



# Procedural Level Generation for **A**ugmented **R**eality Games

Sasha Azad, Carl Saldanha, Cheng Hann Gan, Mark O. Riedl

## Need for PCG in Augmented Reality

### Beyond Machine Vision Techniques

- Semantic understanding of world
- Believable embedding of virtual assets
- Player interactions with real world

### Players can influence level generation process

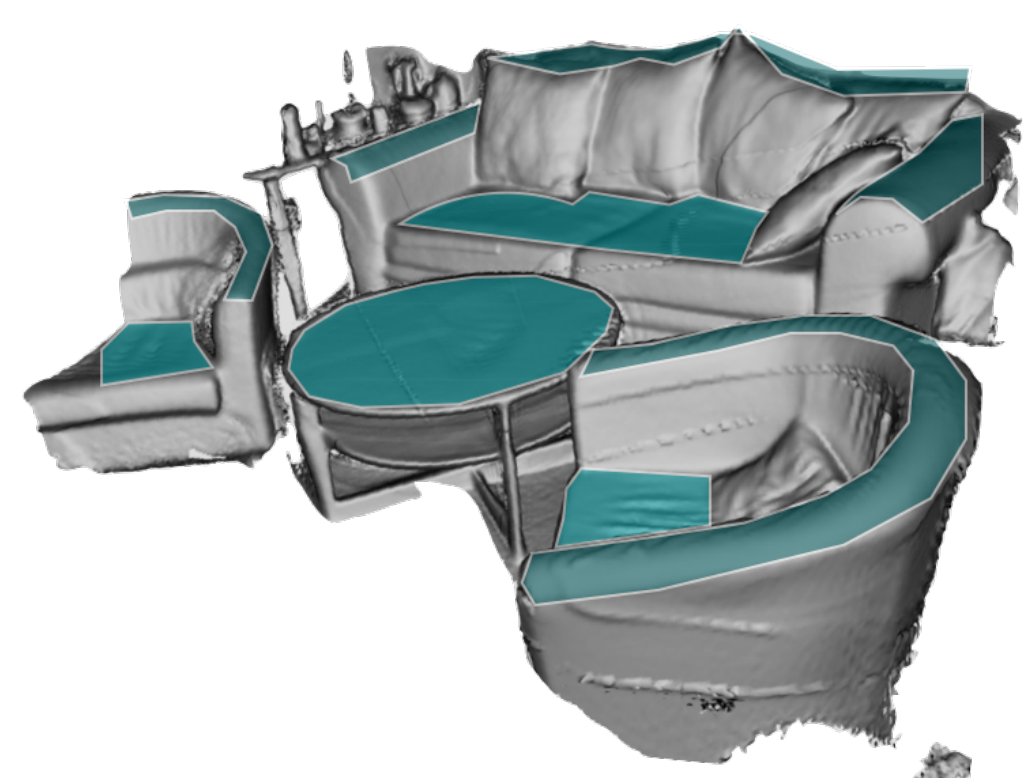
- Rearrangement of furniture
- Introducing new elements

