Abstract

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Binary Space Partitioning(BSP) is the method of separating an area using Random Generation and Constraint Models. This is achieved by splitting the area up into smaller and smaller sections until a constraint is met. In this project, BSP is used to generate the room of a video game within selected partitions. Gamemaker Studio 2 was used to develop the game and binary trees are used to represent partitions generated. In addition to showing the generation of a map, art design and animations that applies basic artificial intelligence will also been shown in the demo.

1. Game Demo
2. Explain project as a whole
3. Outline
4. Design process – difference between java,GML,Unity
5. Art of project – photoshop/gamemaker
6. BSP
7. Second Demo
8. Flow chart of BSP and Walls
9. Limitations of BSP within gamemaker
10. Future work - Unity