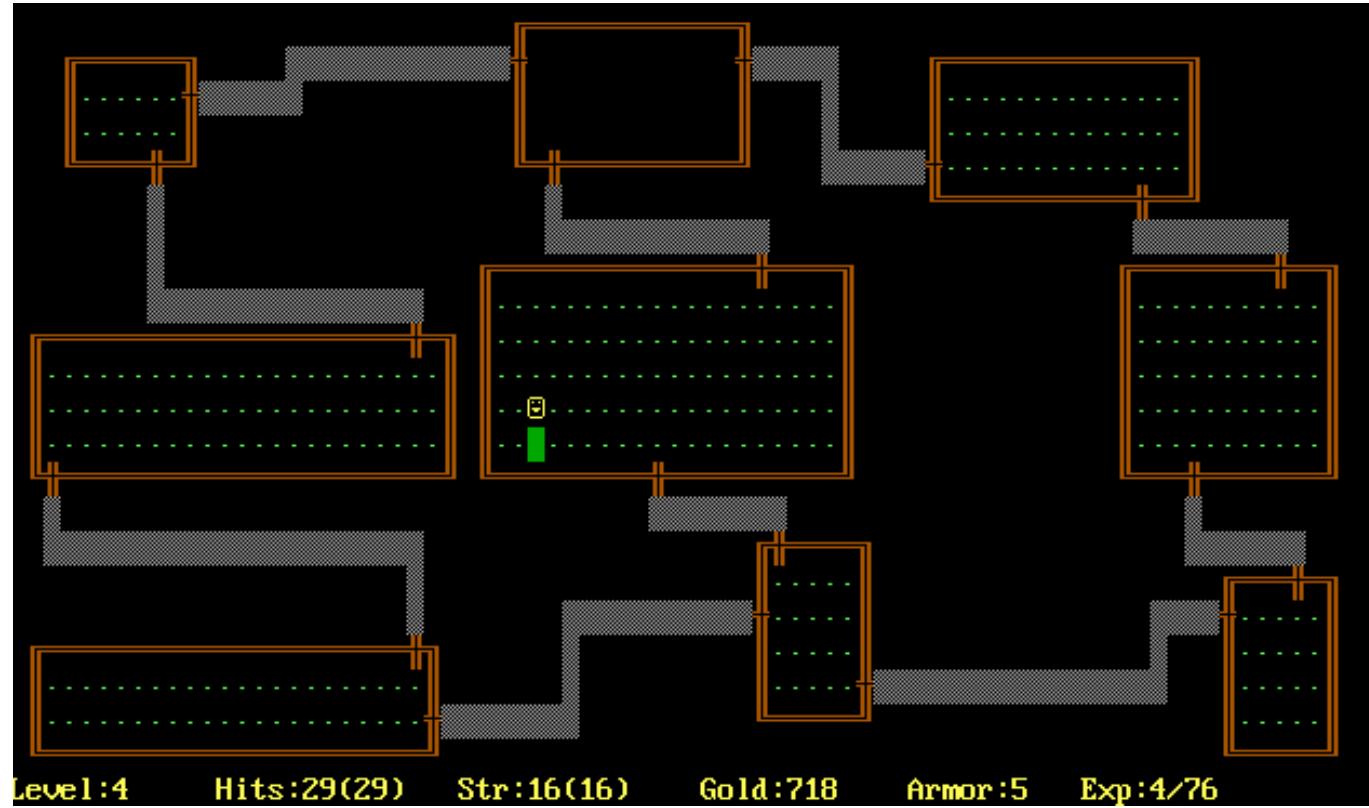


PCG in the wild



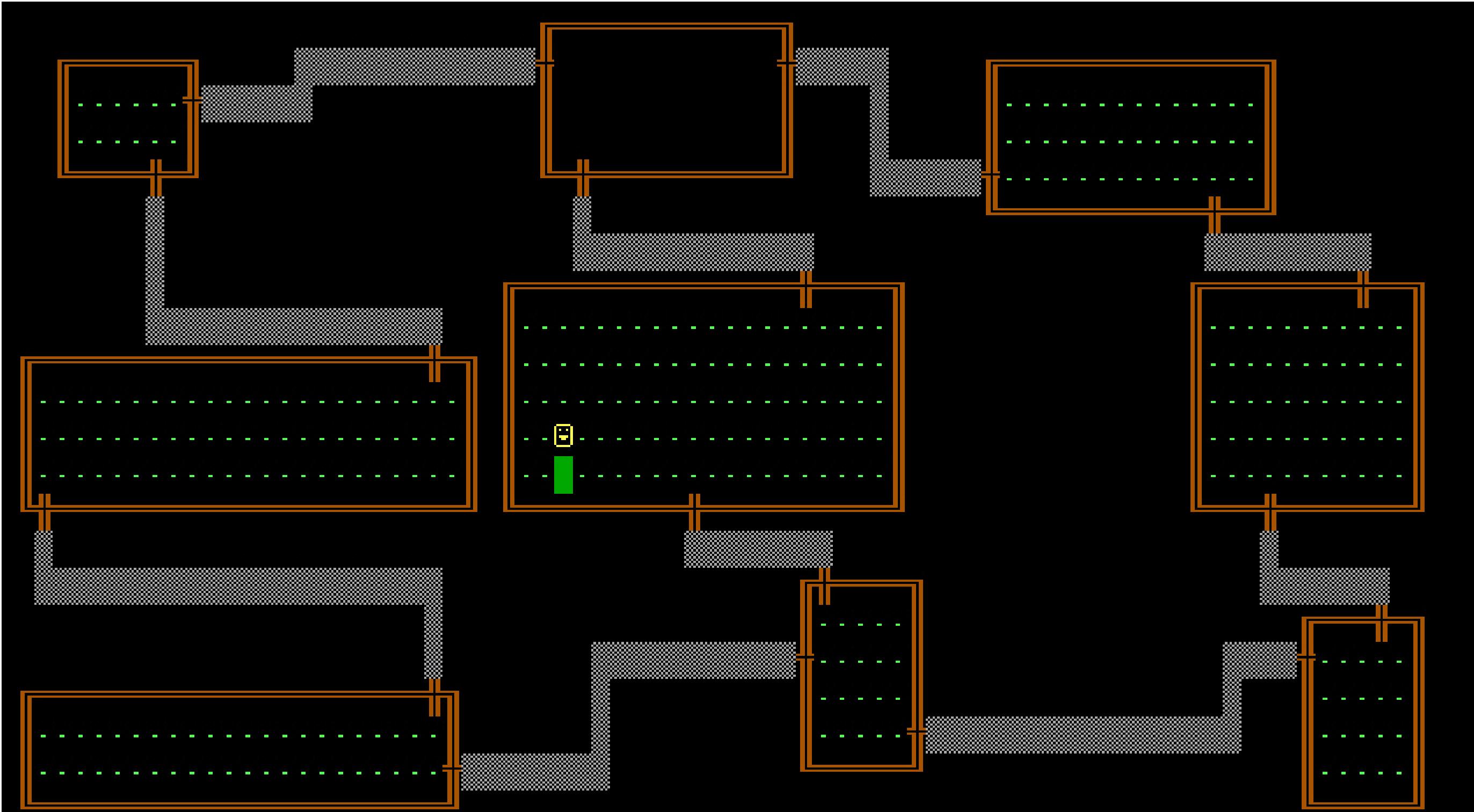
Rogue



spelunkyworld.com



Age of Empires II: Definitive Edition



Level:4

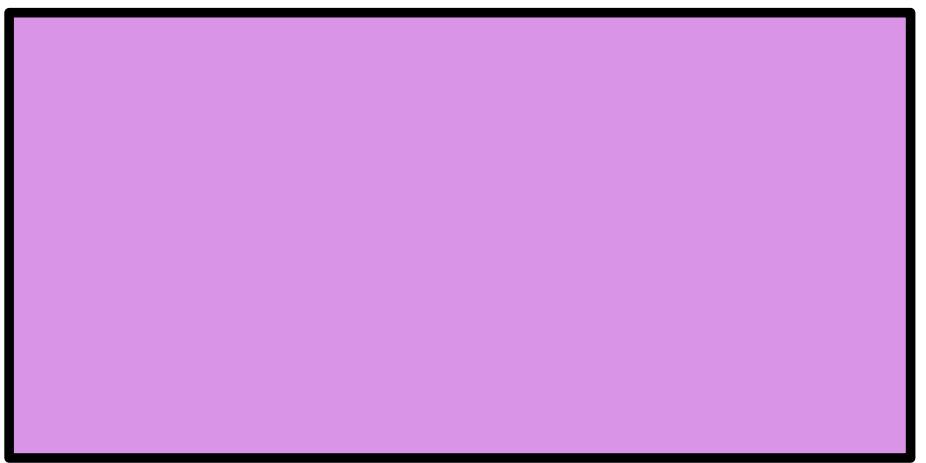
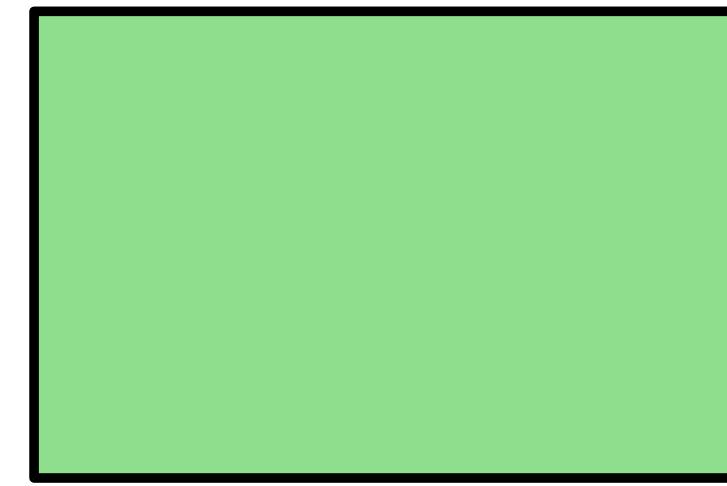
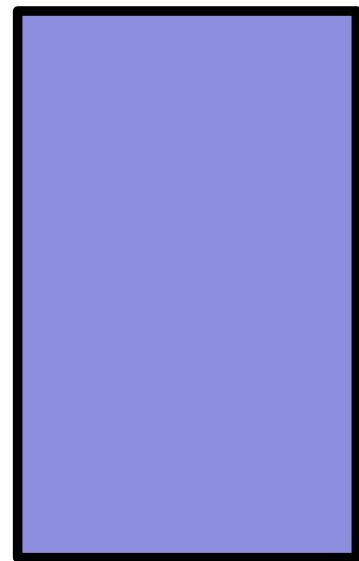
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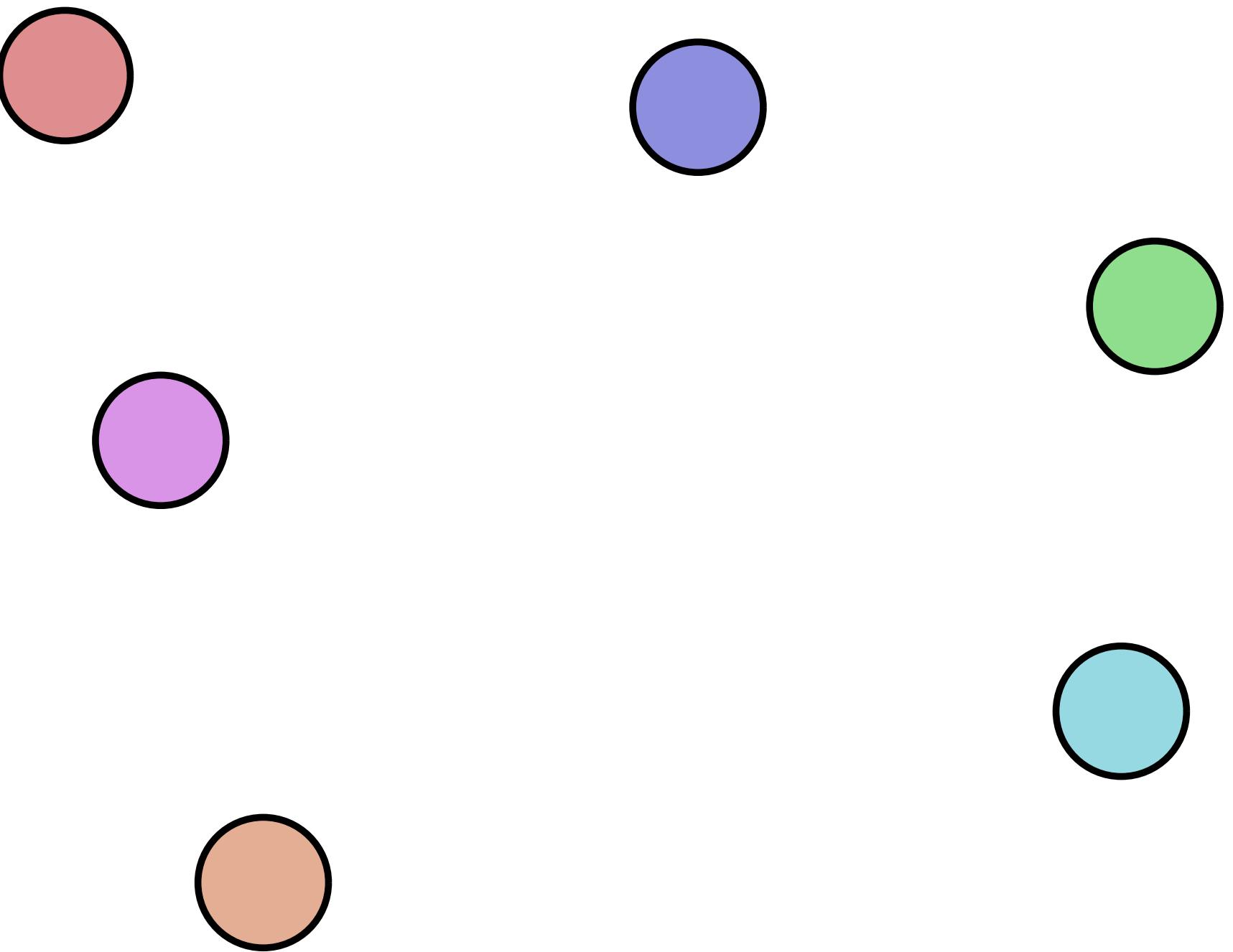
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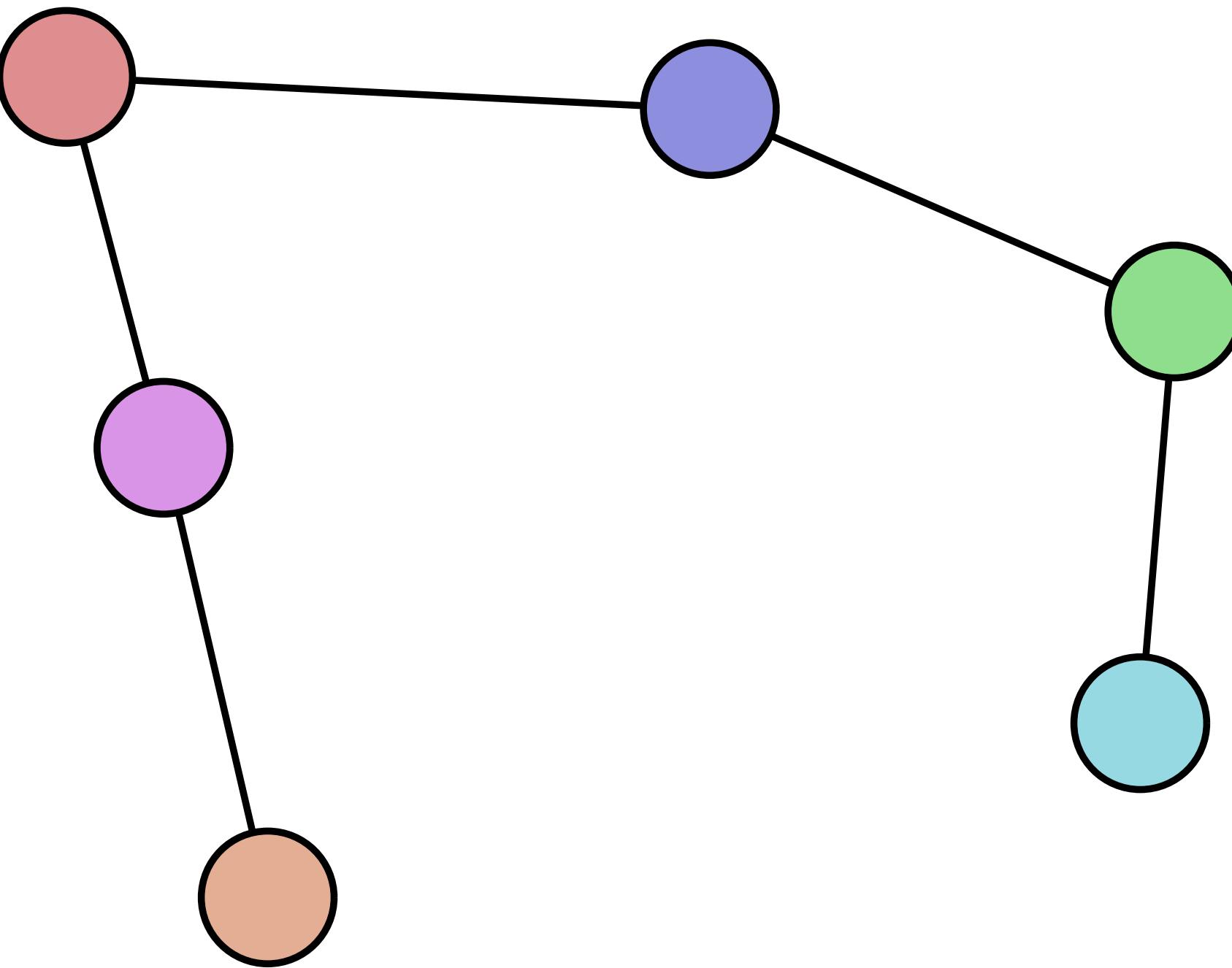
Gold:718

