Table of Contents Draft

Acknowledgements

Abstract

Table of Contents

- 1. Introduction
- 2. Background
- 2.1. Project Background
- 2.2. Project Aim
- 2.3. Objectives
- 2.4. Minimum Requirements
- 3. Research
- 3.1. Mazes vs Labyrinths
- 3.2. Core Concepts
- 3.3. Maze Randomization
- 3.4. Properties and Algorithms
- 3.5. Market Research
- 4. Method of Approach
- 4.1. Tools
- 4.2. Software
- 4.3. Management
- 5. Stages
- 5.1. Stage 1: Initiation
- 5.2. Stage 2: Research
- 5.3. Stage 3: Game Design
- 5.4. Stage 4: Generation Tool
- 5.5. Stage 5: Core Functionality
- 5.6. Stage 6: User Testing
- 5.7. Stage 7: Game Polish
- 5.8. Stage 8: Final Evaluation
- 5.9. Stage 9: Report
- 6. End Project Report
- 7. Deliverables
- 8. Project Post Mortem
- 9. Conclusions
- 10. References
- 11. Appendices