Procedural Generation of Dungeons

Olivier Legat

A Dissertation submitted to the School of Computing Sciences of the University of East Anglia in partial fulfilment of the requirements for the degree of Master of Science

© This copy of the Dissertation has been supplied on condition that anyone who consults it is understood to recognise that its copyright rests with the author and that no quotation from the Dissertation, nor any information derived there from, may be published without the author or supervisor's prior written consent.