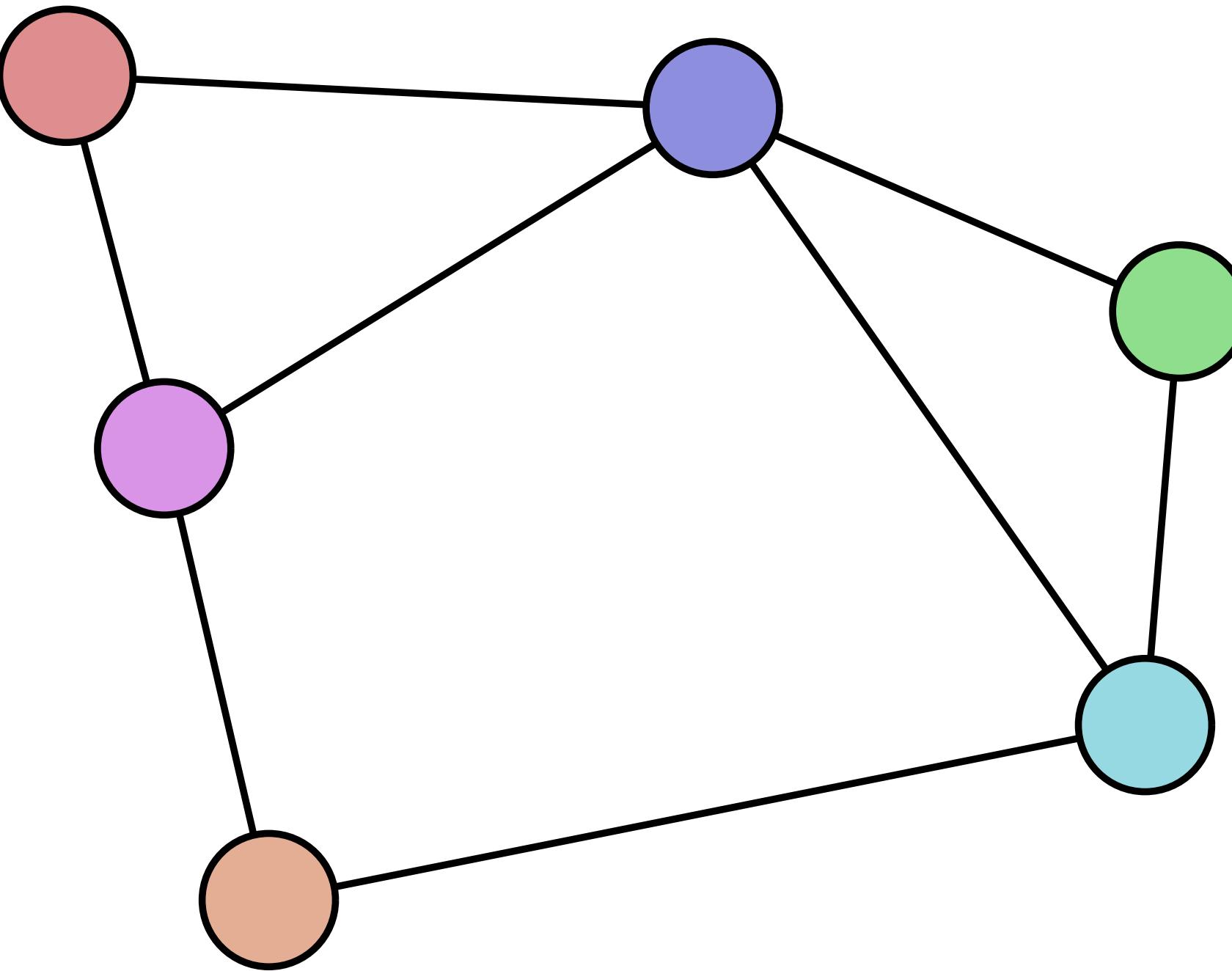
Armor:5

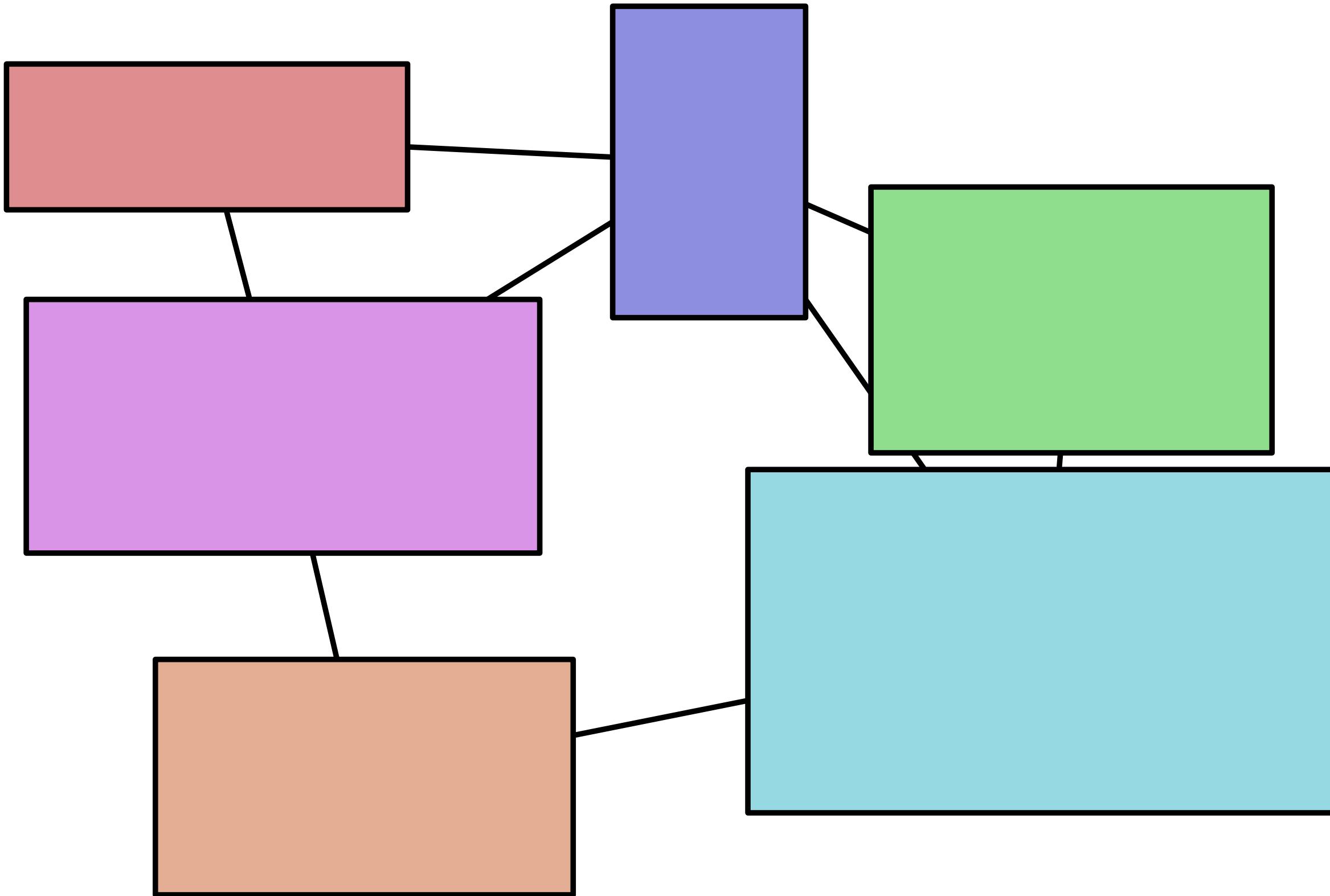
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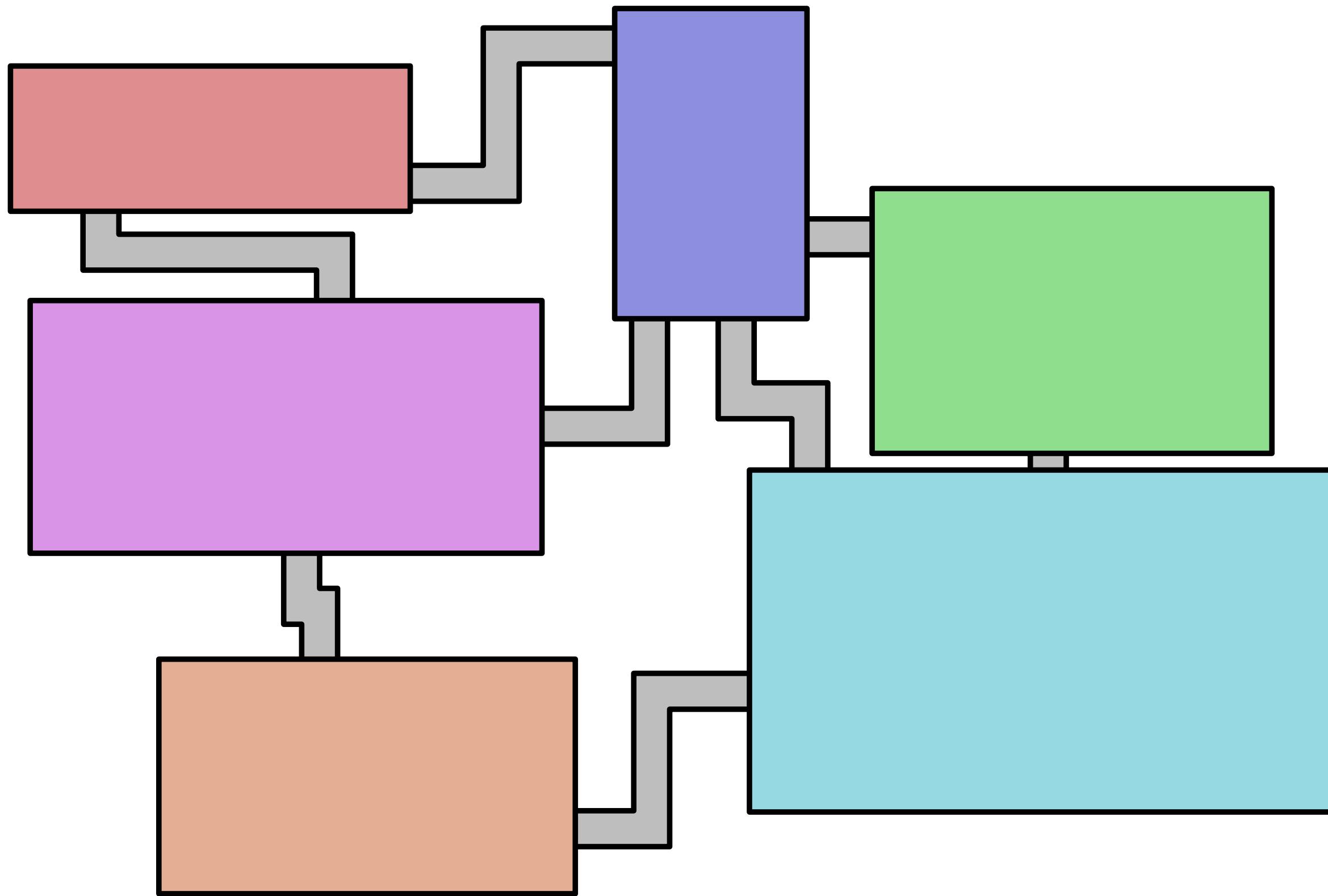










