

# Fortress generation for Dwarf Fortress

## Procedural Content Generation in Games Autumn 2014

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## Introduction

What problem are you trying to solve? Why is this important? How does this problem make some sort of game better?

## Background

Has this been done before? How? If not, what's the closest related research? (Both using similar approaches and other algorithms.) What's novel with your research?

## Game Design

What's the design of the game you are going to use? Why do you need PCG in this game?

## Methods

How does your algorithm work? Describe in as much detail as you can fit into the report. Also, how did you interface it to the game?

## Results

Did it work? How well? Provide some figures, and a table or two. How much time does it take? Remember to include significance values (remember the t-test?), variance bars... Reread some of the papers from class and compare how they report their results.

## Discussion

What are the strengths and shortcomings of your method? Why did you choose method X instead of Y? How well would it generalize to other game genres? How would you develop it further, if you had time?

## References