Chapter 6 - Procedural Content Generation in GVGAI

Exercises

The GVGAI Framework is available in a Github repository\textsuperscript{1} Use the release 2.3\textsuperscript{2} in order to run the same version presented here. This chapter proposes two procedural content generation challenges hosted by the GVGAI competition\textsuperscript{3}.

Projects can be proposed within this context easily:

- Build a level generator that improves the sample level generators provided by the framework. You can run the level generators from the class \texttt{tracks.levelGeneration.TestLevelGeneration}.
- Analogously, you can build a rule generator from the sample ones provided. You can run the rule generation test from the class \texttt{tracks.ruleGeneration.TestRuleGeneration}.
- For both cases above, inspiration can be found in \textsuperscript{1}. You can also submit your generator(s) to the yearly editions of the GVGAI competition.
- What is beyond rule generation? Could you create a generator that creates complete games in VGDL?

References


\textsuperscript{1}https://github.com/GAIGResearch/GVGAI

\textsuperscript{2}https://github.com/GAIGResearch/GVGAI/releases/tag/2.3

\textsuperscript{3}These exercises are also available at this book’s website: https://gaigresearch.github.io/gvgaibook/