Evaluations, Reflections and Future Development -1500ish

Evaluations - A critical discussion of the project:

• Does it meet the desired aims and objects defined in the project definition?

* + Gain a deeper understand of proc techniques CHECK
  + Tool that simplifies world creation CHECK
    - That contains biomes and continents FALSE :’(
    - Tools that assist in managing the world CHECK
  + It mostly meets the desired aims and objectives

• What processes have been performed to verify this?

• Were certain objectives not met? If so, discuss why.

BIOMES! They were very challenging and I was ill for a month so they were cut to ensure that the rest could be completed. As biomes most likely wouldn’t have been completed meaning that the rest of the objectives would have remained incomplete as well. Making even passing this unit impossible.

Reflections - A post-mortem discussion of the project as a whole:

• What went right?

* + The user tools I planned work great ☺

• What went wrong?

* + Initial library was bad, had to change 2 days into starting.
  + I went astray from the plan and wasted a week had to start over to an extent
  + Well I was ill for a month that sure did go wrong
    - Meant I had to cut down the scope of the project more or less giving up on achieving biomes :’(
  + Biomes went wrong, the way I was attempting to do thing was VERY inefficient

• What was learned?

* + Handling a non-uniform mesh is very challenging comparatively to a uniform mesh

• What could have been done differently?

* + The way islands/continents were being defined

• If the project were to be repeated, what changes would be made to improve the project?

* + Further research into libraries and trying them out so ensure the first one I pick is viable rather than wasting time trying to make one that does not fit properly work.

Future Development - A discussion of the potential continuation of the project:

• What questions has the project raised?

* + Why did I do this to myself? Terrain generation isn’t even the kind of generation I really like (I worked that out during this)

• How could the project be used as a foundation for future development?

* + Generation could be taken further to include roads, actually generated settlements
  + Settlement generation could be done independent of the current generation method meaning it would have to make the initial generation a slower process.
  + More used tools could be added to better track information need for the world
    - A fog of war system so that when showing players it only shows them what you’ve allowed them to see
    - A LOD system so that instead of being able to see all the settlements you could make them just be able to see just terrain, this could be done by giving things layers and then having the camera ignore certain layers depending on what the user has done.
    - Ability to import your own images for icons/tokens etc.
  + It could include a dungeon generator which could take player level, how rewarding you want the dungeon to be (how good that loot be), how hard you want the dungeon to be. And then generate a dungeon based on those parameters. This would be a good addition as it further allows for players to ignore whatever plans you have and this will help you recover when they catch you off guard.