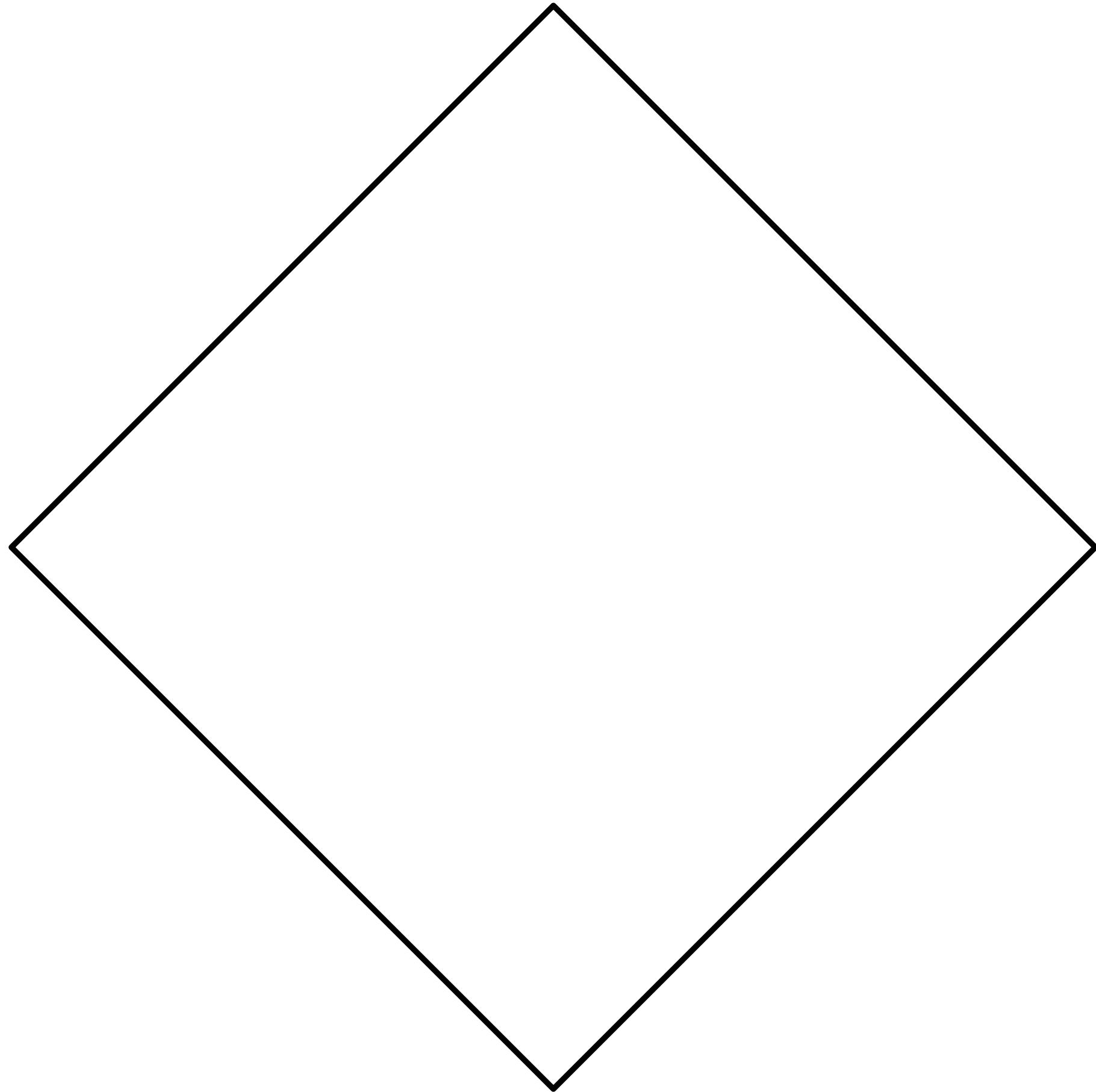


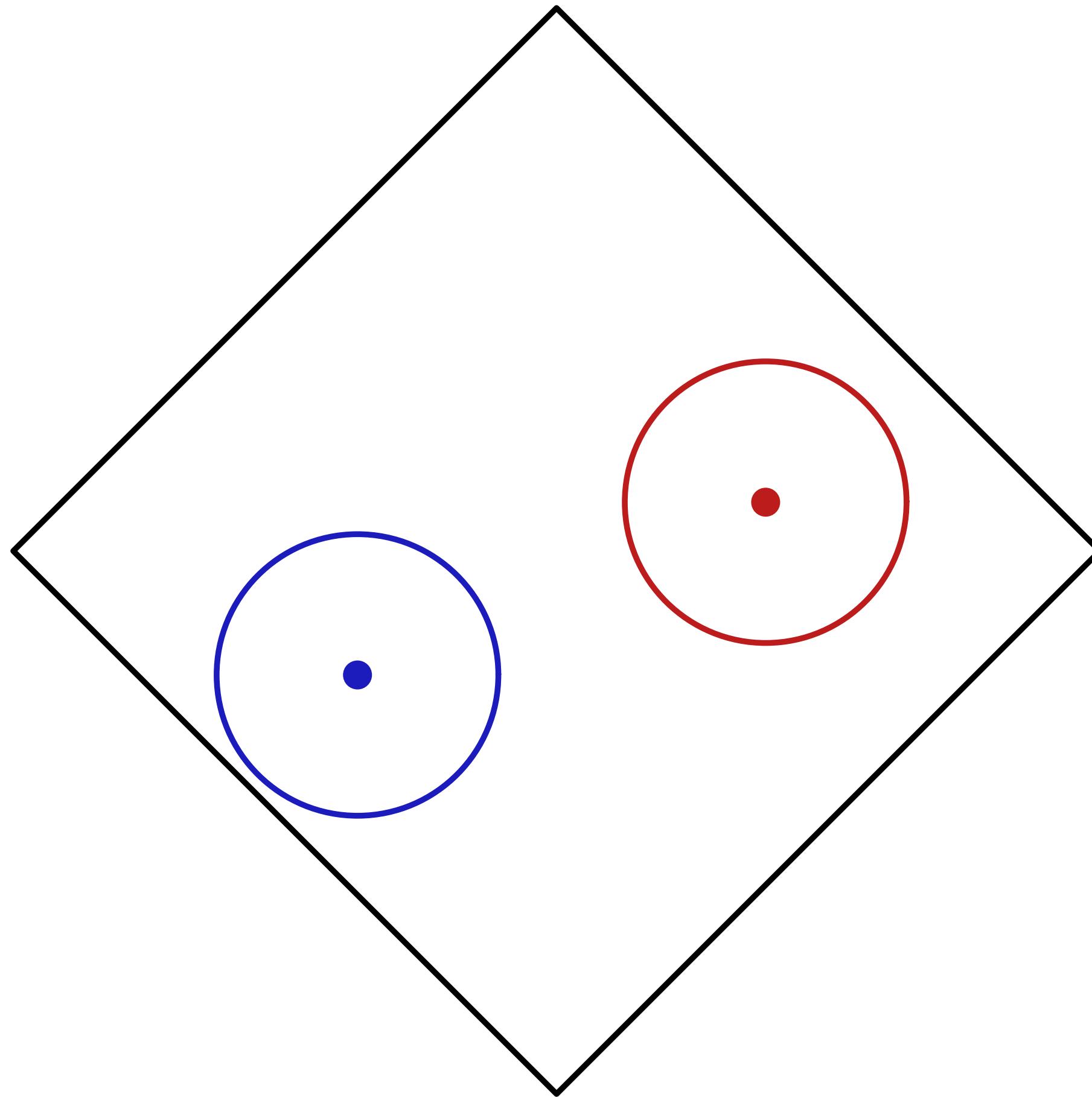


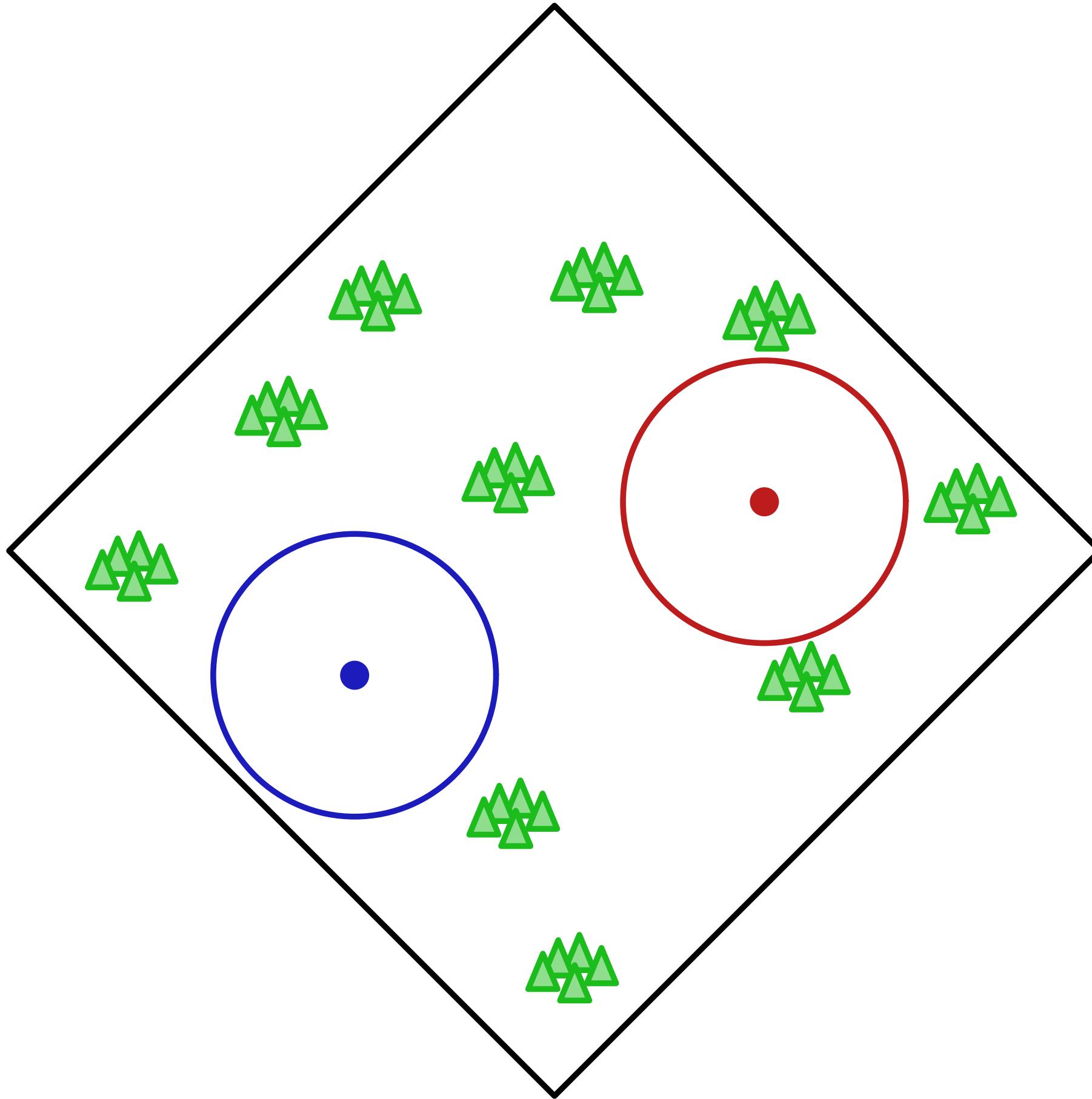


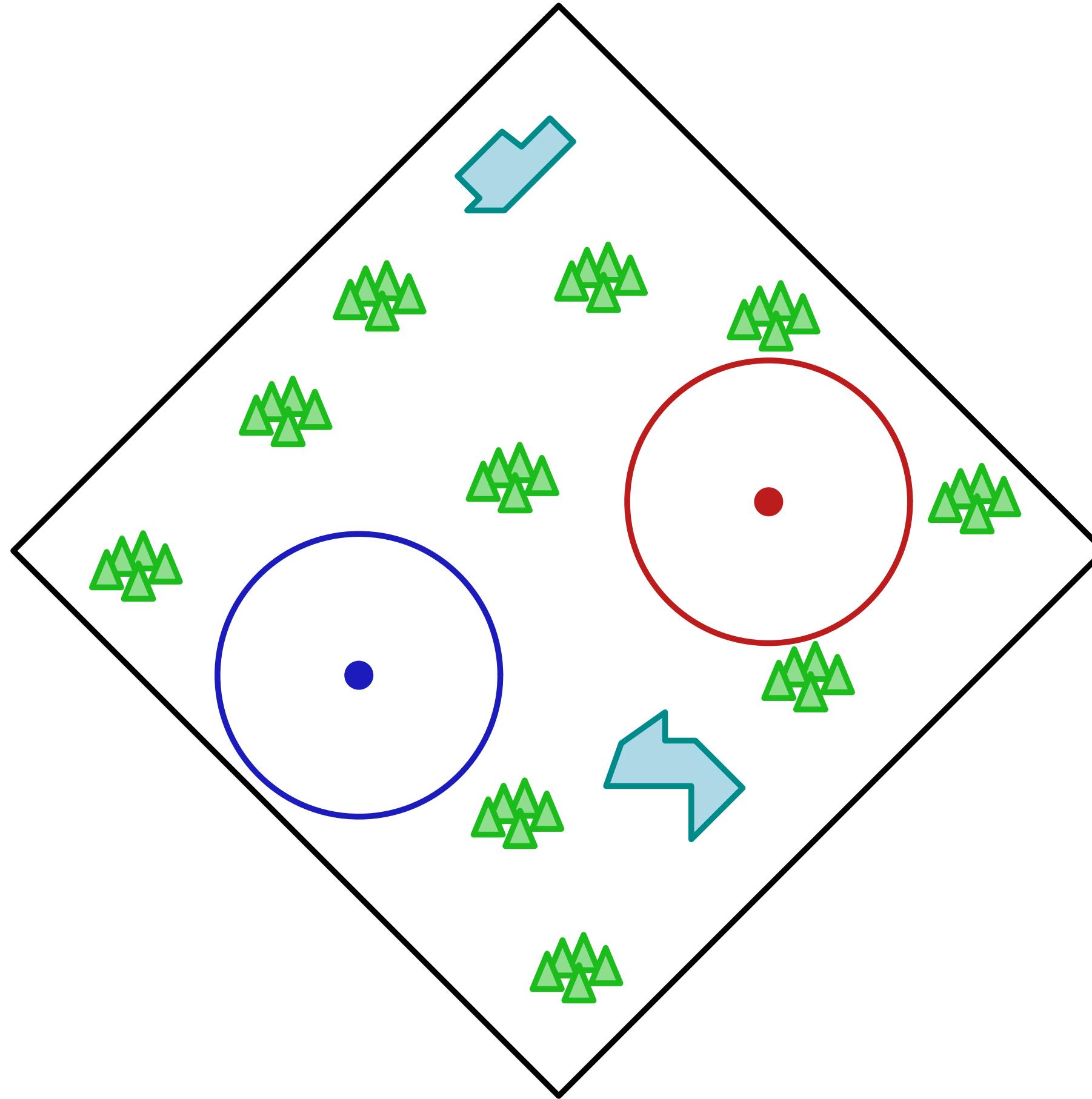


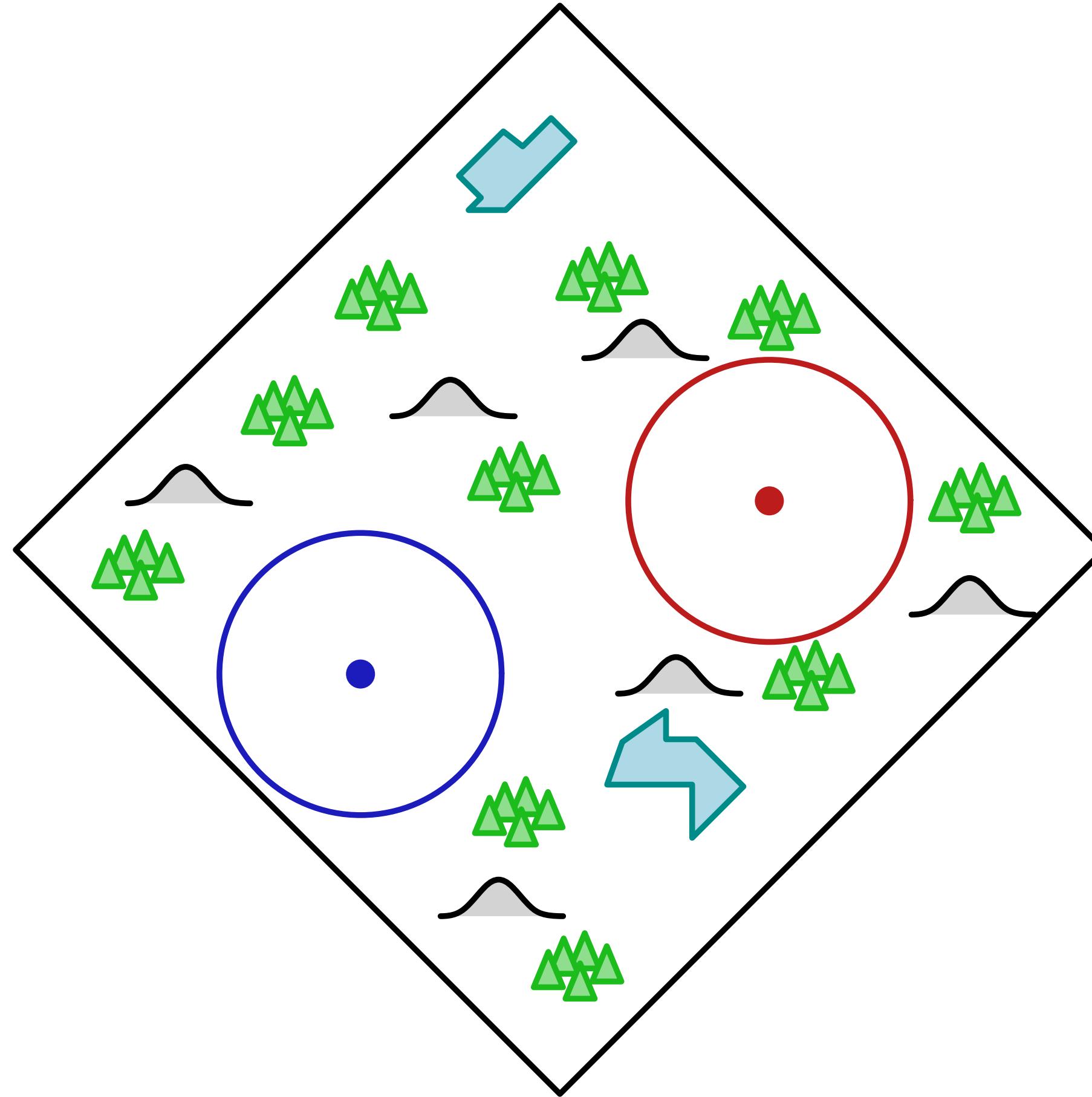
```
14     percent_chance 50
15     #define DESERT_MAP
16     end_random
17
18     if DESERT_MAP
19         base_terrain          DIRT
20     else
21         base_terrain          GRASS3
22     endif
23
24     create_player_lands
25     {
26     if DESERT_MAP
27         terrain_type          DIRT
28     else
29         terrain_type          GRASS3
30     endif
31     land_percent            25
32     base_size               9
33     border_fuzziness        15
34     }
35
36     /* **** */
37     <TERRAIN_GENERATION>
38
39     /* PRIMARY FOREST */
40
41     if DESERT_MAP
42         create_terrain PALM_DESERT
43     {
44         base_terrain          DIRT
45         spacing_to_other_terrain_types 5
