CSYE 7270

Building Virtual Environments

Procedural Content

Professor: Nik Bear Brown

TA: Rohan Bharti <bharti.r@husky.neu.edu>

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/>