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WorldFactory Proposal

The CodeWorlds that I would like to make will come in islands. My current plan is to write a code which could arbitrarily choose any number of islands to make, and surround these islands with water around them. In order to do this, I would have to describe several determining factors to the program (i.e. how many “land” bricks needed for a group of land to be called bricks, how many island(s) need to be in the resulted world).

The algorithm I will be using would have to generate a random number to determine how many island will be in the resulting world. This number will then be used to determine the size of each island in the world (since individual islands would have to be smaller to fit more islands in the world). After that, these islands will be distributed across the map, and all the non-land bricks will be filled with water.

This algorithm would require me to make a fairly large world, so I can divide the world to still have islands with sufficient size to have other elements on them. The animals, trees, and other elements in the world would be evenly distributed evenly in each island.