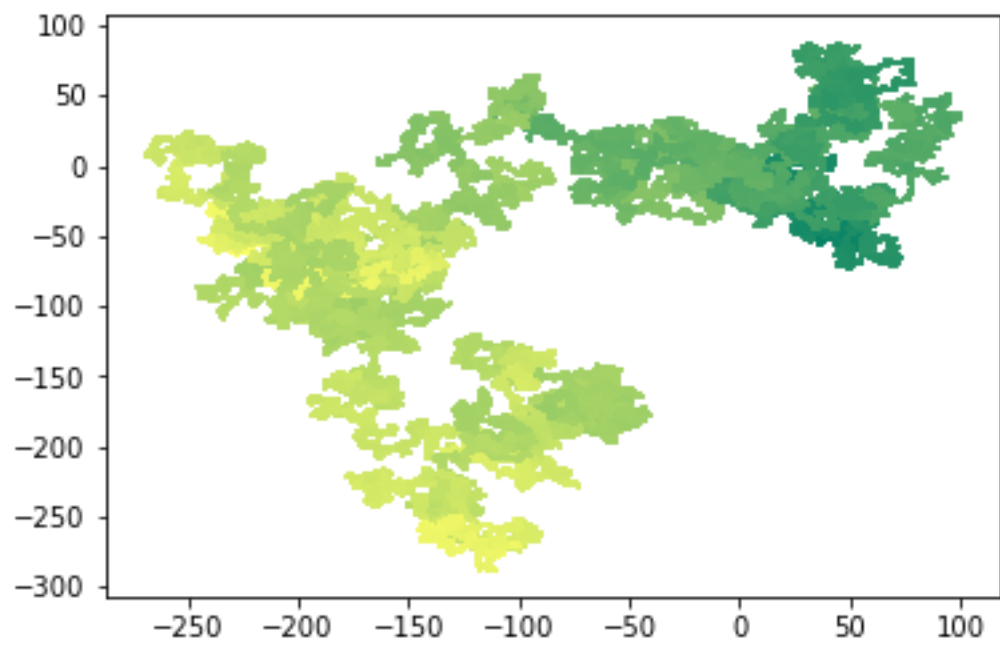


A random walker world map generator

December 3, 2020



1 Introduction

The random walker algorithm is created with the goal to create a random movement generator. by marking the spots where the walker has visited a world map can be generated in a simple way. The walker used in this test is a 3d walker. The first two dimensions(x and y axis) are used to create a 2d map. The 3rd dimension is used to create color in the map.

2 The advantages

The advantages of the random walker are:

- A fast method to create worlds
 - Fast loading times;
 - Easy to create;
 - Low processor power required.
- simple but nice looking worlds

3 The disadvantages

The disadvantages of the random walker are

- low adaptability
- no control over world generation
- Changing sprite work is near impossible

4 conclusion

The method is fun for simple world generation but is not usable for how advanced I want the world creator to be, therefore this method will not be used in the last version. Perlin noise might have similarities with this method that will be used in later versions of this generator.