Abstract

We want to provide a video game player with a fun, unique, challenging experience. That may not be the case in games involving a lot of possibilities or randomness.

This thesis introduces an algorithm for a procedural generation of enemies in a rogue-like RPG game. The algorithm is based on running a series of simulated battles to create an adequately difficult enemy group. We have implemented the algorithm in a custom rogue-like turn-based RPG game and in the experimental part, our approach has shown to be moderately successful.

The generated enemies have shown to be neither too difficult nor too easy while providing a reasonable amount of variety and new challenges. The outcome of this thesis may be a step forward in the generation of unique, fun, and balanced enemy encounters in rogue-like RPG games.