Procedural Map Generation

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Procedural map generation is a method in which a computer uses pseudo-random number generators and an advanced algorithm to create a map or level that adheres to a set of rules and guidelines set by the developer. Games that have employed such tactics have been around since the early 1970’s and these algorithms continue to be used in games today, such as Path of Exile, Diablo III, and Quest of Dungeons, a simple turn-based Roguelike game released on Xbox One, to name a few. Some games have used this concept of procedural asset generation to even populate fine grain, decorative rendering to massive worlds, much like Star Wars Galaxies would generate and display grass, shrubbery and non-collision objects.