46         land_percent           12
47         number_of_clumps       10
48         set_avoid_player_start_areas
49         set_scale_by_groups
50     }
51     else
52         create_terrain FOREST
53     {
54         base_terrain          GRASS3
55         spacing_to_other_terrain_types 5
56         land_percent           12
57         number_of_clumps       10
58         set_avoid_player_start_areas
59         set_scale_by_groups
60     }
61     endif
62
63     /* PRIMARY PATCH */
64
65     if DESERT_MAP
66         create_terrain DESERT
```

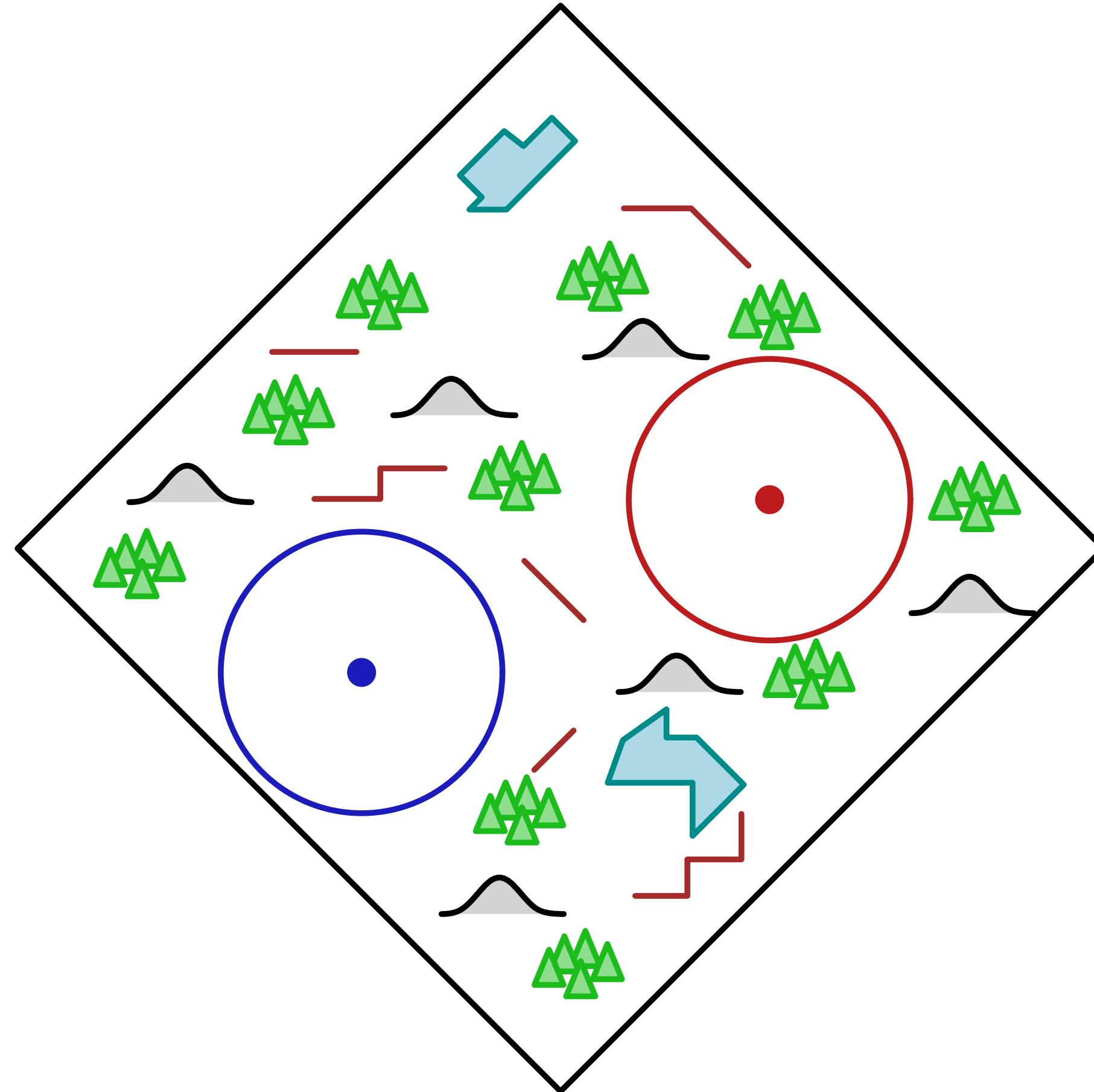


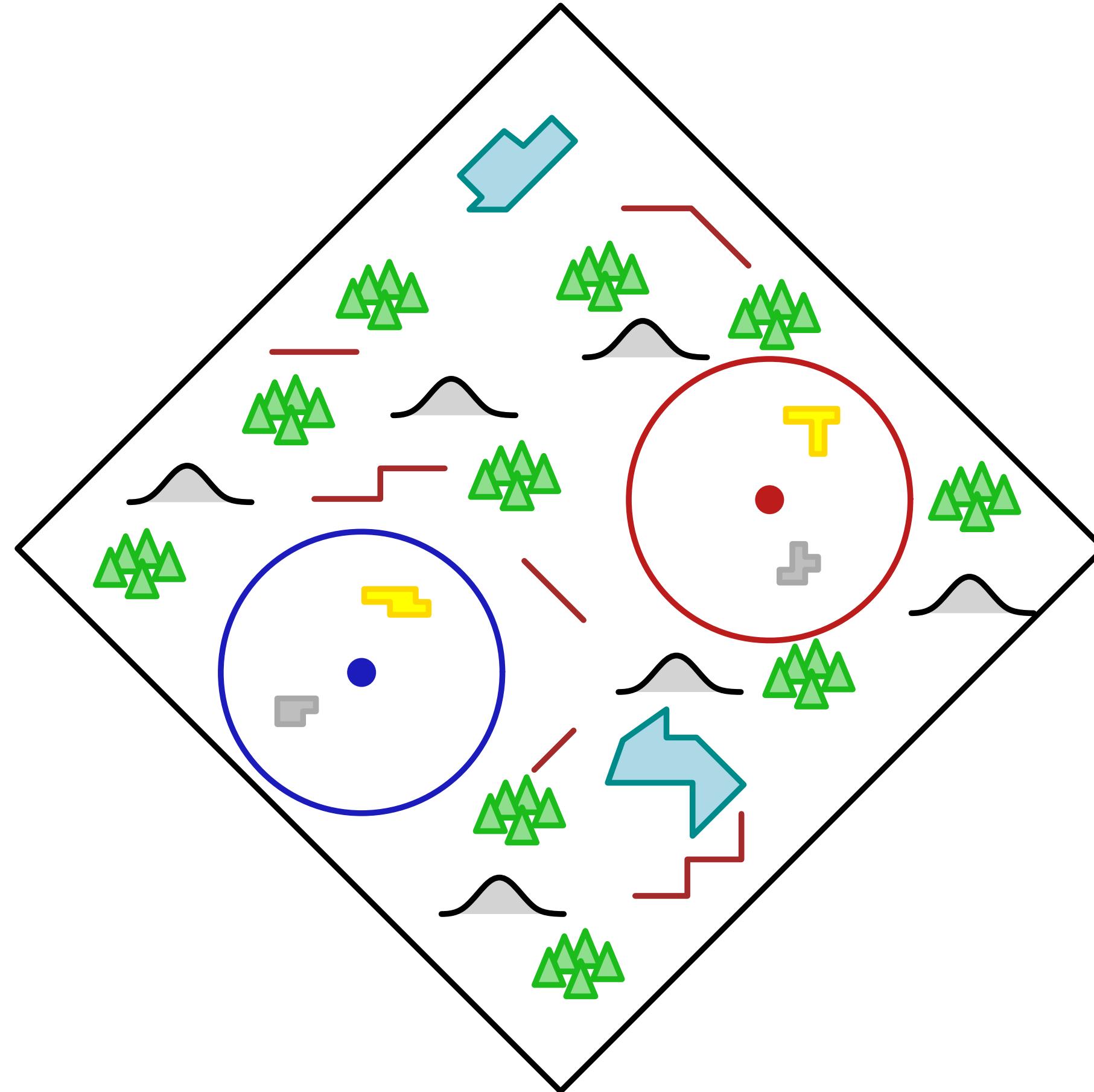












# Assignment 1

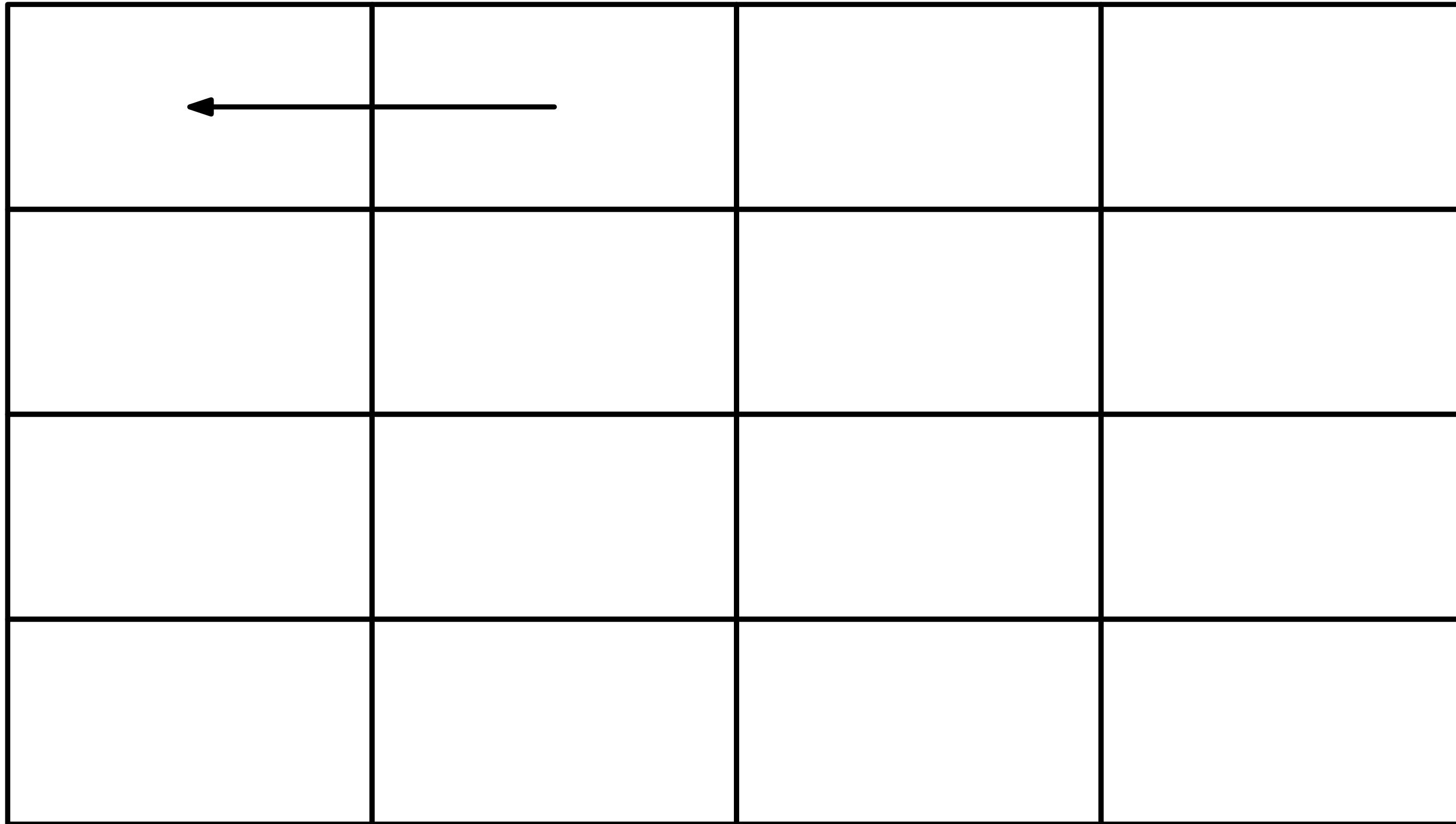
Consider the techniques we have discussed in previous lectures. For each one, indicate whether you think they would be useful for generating a map for Age of Empires II. Briefly motivate each answer.

