

Critical reflection

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Reflection on my process

For this project I was able to do almost everything that I wanted to do. There are multiple things that went well during this project but also some that went wrong, I also made some changes to the final portfolio item. So firstly, I want to go over the things that I changed. I decided that I don't want the city divided into blocks because this would be against the way that most cities in Europe are made. Instead of that I used the Voronoi noise to place the trees through out the city and place the buildings alongside the road. Now I want to talk about the things that went wrong. I failed to deliver this project the first time because I didn't plan properly and, in the end, I didn't have enough time before the deadline. The things that went well are that I was able to finish all the learning outcomes. The roads are generated on top of the spline and can be moved at run time or before to generate a street. For the Voronoi noise you can choose the number of points and the trees will be placed on those positions. And the for the buildings you can write your own grammars to make interesting shapes.

Timesheet

Learning outcome	Estimated Hours	Spent Hours
As an engineer, I want to learn about procedural road generation using splines, so that players can experience diverse and immersive game worlds without the need for manually designing each city layout.	30	35
As an engineer, I want to learn about shape grammars to generate buildings that can be modified to fit any environment, so that players can experience diverse and immersive game worlds without the need for manually designing each building	30	30
As an engineer, I want to learn about Voronoi tessellation to generate parks, so that I can make a procedurally generated city more populated.	20	15

Next term

I will talk about term 4 because this is a redo, but I would like to make something less complicated. If I make something that is less complicated, I can polish it more and turn it into something that is more presentable.