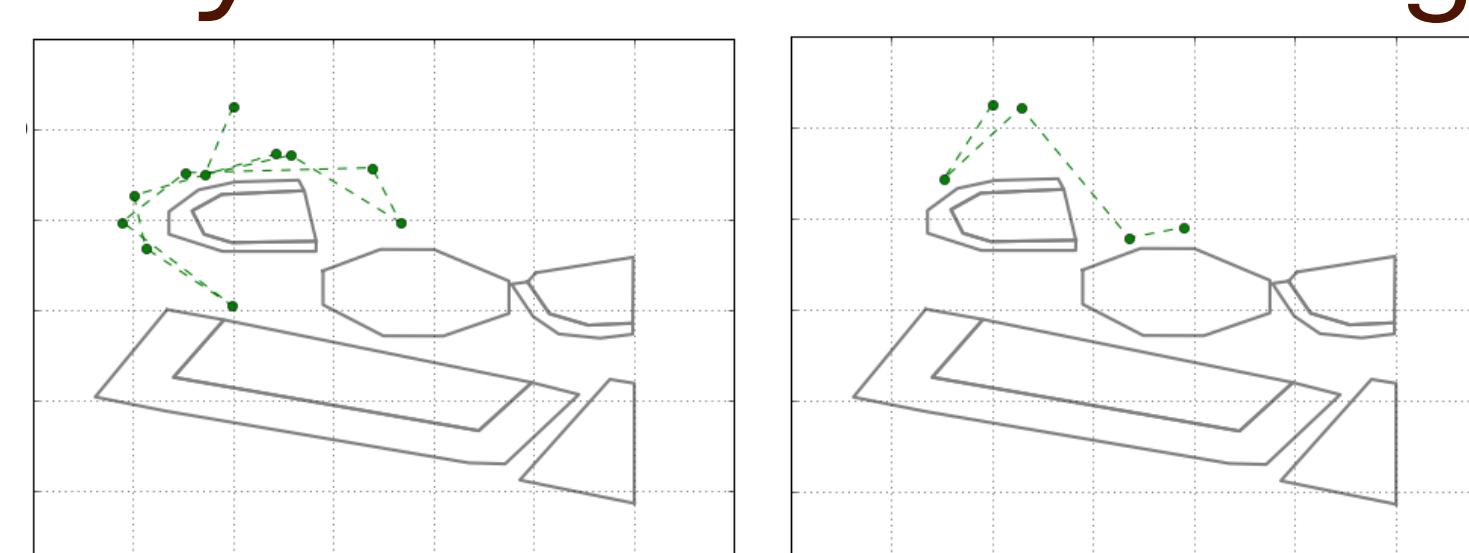
### Playable Surface Detection



### Evaluation of Heuristics Length of Gameplay



### Player Movement Through Physical Space



### Generating Virtual Elements