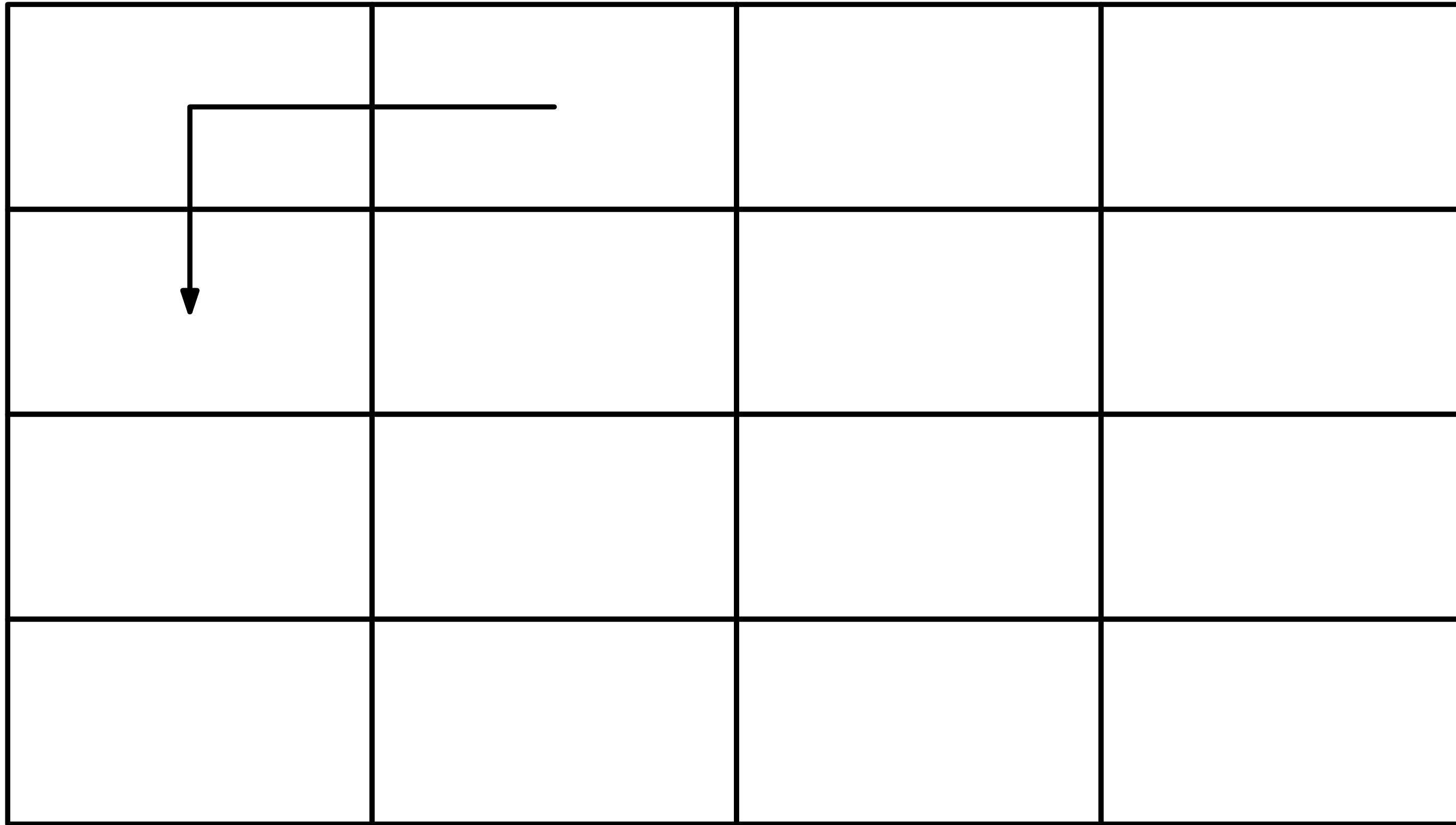


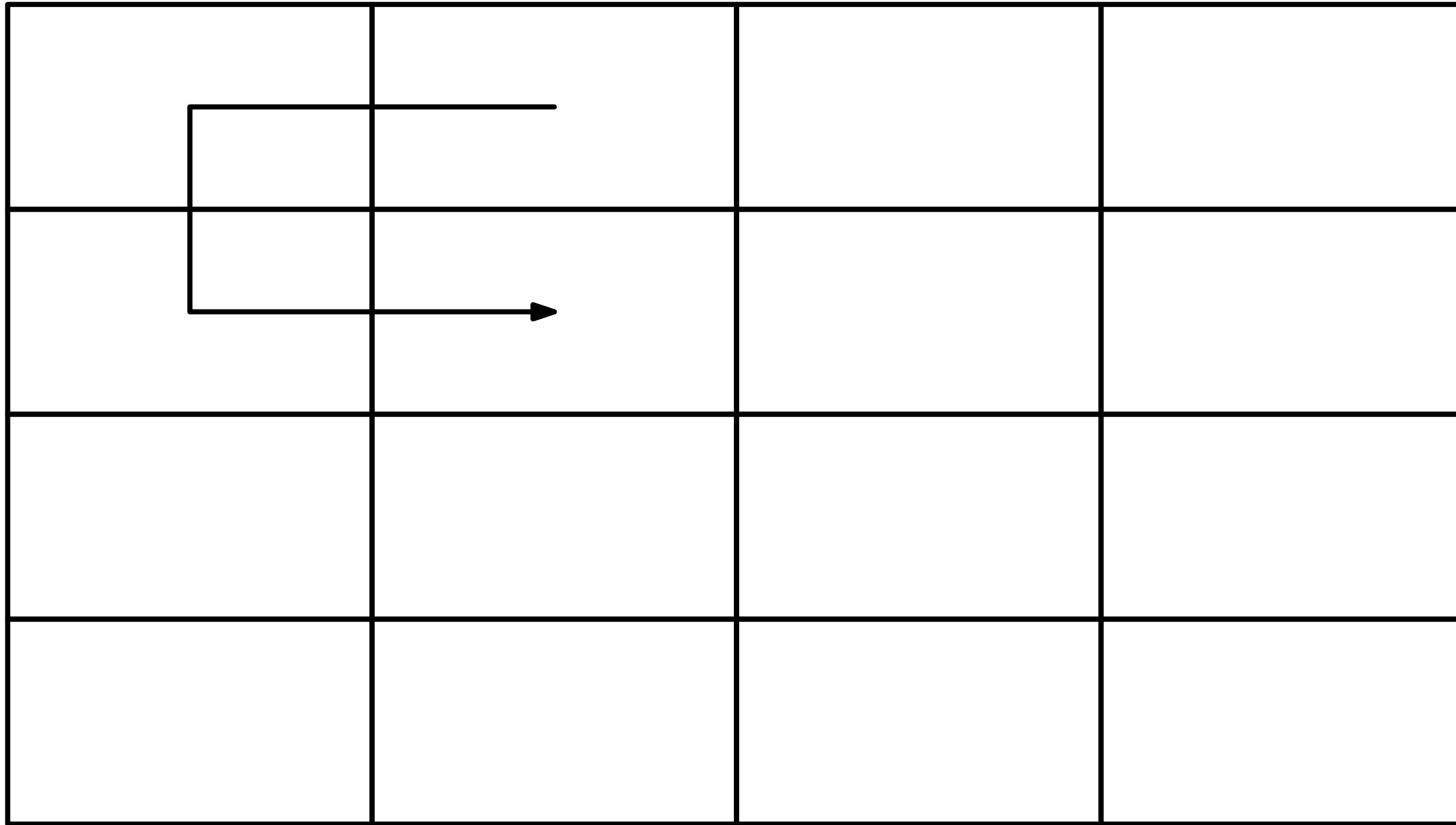

	start		

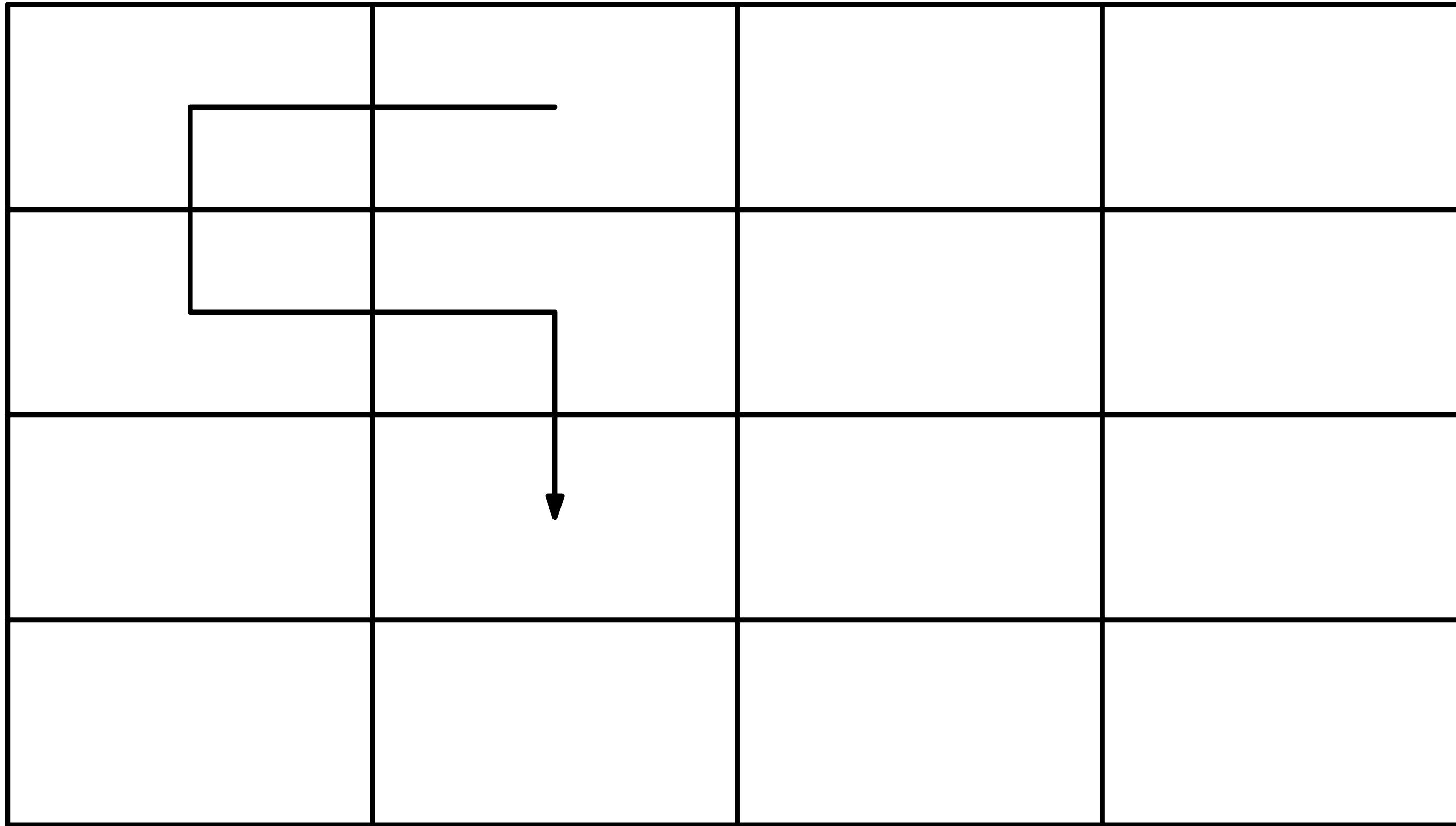


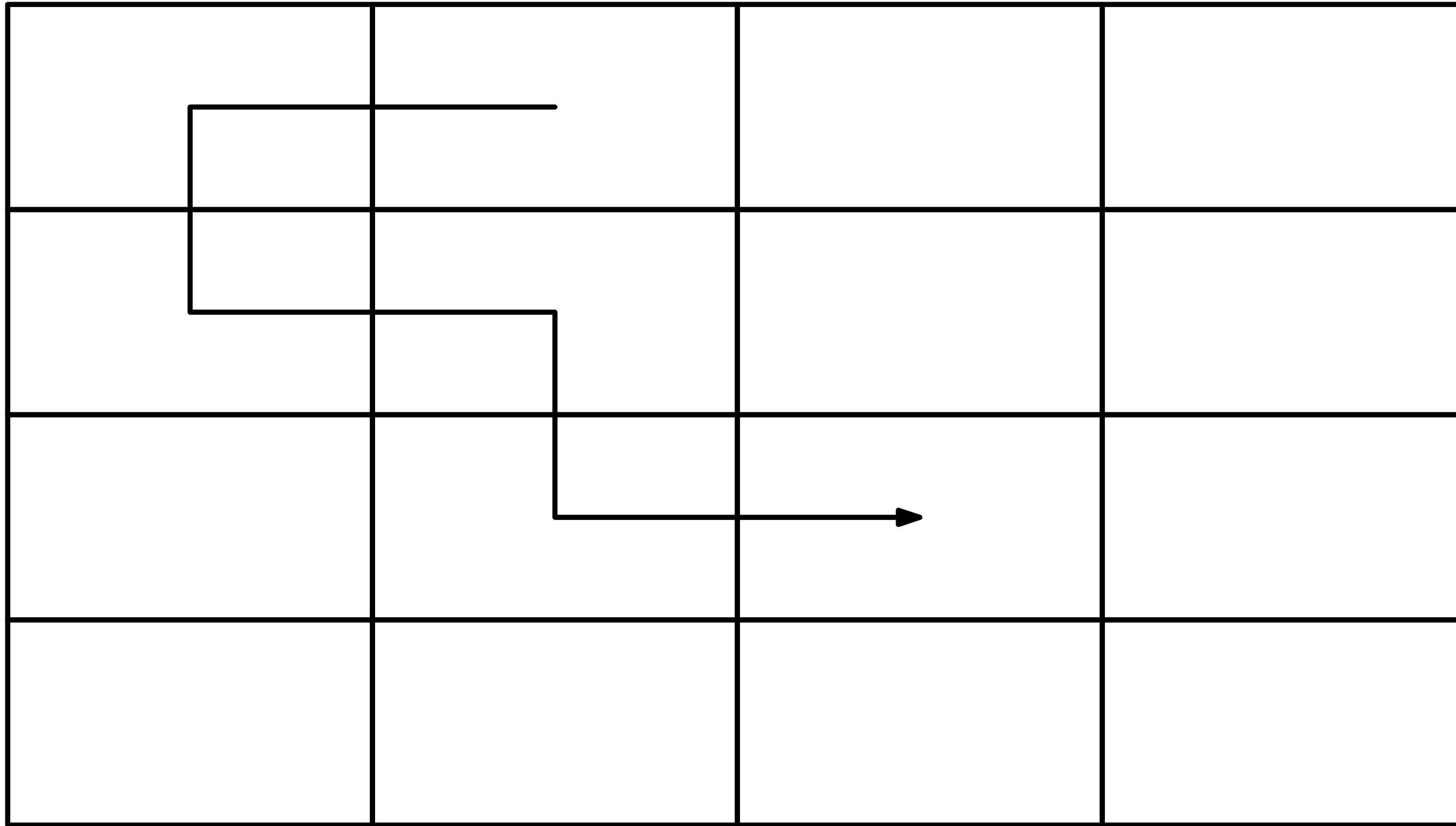
40%	start	40%
	20%	

