**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

2.2 Existing Systems

**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.