

Structure-Aware Procedural Destruction

submitted by

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Summary

In this proposal and literature review a number of possible approaches to developing a procedural destruction system are investigated, and an approach developed to guide practical research and development in this area.

Chapter 1

Introduction

The real work starts here... [vG11]

Chapter 2

Literature Review

Previous research on destruction of comparatively small objects [vG11].

Chapter 3

Proposed Approach

Chapter 4

Evaluation

Chapter 5

Timeline

Due to the commercial nature of the project it is likely that a completed version of the system will be needed within the next year and a half explain the early access system incremental development start with minimal working system within six months develop further guided by feedback after system completion, further support/development may be necessary

Chapter 6

Conclusion

is ASP viable in realtime for solving the combinatorial explosion problem can we render asp solutions in a convincing manner is the system design sufficiently environment-agnostic

Bibliography

- [vG11] VAN GESTEL J.: *Procedural destruction of objects for computer games*. PhD thesis, Department of Mediamatics Faculty of EEMCS, Delft University of Technology, 2011.