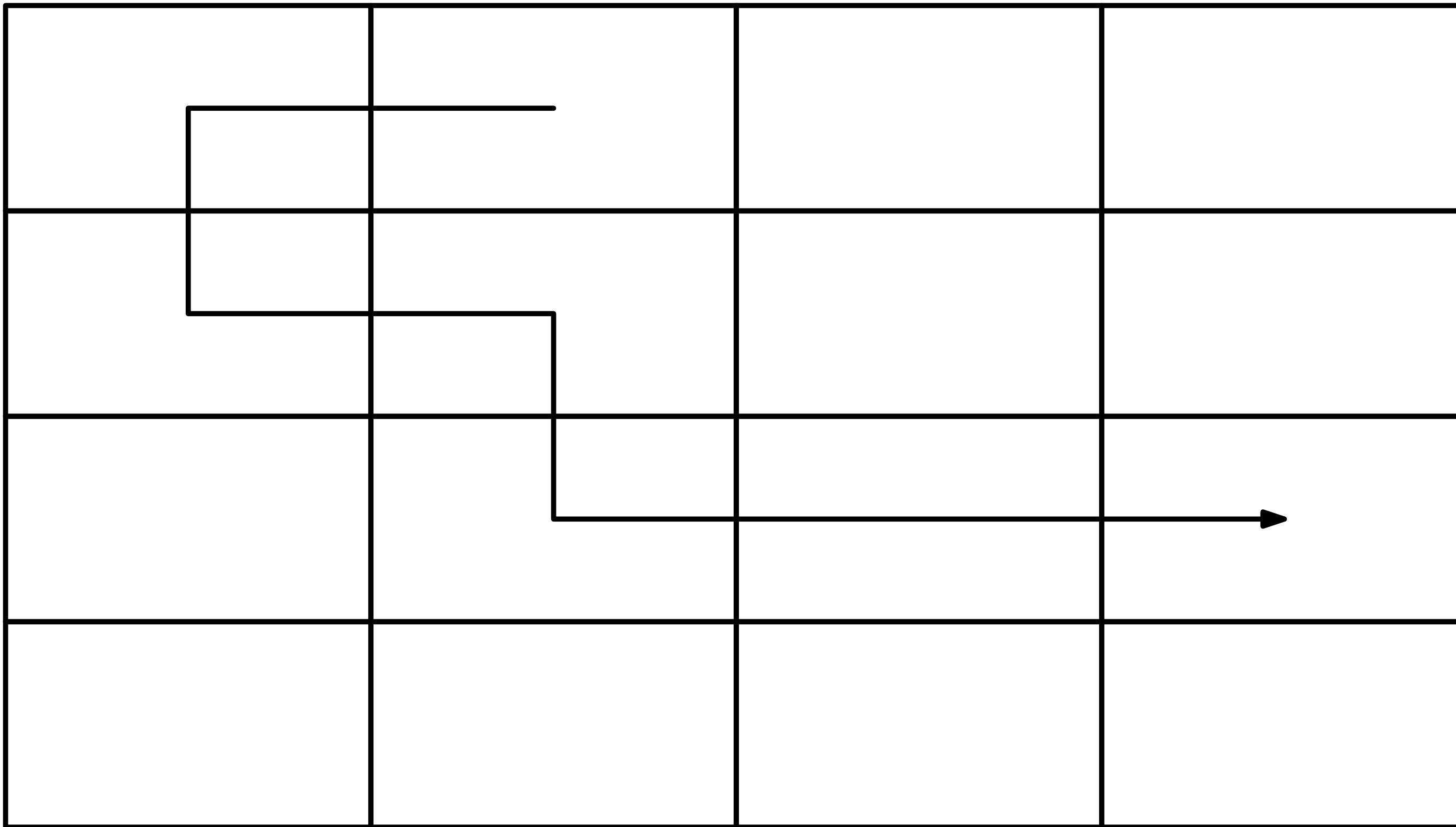


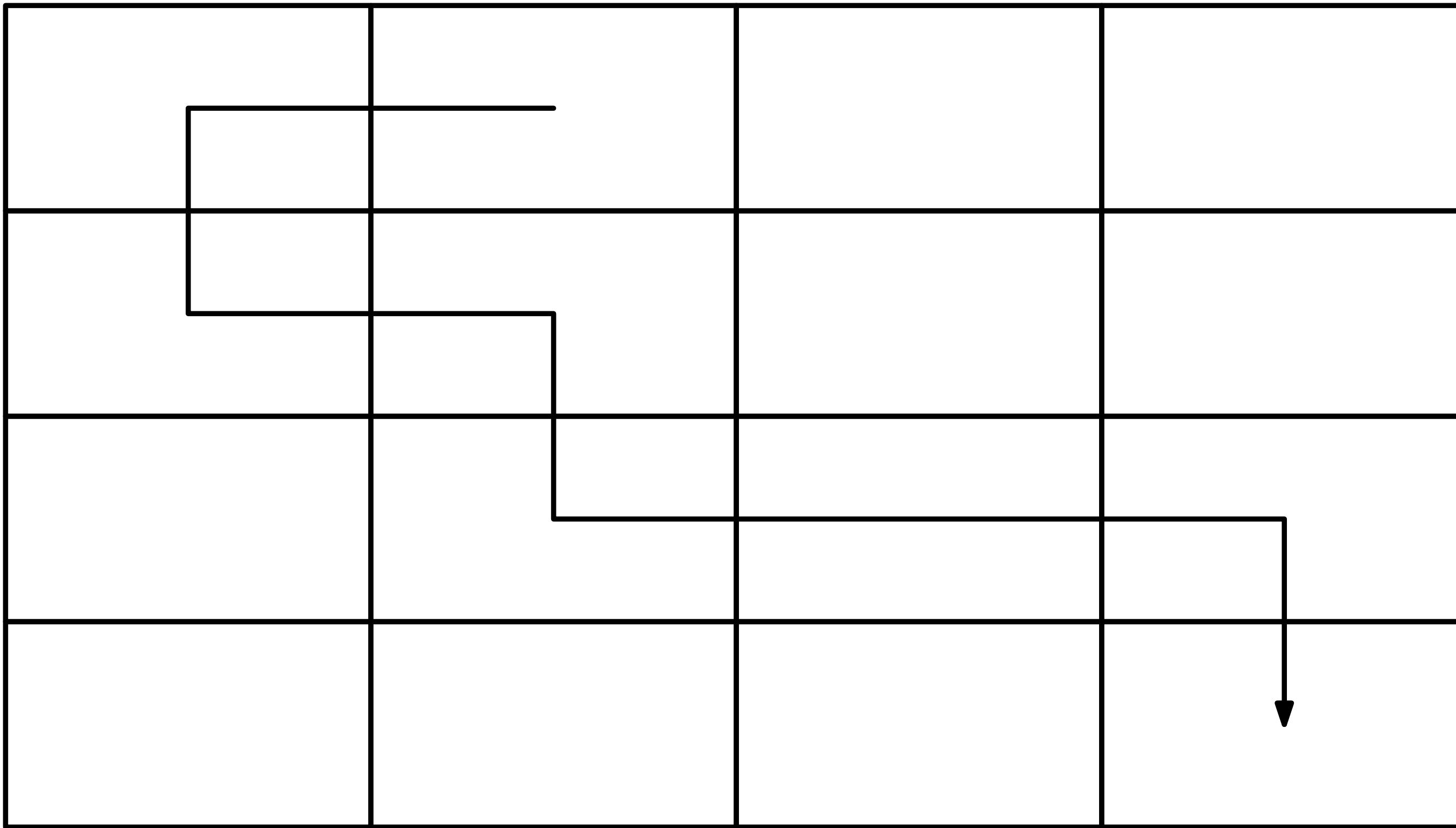


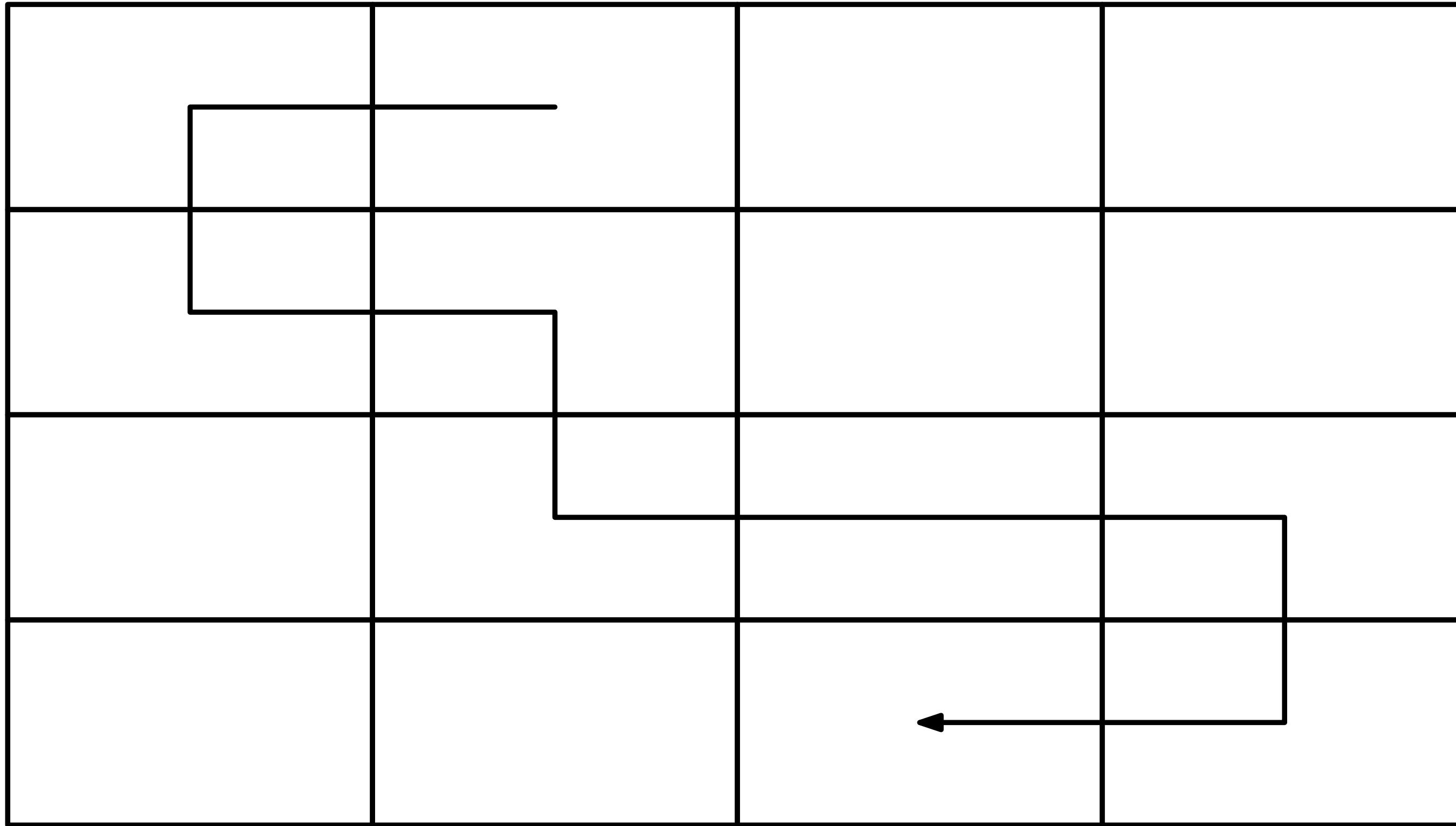


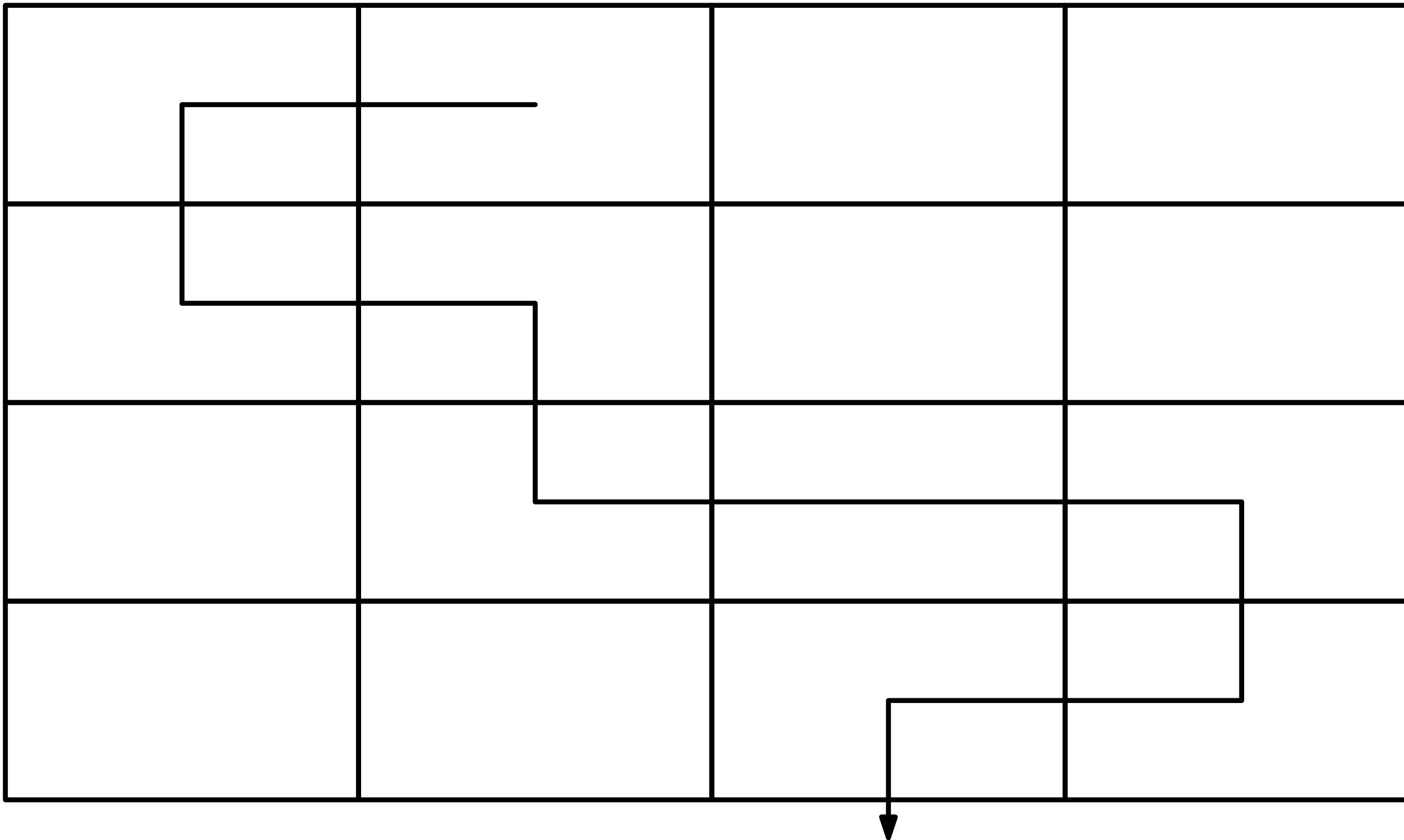


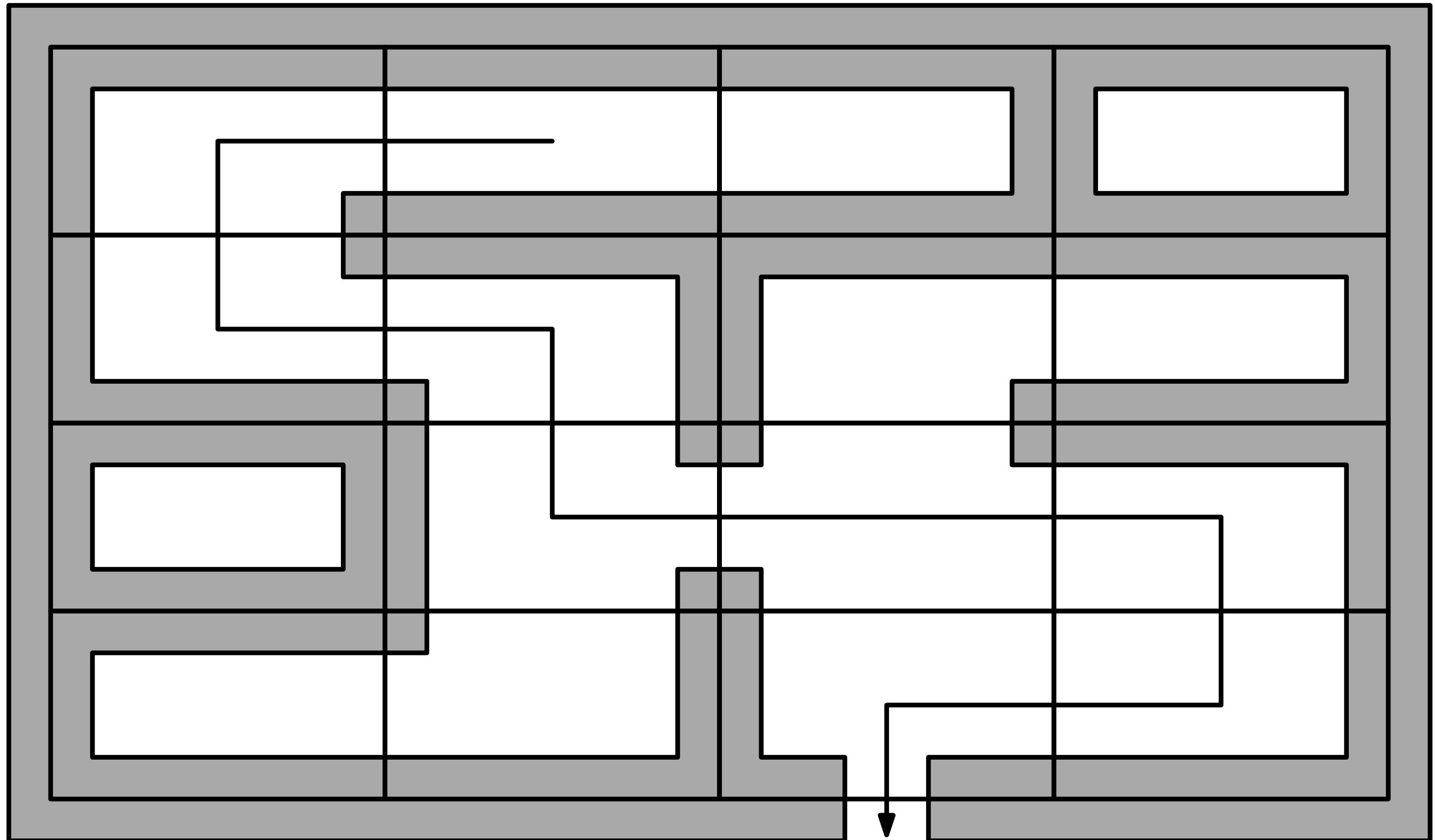


