1. Alternatives: advantages vs disadvantages, scope… Examples in games/companies (does any popular & complex 3D videogame use automated playtesting nowadays?)

* Manual playtesting
* Embedded data analysis
* Procedural level generation

1. Level design variable study in 3d action games, specially shooter. Which can be parametrized and automatically tested?
2. How to simulate humans as AI. ML Agents, genetic algorithms, player types...
3. Common techniques for level playtesting. Genetic algorithms, image analysis…
4. Chosen approach
5. Make a prototype of the chosen genre