Procedural Content Generation for Computer Games

A survey of techniques used for procedural content generation for computergames, classified by beneficiary.

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ABSTRACT
This is where the abstract goes

1. INTRODUCTION
Intoduction to the topic, explanation of lack of structure. Reference to the age of things, elete, nethack, increasing use in successful commercial games. The need for procedural content generation.

2. BACKGROUND
3. ARTISTS
3.1 Textures
Perlin Noise Grammars

3.1.1 Models
Borderland's guns Grammars Speedtree

3.1.2 Animation
Spore

3.1.3 Effects
Particles GAR?

3.2 Benefits
Download sizes - procedural variation - Borderland's enemies

3.2.1 Future work
4. DESIGNERS
4.1 Varieties
4.1.1 Content
Speedtree

4.1.2 Balancing
Adaptible

4.1.3 Motivation
Radiant Story?

4.2 Benefits
4.2.1 Future work
5. USERS
Valve's AI Director Bethesda's Radiant Storytelling

5.1 Benefits
5.1.1 Future work
a comparison and evaluation of approaches, and an indication of the outstanding, unsolved, issues and problems.

APPENDIX
A. PROJECT BRIEF