1.	Record Nr.	UNINA9910645895803321
	Autore	Pitt Christopher
	Titolo	Procedural Generation in Godot [[electronic resource]] : Learn to Generate Enjoyable Content for Your Games / / by Christopher Pitt
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023
	ISBN	1-4842-8795-9
	Edizione	[1st ed. 2023.]
	Descrizione fisica	1 online resource (257 pages)
	Disciplina	378.16913094248
	Soggetti	Level design (Computer science) Video games - Design
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Chapter 1: Hand crafted vs. Procedural -- Chapter 2: Generating with Nodes -- Chapter 3: Generating with Tiles -- Chapter 4: Recreating Sokoban -- Chapter 5: Designing Levels in Pixel Art -- Chapter 6: Creating a Seeding System -- Chapter 7: Recreating Bouncy Cars -- Chapter 8: Navigating in Generated Levels -- Chapter 9: Randomized Collective Nodes within a Generated Map -- Chapter 10: Recreating Invasion -- Chapter 11: Paths and Path Followers -- Chapter 12: Interaction Systems -- Chapter 13: Recreating This War of Mine.
	Sommario/riassunto	Learn the tricks of simple procedural generation and how various genres, such as racing simulators, platformers, and roguelikes, can all benefit from these techniques. In this book, you'll learn how to combine hand-crafted content with algorithms to create immersive and beautiful environments. You'll learn how to create a seeding system, so that you can replay great levels with your friends. We'll cover how to create good tilesets, how to use the tilemap editor effectively, and how to inject just the right amount of logic into an otherwise automated machine that is your own personal procedural content generation engine. We will use 2D examples to demonstrate the concepts covered throughout the book. By the time you complete this book, you'll have a good handle on how to add procedural generation to your games. What You Will Learn Learn to set up the perfect content generation system Master the tools for randomization and repeatability Understand how much content to craft versus how much to generate Who This Book Is

For Basic familiarity with the Godot engine and GDScript is essential. While all concepts are explained in the book, it can be overwhelming learning these techniques at the same time as learning the engine.