**GAM340 Statement of Intent** 22/09/22

Daisy Baker

**Outline of project**

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| **Project Outline:**  Create a terrain generation tool designed to aid designers. The idea is to make customizable procedural terrain easy for designers to create, with friendly user interface and explanation. The idea is it can be exported into another scene or project.  **Project specifics:**  Some of the different generation settings that would be available to edit will include but not limited to:   * Height – the generalised the height the mesh has. * Detail – Ranging from a smoother cartoon look to more realistic terrain. * Water level – the height the water sits at, aka sea level. * Scale – the zoomed in value of the world (affects Perlin). * Amplitude – strength of Perlin noise affecting mountains.   A Presets list should be Included for users to select different options from, each option will automatically update their modifier values to represent the selected terrain type.  After customization, be able to preview the procedural world and **then export the world.**  **Stretch goals:**   * Adding ability to create different island shapes. * Create the ability to generate tunnels/underground generation. * For usability have accessibility features so users can use only the keyboard or only the mouse, or both. |

**Key indicators**

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| Create 2/3 main areas to be assessed on, assigning a percentage to indicate your primary focus – based on the Assignment 1 Marking Criteria  **50% - Addresses the Criteria Quality of Portfolio Piece:** Customizability of terrain should be high, how much a designer can edit and feel in control. Tool should feel and look polished.  **30% - Addresses the Portfolio Process Criteria:** The ease of useability should be high, this shows my understanding of how these tools can help designers in the industry, the user should be able to edit with ease and should have friendly UI explaining each slider and how to use the tool.  **20% - Addresses the Relevance to the Professional Pathway Criteria:** As my aims for my career is a Gameplay Programmer, Tools Programmer, or Software Development job, creating a tool/piece of software someone within the general gaming industry can use, benefits me greatly and will link well into my portfolio. |

**Further Notes**

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| **Please see** [**https://www.daisybaker.co.uk/gam340-portfolio-piece**](https://www.daisybaker.co.uk/gam340-portfolio-piece) **,** [**https://www.youtube.com/@daisybakerdev**](https://www.youtube.com/@daisybakerdev) **for development updates, and the project’s Readme.md for more details.** |