John Heiden Final Project Proposal

My final project idea will be to create a galaxy containing several solar systems that are all procedurally generated. To help achieve this, I will be starting with a small project I created that emulates FTL’s star map system. This code will essentially create a map with stars on it that the player can then use to choose which system they will view. I will then create an algorithm that can generate a planet to use for the basis of my solar system generation. From that point, I will be able to create an ad hoc algorithm to generate a random number of these planets in each system. Once all of this is done, I would like to, if time allows, add a feature to enter a planet if it is clicked on. Upon entering a planet, I can add my WFC dungeon that I created for the dungeon homework to create a more complete experience where players explore a random galaxy exploring dungeons on each planet they discover.

Procedurally generating a planet: <https://www.youtube.com/playlist?list=PLFt_AvWsXl0cONs3T0By4puYy6GM22ko8>