Fachhochschule Luzern HSLU

Studiengang Digital Ideation, Bachelor
4. Semester

TBD

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Inhalt

1 Abstract

This work discusses the relation between the past lack of procedural content generation in the game industry with the recent uptake of procedural content generation in emerging tools for game developers and artists and the use of procedural content generation in the game industry. How is procedural content generation as part of games and as a developing tool changing so that it is gaining relevance in the games industry and related sectors? New tools and a more data-driven approach to procedural content generation in recent years has lead to a less noticeable but steady increase in usage across a number of disciplines and workfields and a shift in toolsets in the game industry. The paper observes and analyzes the trends and tries to explain the newfound interest through analogy, literature review, market and workflow analysis. We want to highlight what these new tools and approaches provide and what previous tools were missing and the conclusion why procedural content generation gains popularity again based on these changes.

2 EXAMPLE TEXTS

from here on down are only examples

3 Abstract

We can Cite [1], [2], [3], [4], [5], [1] etc. If we want to have terms and shortcuts we can introduce them once: Long Glossary Entry and Open Source Software (OSS). If we refer to Long Glossary Entry and OSS later it will only use the short version.

4 Various examples

4.1 crossreference

If we want to reference previous sections like (Abstract) we can do that with a label and a reference. It is possible to automatically reference Sections section 1, Items subsubsection 4.4.1 (which is not working yet?) or Figures Figure 1 aswell.
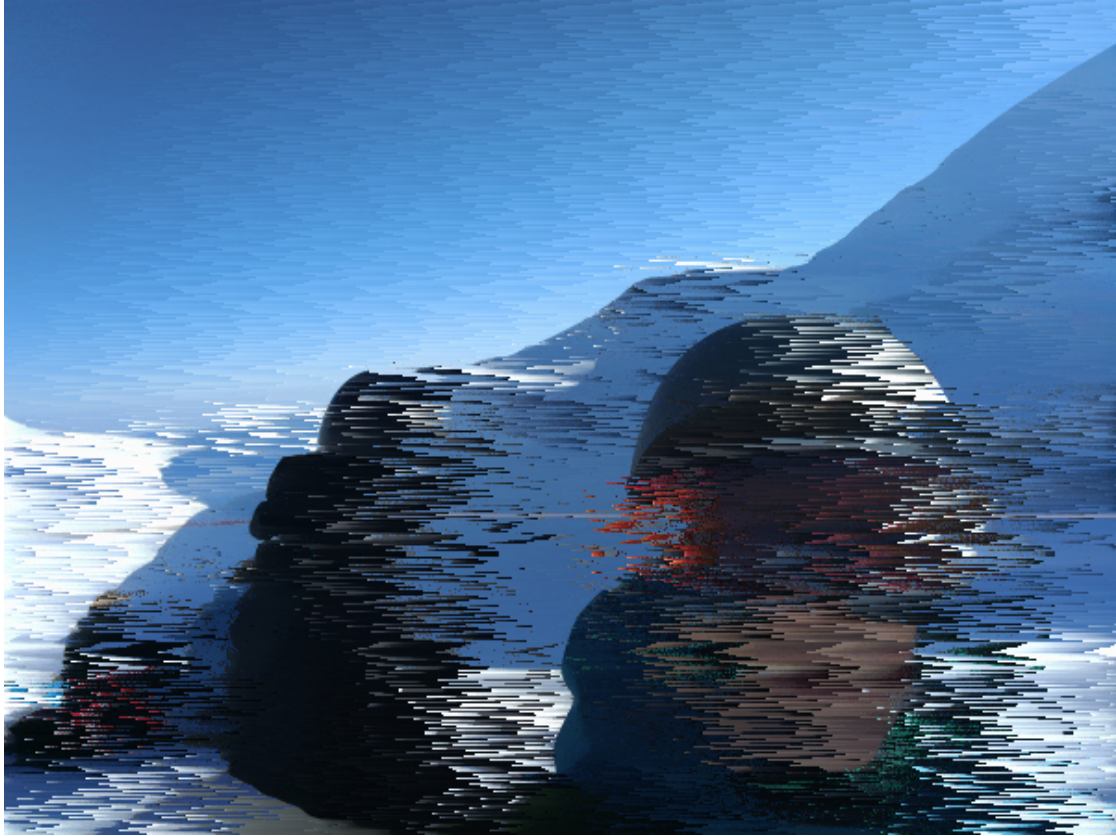
4.2 Examples of Images

Images are possible aswell:

