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/>

### References and Links:

### <https://books.google.com/books?hl=en&lr=&id=8GwdDAAAQBAJ&oi=fnd&pg=PP1&dq=procedural+content+generation+unity&ots=dil7jlpK89&sig=ZGK4CmLF6aK0dJu5vXBR2WdC45g#v=onepage&q=procedural%20content%20generation%20unity&f=false>

### <https://www.youtube.com/watch?v=nADIYwgKHv4>

### <https://learn.unity.com/project/procedural-cave-generation-tutorial>

### <https://www.red-gate.com/simple-talk/dotnet/c-programming/procedural-generation-unity-c/>

### <https://www.raywenderlich.com/82-procedural-generation-of-mazes-with-unity>