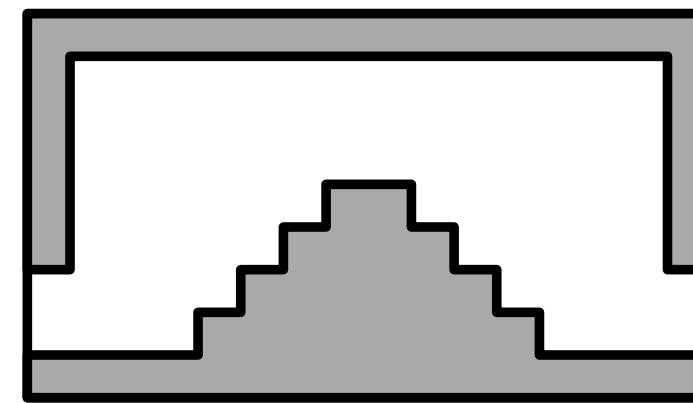
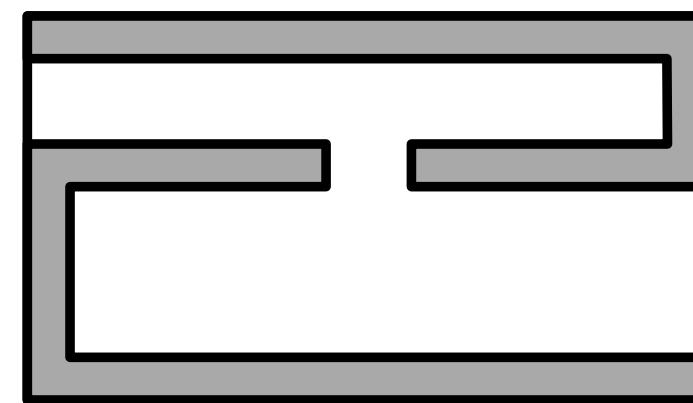
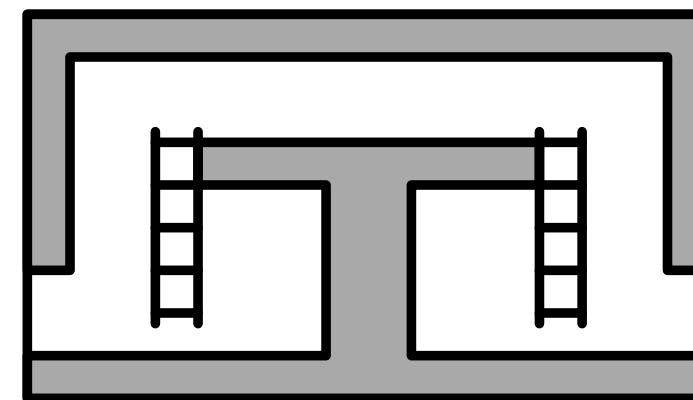
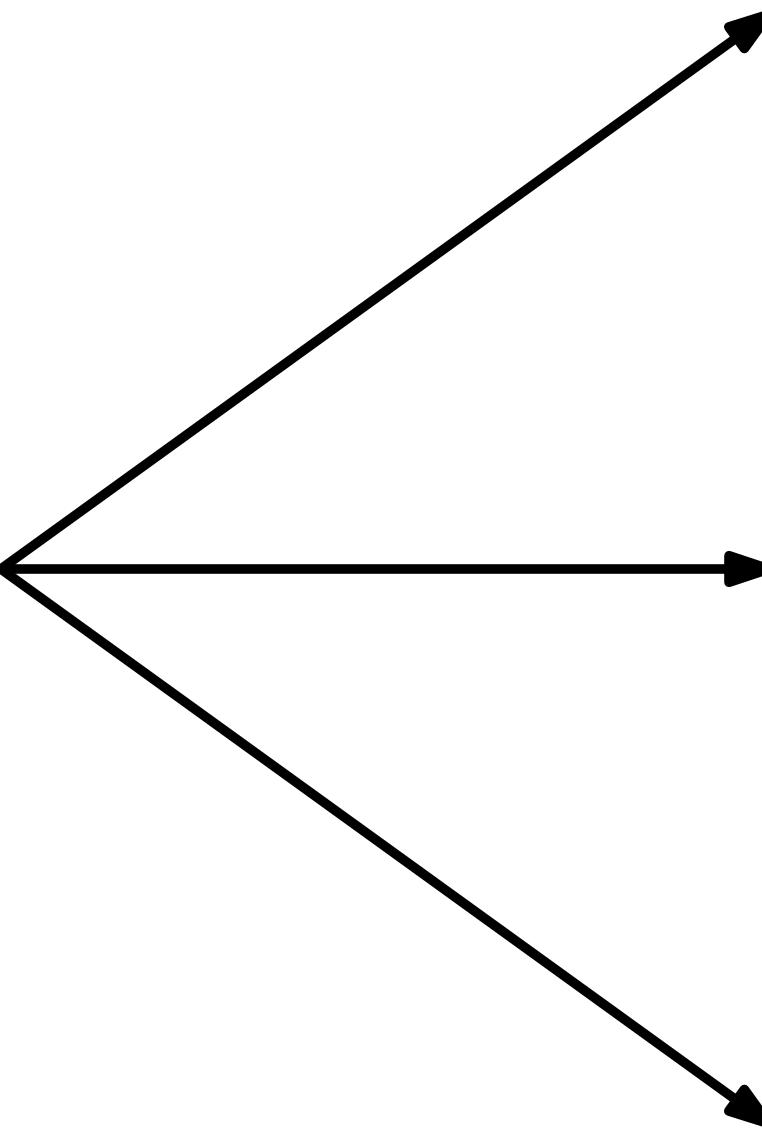
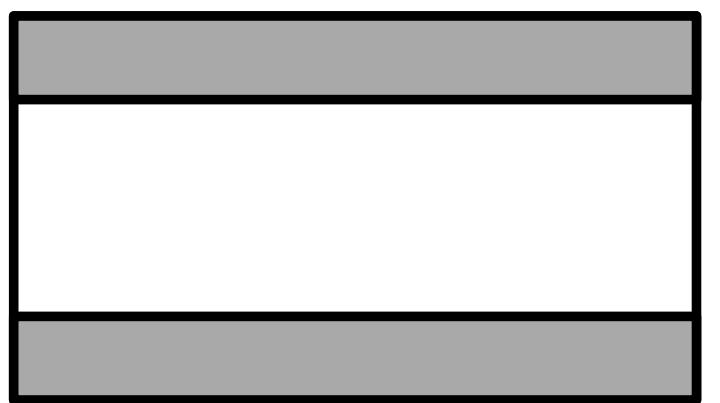






