**1.0 Introduction**

The creation of content for games is continually increasing in time and monetary cost as games become larger and more detailed. The reliance on hand crafted content cannot continue indefinitely within the industry. This project aims to resolve by developing a procedural content generation system for game levels. An overview of the problem is described in Section 2. The proposed game level generation system is outlined in Section 3.

**2.0 Background and Existing Systems**

2.1 Project Background

The procedural generation of content (PCG) in games has around since the 1980's with early examples like Rogue and Diablo (Blizzard Entertainment) and though the topic has been an area of much research it still has yet to be fully adopted by the industry.

There are numerous reasons to apply procedural techniques to at least some aspects of game development, the most readily apparent being monetary. The cost of game development is ever increasing, particularly for AAA games, as consumers have come to expect more detailed and expansive games ever year. Being able to generated a near infinite number of different and interesting assets for just the initial investment in the generation tool and in a fraction of the time an artist would normally take is obviously an appealing prospect for development studios.

There are however other reasons for the integration of PCG beyond time and money saving. It can deepen immersion and enable emergent narratives through the interaction of relatively simple generation systems. For example, Crusader Kings 2 generates personality traits that effect the decision making of the AI. The dynamic interaction between these NPCs guides the player to write their own narratives for each session with no involvement from the designer.

PCG can also foster exploration and greatly extend the player retention of a game by creating new and interesting content for players to interact with. Playing the same hand crafted level repeatedly can often become dull and any perceived imbalance will likely be treated far more harshly by players than with a generated one.

Finally PCG can be used as a creative tool for designers. Algorithms do not suffer from limited imagination and can produce incredibly novel content that can inspire or be refined by a human designer.

2.2 Existing Systems

While there are now many games that make use of PCG the majority are written for that specific game and thus are very difficult to reuse for others. While this is partly due the type of content being generated and the target genre, i.e. a 2D Mario level generator is of little use for a developer of a first person shooter, even within the same genre there are only a few generic tools to aid in the generation of content.

The two most well known commercially availability content generation tools are Interactive Data Visualization, Inc.'s SpeedTree modelling software and NaturalMotion's Euphoria animation engine.

SpeedTree is a specialised modelling tool for the creation of foliage in computer graphics. The tool can procedurally generate tree for the artists brush strokes, adjusts to simulated forces (e.g. increasing gravity will dynamically twist the tree) and even supports 'growing' the tree around or within arbitrary meshes.

There are numerous clear advantages to using SpeedTree beyond the features described above; It's a mature product (initially released in 2002) that is integrated in both Unreal 4 and Unity 5 engines, has already seen use in hundreds of games, automatically creates efficient LODs and texture atlases, provides access to the SpeedTree library with a wide range of pre-made models.

However the system has the clear disadvantage of being a specialised product that only generates foliage offline (i.e. not during gameplay).

Euphoria is an animation engine for games that procedurally generates a model's animations by simulating the bone and muscular structure.

This allows for the characters in game to move and react to the environment naturally without having to create numerous hand animated or motion captured sequences. For examples of its use Euphoria has been integrated in Rockstar's GTA IV and V.

Despite the advantages to generating animations the technology has not been widely used within the industry. This is largely due to the fact that NaturalMotion do not directly license out Euphoria; instead they evaluate prospective clients and directly integrate the engine for a very limited number of development studios. While NaturalMotion to not list prices it is widely reported to be incredibly expensive for the few studios given licenses.

While both the systems described above offer impressive solutions they are both designed to generated one specific asset for a game. That combined with Euphoria's exclusivity and likely exorbitant cost show they are both obviously not suitable for the proposed system.

Similarly while there are a number of games that generate their levels they are all tied to their specific game and cannot be used across multiple games. Thus the need for the system proposed below.

**3.0 Proposed System**

3.1 System Overview

3.2 Use Cases

3.3 Interfaces???

3.4 Additional Requirements

1. Produce a Library for the generation of complete game levels.
2. Library must be usable on the mobile platforms Android.
3. Content generation should be fast enough to use at Run-Time instead of an external development tool
4. Generation must allow for user defined constraints. These constraint should be in a designer friendly format (i.e. XML)
5. Design should be extendible and allow for use across multiple game types.
6. Library should have the option to incorporate the player context when generating.