Figure 1: Thats me. Source: https://thecell.eu/

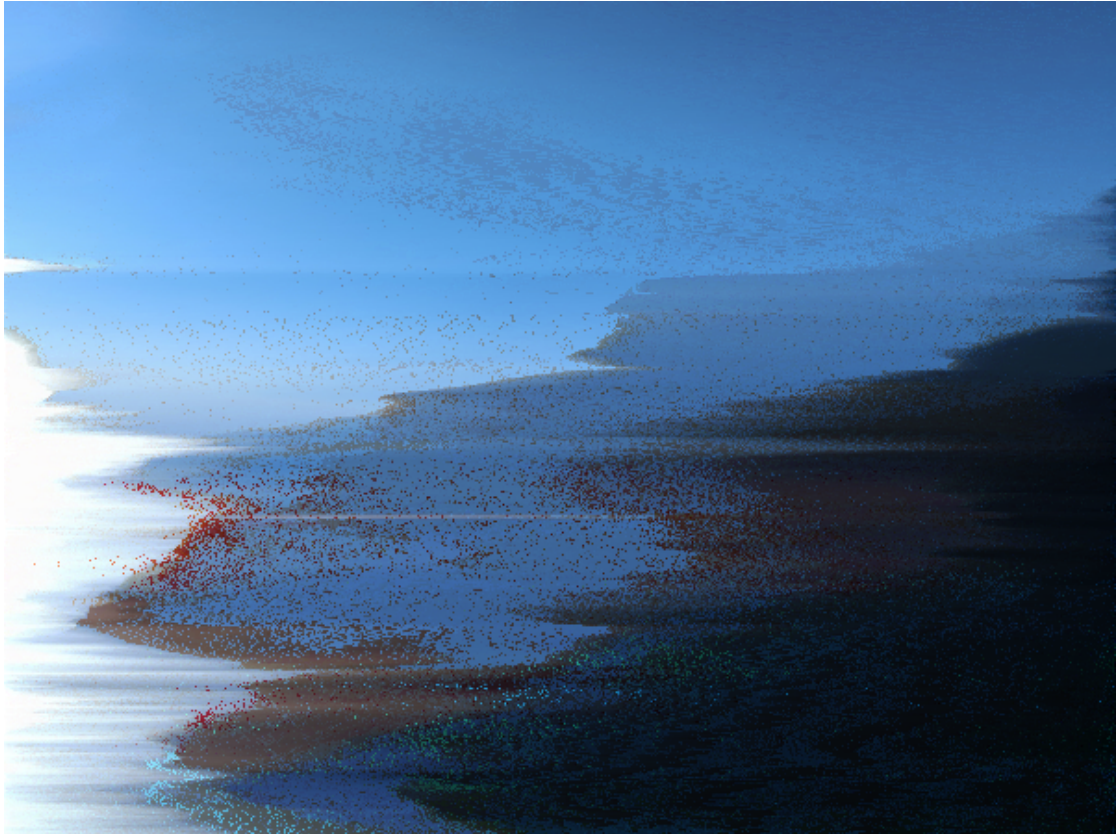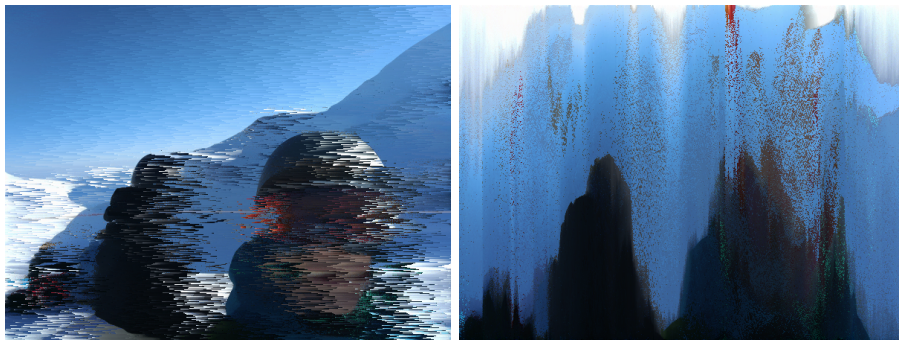and even multiple images are possible

Figure 2: multiple images as an example

Figure 3: if needed to reference separate it's possible like this

4.3   Script code

A simple codeblock is possible take a look at this:

```
<script>
```

```
let aVar = "this is a JavaScript variable";
console.log(aVar);
</script>
```

4.4 Tables etc.

4.4.1 itemlist

Lists can be made as following:

- List an item once

- or twice

- just add more if needed

- sublists are possible aswell:

    – List an item once
    – or twice
    – just add more if needed

4.4.2 more item examples

- there are item lists

- like this one

1. enumerations

2. as seen here

Ant and descriptions

Elephant like these two

4.4.3 Tables

If you are looking for tables, here it is:

	1	2	3	4	5	6
Dota 2	31 min	H	++	Z	<40$	Kosmetisch
PoE	∞	H	++	Z	<$440	Shoppunkte
The Witcher 3	48.5h	H & C		Z	$24	AddOn

Table 1: Statistik Spiellänge wurde erfasst von `https://howlongtobeat.com` und `http://steamspy.com/`.

4.5   math

$\forall x \in X, \quad \exists y \leq \epsilon$
$\alpha, \beta, \gamma, \Gamma, \pi, \Pi, \phi, \varphi, \mu, \Phi$
$\cos(2\theta) = \cos^2 \theta - \sin^2 \theta$
n^{22}
$\frac{n!}{k!(n-k)!} = \binom{n}{k}$
$p = \frac{h}{2\pi i} \frac{\mathrm{d}}{\mathrm{d}x} \Psi$

5   Multicolumns

All human things are subject to decay. And when fate summons, Monarchs must obey.

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there... More can be found here: https://www.sharelatex.com/learn/Multiple_columns

6   some sections habe

6.1   subsections

stahp

6.1.1   and even more subs

haha oh god.

7   Referenzen und Akronyme

Glossary

Long Glossary Entry Here is the description of a long entry 2

Acronyms

OSS Open Source Software. 2

References

[1] Wikipedia. Scripting language, 2014.

[2] Netta Iivari, Henrik Hedberg, and Tanja Kirves. *Usability in Company Open Source Software Context - Initial Findings from an Empirical Case Study*, pages 359–365. Springer US, Boston, MA, 2008.

[3] Mohammad AlMarzouq, Li Zheng, Guang Rong, and Varun Grover. Open source: Concepts, benefits, and challenges. *Communications of the Association for Information Systems*, 16(1):37, 2005.

[4] Heise Online. Aus für LiMux münchner stadtrat sagt zum pinguin leise servus, 2017.

[5] Nikos Viorres, Papadopoulos Xenofon, Modestos Stavrakis, Evangelos Vlachogiannis, Panayiotis Koutsabasis, and John Darzentas. Major hci challenges for open source software adoption and development. In *International Conference on Online Communities and Social Computing*, pages 455–464. Springer, 2007.

List of Figures

List of Tables