

Summary of Questions regarding Assignment 1

Posted 05 March 2021 10:43

In the last two practicals and per E-Mail we have received a lot of questions and they all boil down to the following four questions:

1. Do we need to use the noise function provided in the blogpost?

Answer: No. As long as the DSLab library requirement is met from the announcement you may do whatever in your code to generate the 2D Map.

2. Are we required to do grass, land, sea and add two things?

Answer: No. You may generate any 2D Map as long as it contains 5 unique elements in total that are geared towards believability.

3. What libraries are we allowed to use?

Answer: See previous announcement. Anything that is preinstalled on DSLab servers python 3.7 environment.

4. I am new at LIACS what is the DSLab and how do I connect to it?

Answer: Use your ULCN login (that you also use for bright space) to connect to the gateway at `ssh.liacs.nl`

By proxying your browser to use said SSH as Socks proxy (by using “`ssh -D 8080 ssh.liacs.nl`” and telling your browser to use the proxy at localhost: 8080) you can access the following website that shows you which Machines are available:

<https://rel.liacs.nl/labs/dslab>

If you are not a Computer Science student and are unable to connect to DSLab then the following mail address is able to solve this for you:
`dslab@liacs.leidenuniv.nl`

Also, please consider asking your questions in the MS Teams channel. That way all students can see the answers and Ioannis also gets a chance to answer them.

Looking forward to see all the creative maps that you generate! :)