

# Template for final project report

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**Abstract**—Write an abstract for you report. You should make sure it depicts the general idea of what you did. **DO NOT PLAGIARIZE! DO NOT COPY-PASTE TEXT FROM OTHER PAPERS!**

### I. INTRODUCTION

What problem are you trying to solve?  
Why is this important?  
How does this problem make some sort of game better?

#### A. Report size

This report should have 6 pages.

### II. RELATED WORK

Has this been done before? How?  
If not, what's the closest related research? (Both using similar approaches and other algorithms.)  
What's novel with your research?  
You must add references in the bibliography (in the file bibliography.bib and in the text)! Example of referencing in text: [1].

### III. METHODS

What game did you use? How does your algorithm work?  
Describe in as much detail as you can fit into the report.  
Classify your algorithm according to the taxonomy in the "Search-based Procedural Content Generation" paper.

#### A. Tables and images

Example of table insertion in Table I. Example of figure in Figure 1. When referencing tables and figures, add Table and Figure, respectively, before the reference..

TABLE I  
AN EXAMPLE OF A TABLE

One	Two
Three	Four

This is not the image you are looking for.

Fig. 1. Example of caption

### IV. RESULTS

Did it work? How well? Provide some figures, and a table or two. How much time does it take?  
PS. Overleaf supports git under the Share tab. Might be useful.

### V. CONCLUSIONS

What are the strengths and shortcomings of your method? How well would it generalize to other game genres? How controllable is it, and what is the potential for using to adapt content to individual preferences? How would you develop it further, if you had time?

### REFERENCES

- [1] J. Togelius, R. De Nardi, and S. M. Lucas, "Towards automatic personalised content creation for racing games," in *Computational Intelligence and Games, 2007. CIG 2007. IEEE Symposium on*. IEEE, 2007, pp. 252–259.