

Abstract: A Test bed Generation Technology for Dynamic Game Map Using AND/OR Graph and Boolean Expression

Jung-Yoon Kim, Won-Hyung Lee
Chung-Ang University
kjyoon79@gmail.com, whlee@cau.ac.kr

Abstract

As games become ever more complex, game environments (maps) are turning increasingly complex. In this paper, a method is proposed to verify the validity of the progression of the automatic map generation as it is being processed. The method also simplifies and shortens the verification test process by using AND/OR graph and Boolean expressions. Therefore the time complexity is $W(n) = A(n) = O(n)$

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