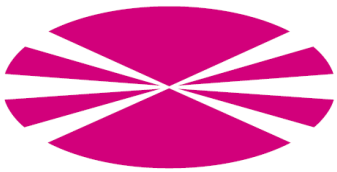

UNIVERSITY OF A CORUÑA

FACULTY OF INFORMATICS

Department of Computing

PROXECTO DE FIN DE CARREIRA DE ENXEÑERÍA INFORMÁTICA

Este será el título del proyecto

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To life and death

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Quiero agradecer todo este esfuerzo a la gente que me ha apoyado durante todo este tiempo, a la vez que deseo y espero que este trabajo sirva para algo.

Pedro Pérez Pérez

Julio de 2009

Abstract

This degree thesis presents a novel approach to adaptive level generation mixing clustering and grammars.

Keywords: *procedural content generation, adaptive content generation, level generation, grammars, finite state machines, automata, clustering, gaming, mario*

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Índice de figuras

Table index

List of Algorithms

Capítulo 1

Introduction

`Das Computerwissenschaft.`

1.1. Domain

Algorithm 1.1 Algoritmo AdaBoost

1. First!
2. Second.
   a) Sub step
   b) Dubstep
   c) SCOOTER
3. Third.

Algorithm 1.2 Calculate $y = x^n$

Require: $n \geq 0 \vee x \neq 0$

Ensure: $y = x^n$

```
y ⇐ 1
if n < 0 then
    X ⇐ 1/x
    N ⇐ −n
else
    X ⇐ x
    N ⇐ n
end if
while N ≠ 0 do
    if N is even then
        X ⇐ X × X
        N ⇐ N/2
    else[N is odd]
        y ⇐ y × X
        N ⇐ N − 1
    end if
end while
```

1.2. Theoretical concepts

1.3. Report structure

Algorithms **??** y 1.2 are spectacular.

Capítulo 2

Objectives

What we intend to do.

2.1. State of the Art

Mondrian.

2.2. Problem

:trollface:

2.3. Proposal

I do.

Capítulo 3

Overview

Lakitu!

3.1. Architecture

Así introduzco una figura:

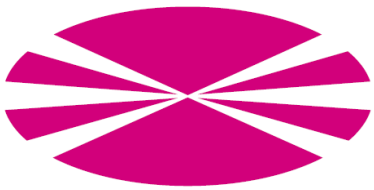

Figura 3.1: Este sería el pie de figura.

Figure 3.1 is nice-a.

3.2. Methodology

Didjerama.

3.3. Tools used

YOU're a tool.

Capítulo 4

Profiling

TSA here please extend your arms.

4.1. Clustering

The Galaxy is in Orion's belt.

4.1.1. Data gathering

I do not know, sir.

4.1.1.1. Weka

weka weka hey hey cause this is africa

Primer rrafo. whenever wherever

Capítulo 5

Schematics

Not schemes.

5.1. Profiles

Or phenomena, for that matter.

5.2. Design lessons

Planes are cool, though.

Capítulo 6

Derivation

Integration sucks.

6.1. parse2

Da cool library.

6.2. The automata

Domo arigato, Mr. Roboto.

Capítulo 7

Execution

Execute order 66.

7.1. Straight

No homo.

7.2. Mixing

aww yeah

7.3. Phasing

The Phantom Menace.

Capítulo 8

Results

Presults.

8.1. Evaluation

Five by five.

Capítulo 9

Conclusions

My work was great.

9.1. Future work

Nothing else to do!

Appendix I

Glossary

To create a glossary of terms you need to use package makeidx and then call commands makeindex and printindex.

To mark each term in the text, employ the index scope.

Finally, document must be compiled by the MakeIndex application that Latex brings with itself.

I.1. Glossary, in itself

It's probably a good idea to consult on the internet how to make this kind of stuff.

Index will supposedly be created wherever the printindex command is called.

, diagonal matrix, identity index.

Appendix II

User manual

Quick explanation on how to use the software.

Appendix III

Schematics

The different schematics could be attached here at the end.

Appendix IV

CIG Paper

Add, somehow, the CIG Paper here.

Bibliografía

Índice alfabético