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Project  
Proposal

# ECO- SYSTEMS

- \* Establish an environment
  - \* Dynamic, living, organic
  - \* Inspires exploration and discovery
  - \* Modular, procedural 3D
- \* For use in indie open-world game creation
  - \* RPG, Adventure, Roguelike, Sandbox

## \* Procedural creature creation

- \* General templates (biped, quadruped, avian)
- \* Common skeleton for retargetable animation
- \* Bank of 3D parts, tagged

## \* A.I. templates

- \* Needs-based
- \* Different “flavors” based on common roles
- \* Assigned post-assembly based on dominant parts tags

## \* Adaptation

- \* Chance of mutation with spawning
- \* Some population control to prevent full extinction
- \* Configurable based on desired stability

## \* Discovery

- \* Assignment of A.I. roles post-assembly means abnormalities will happen
- \* Combination of asset modeling, tags, and animation means that environments can be realistic or fantastic
- \* Procedural means even creators are surprised