CSYE 7270
Building Virtual Environments
Procedural Content

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Procedural Content

Counts towards assignment score

Procedural Content

Develop a procedural content for a game.

(100 Points) Develop a procedural content for a game

Use code in Unreal, Unity, Maya, Houdini or directly in programming languages to develop a procedural content for a game.

Scoring Rubric

100 points possible

Requirement	Points
Procedural content	40
Scripts/code	40
Tests	10
Quality	10

Submission

You will submit your assignment via BlackBoard.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

Procedural Content Resources.

Procedural Content Generation in Games http://pcgbook.com/

Procedural generation - Reddit https://www.reddit.com/r/proceduralgeneration/

Procedural Content Generation Wiki http://pcg.wikidot.com/

Procedural Content Resources | Newb Quest http://newbquest.com/category/procedural-content-resources/