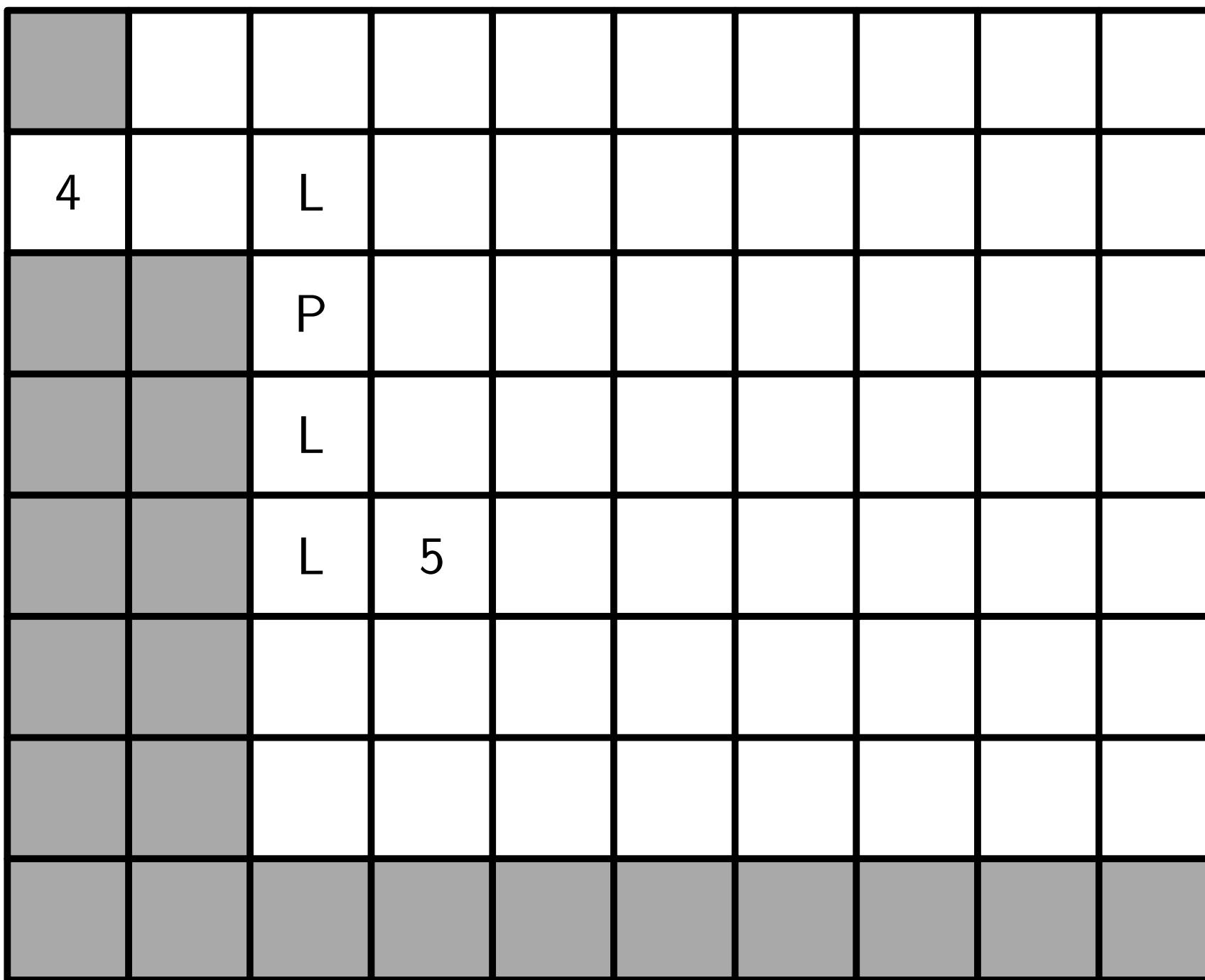


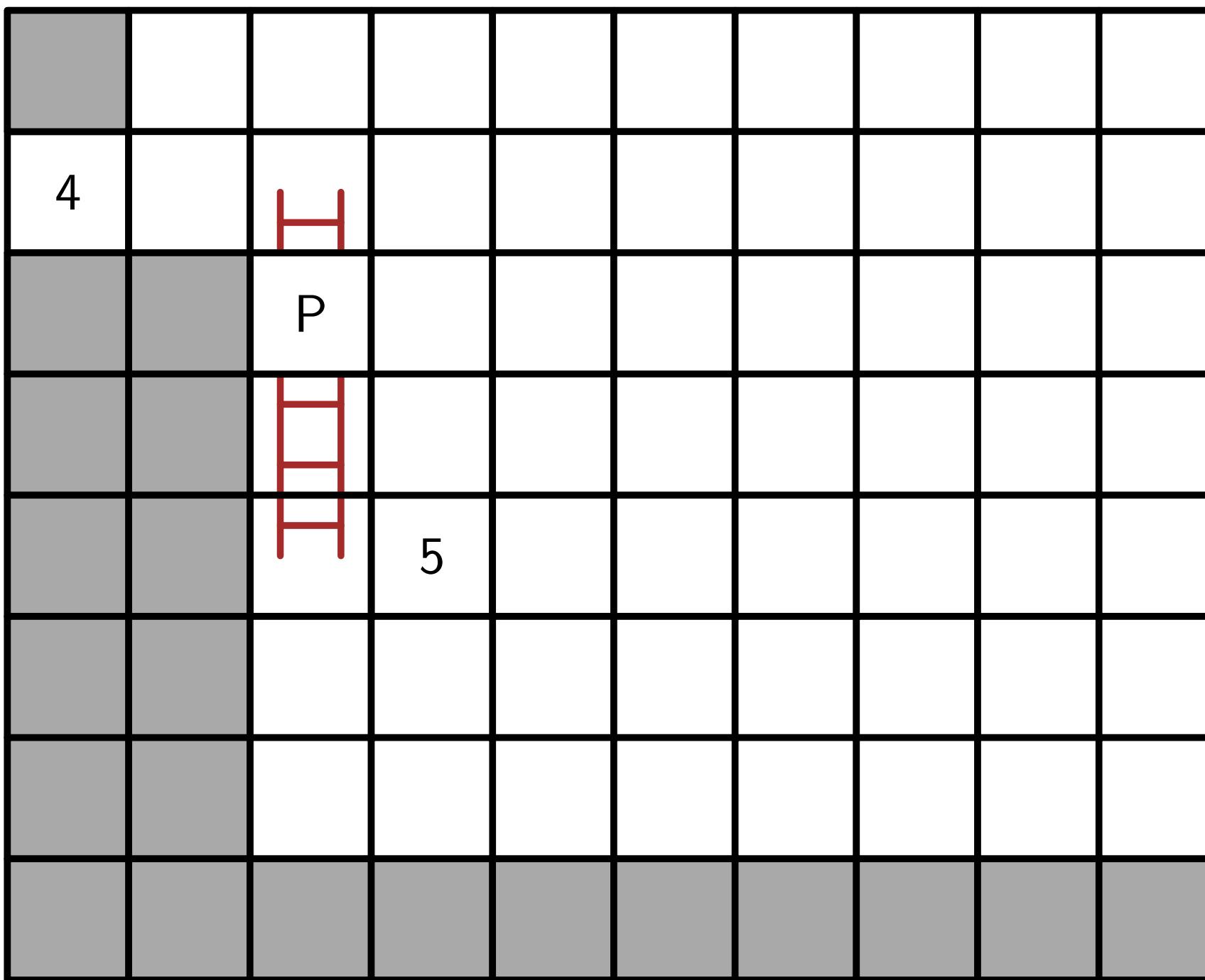


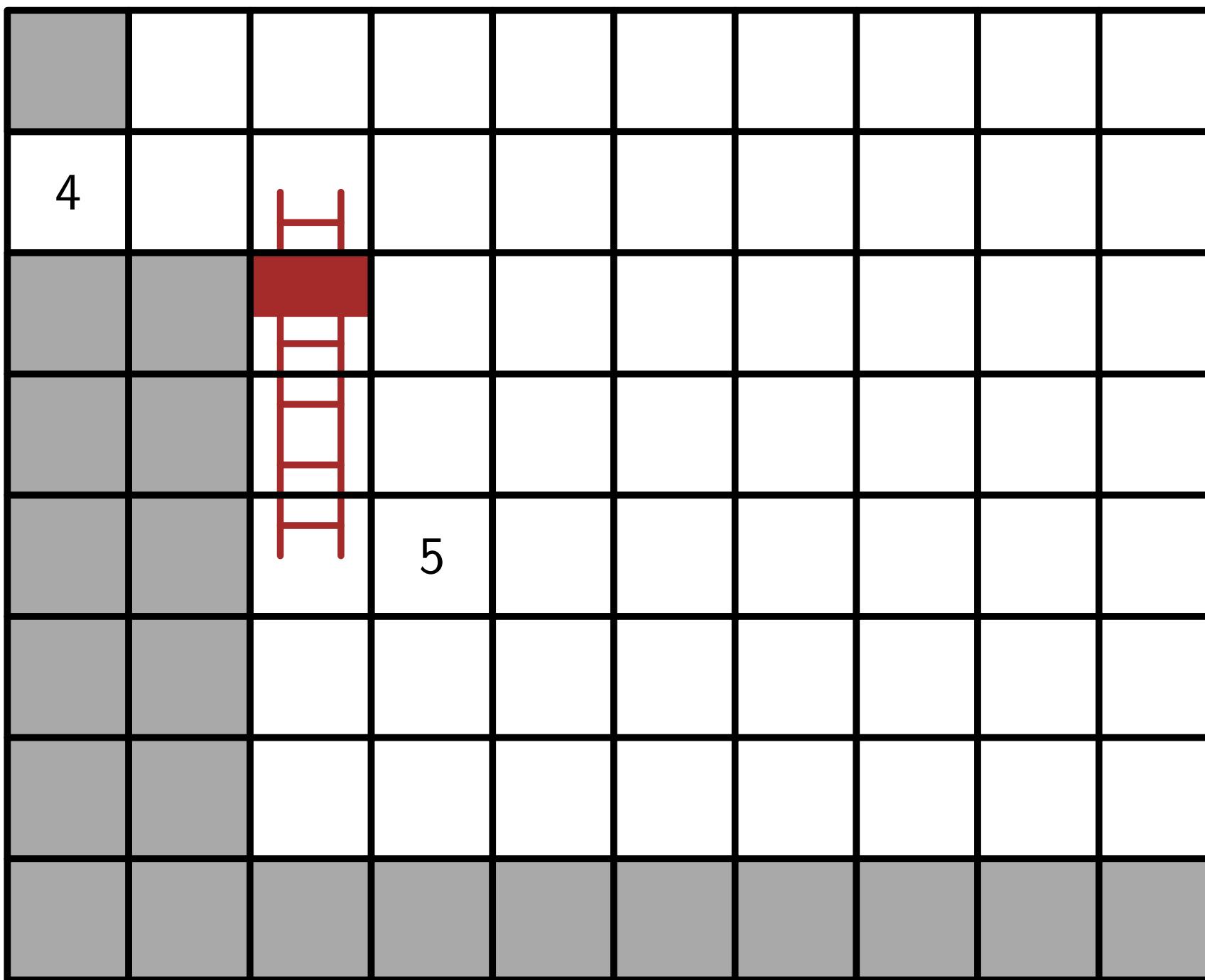


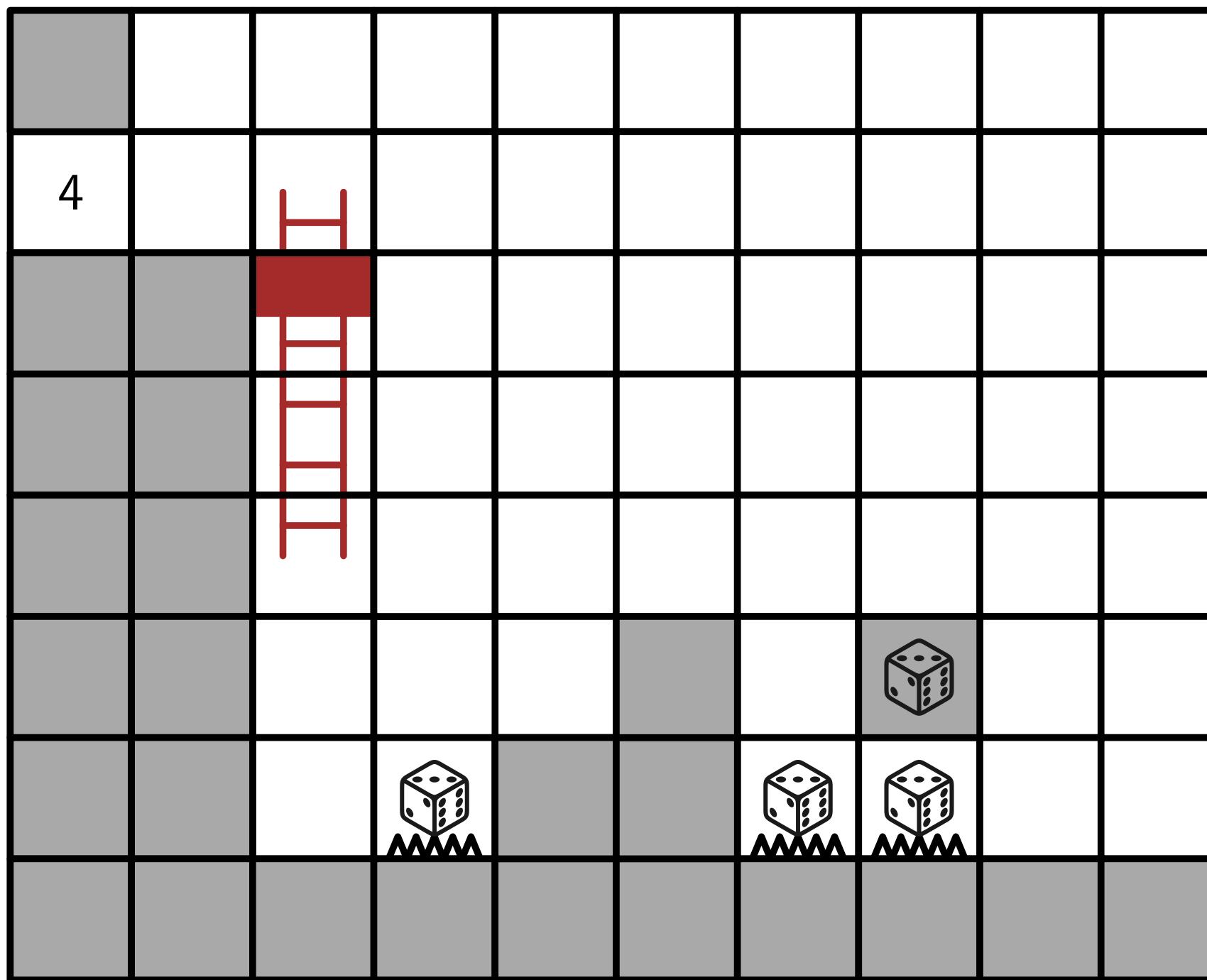


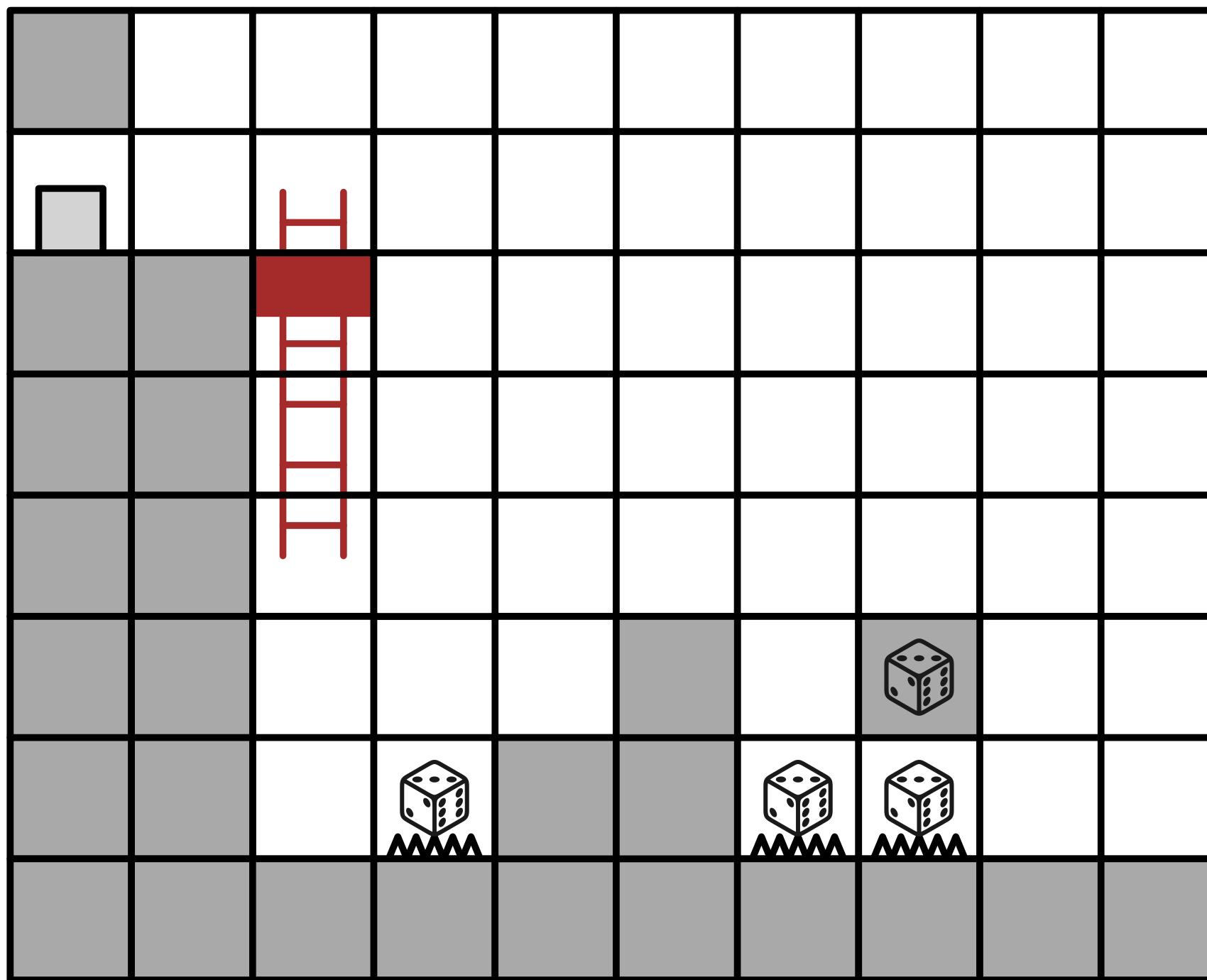


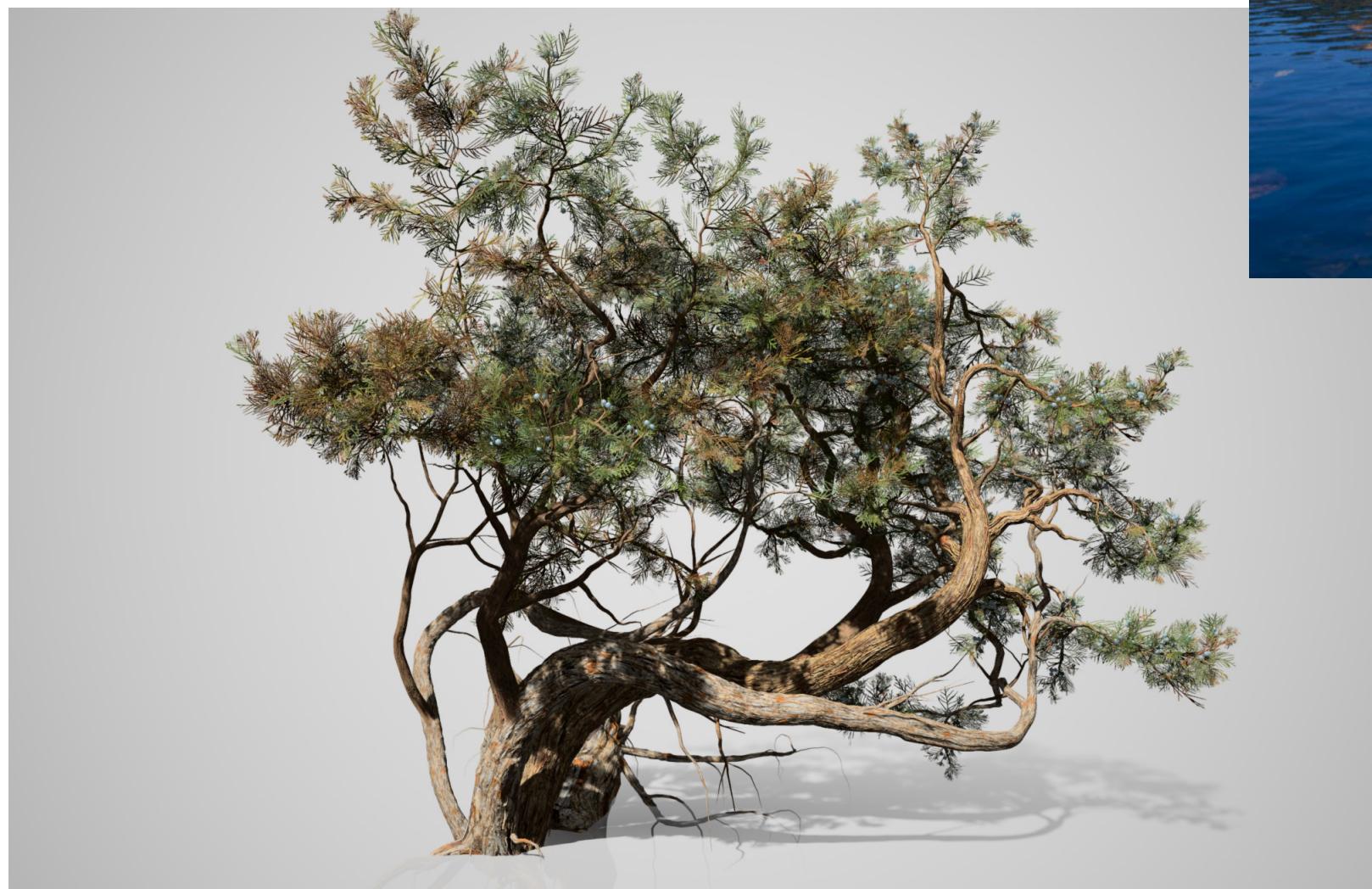












SpeedTree



TerraGen

# Assignment 2

Write a short reflection on the discrepancy between theoretical PCG research and its application in actual games. Why do you think the techniques we discussed are not used more in practice? What key elements of PCG techniques would need to be developed further for this to change? Where do you think the techniques could already be applied more?