### Rethinking heuristics in a mixed reality context

- Physical Movement
- Player Reach & Navigation
- Eye tracking

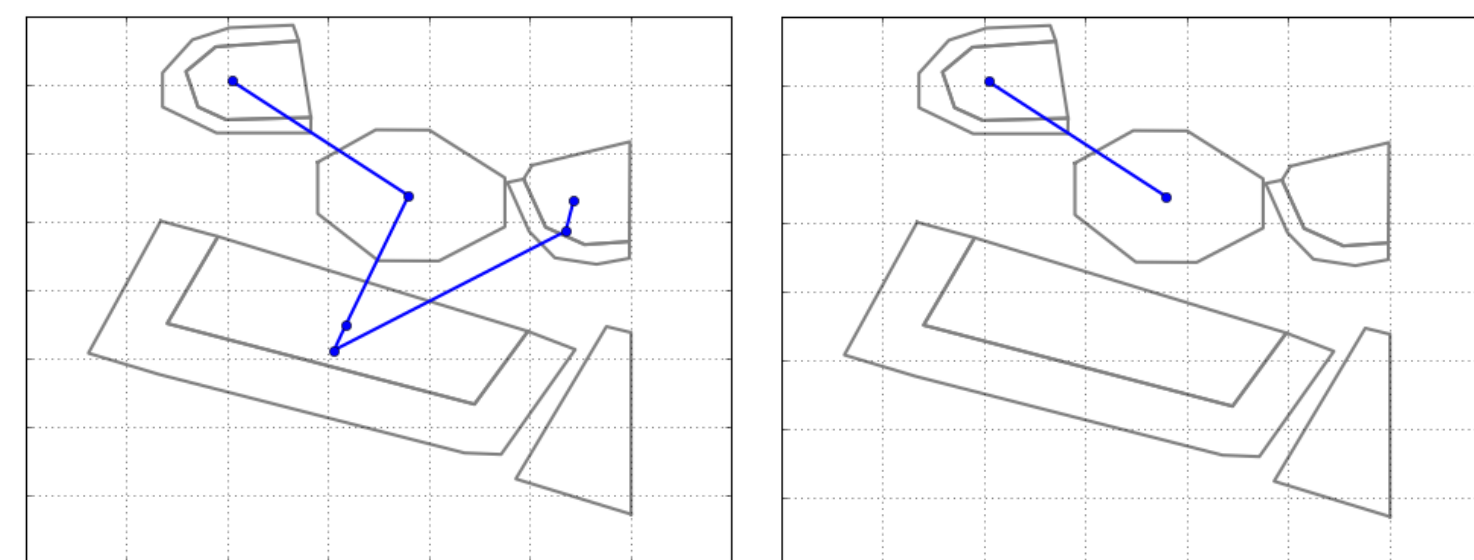
## Our Process

### Playable Surface Detection

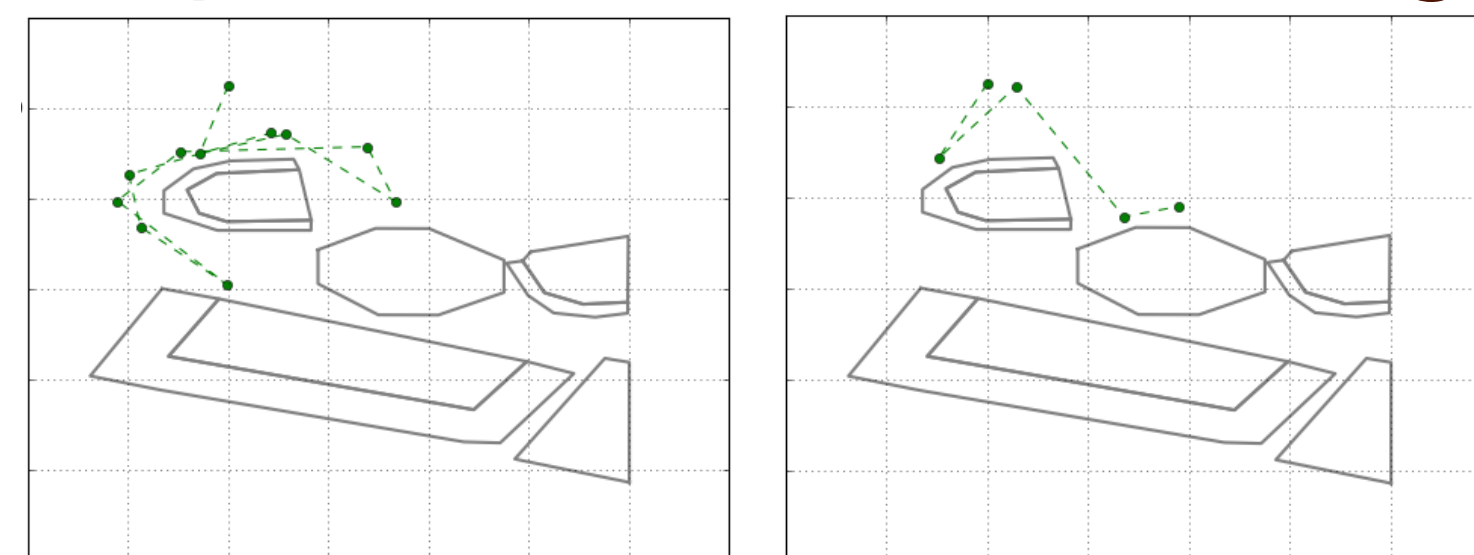


### Evaluation of Heuristics

#### Length of Gameplay



#### Player Movement Through Physical Space



### Generating Virtual Elements

