

Strategic Features and Terrain Generation for Balanced Heroes of Might and Magic III Maps

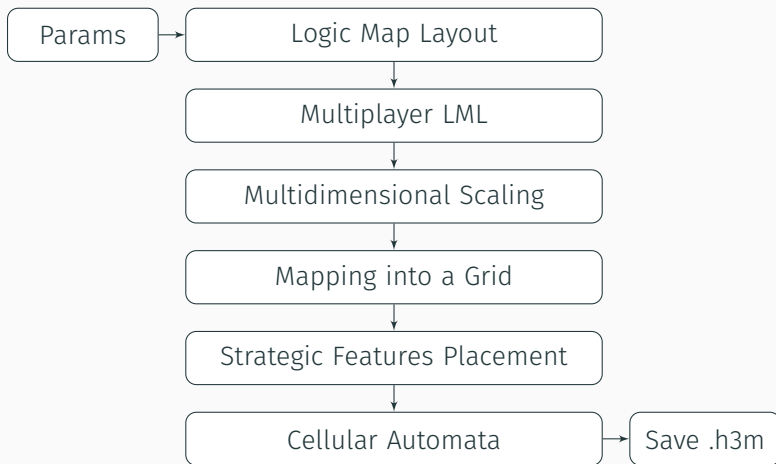
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Overview

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Is this road scheme better than the other?

Heroes of Might and Magic III



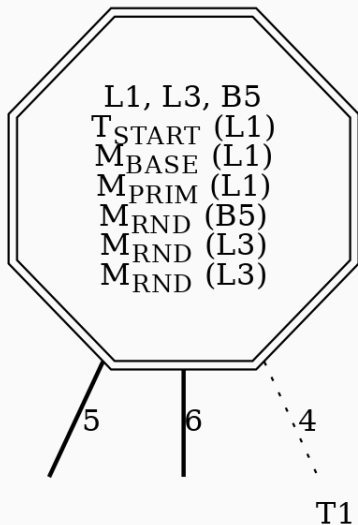


Logic Map Layout

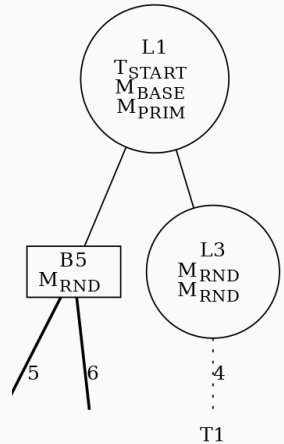
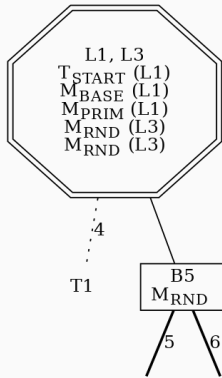
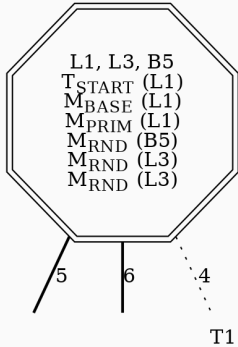
Logic Map Layout

LML is a graph of nodes representing zones, and edges, representing connections between them.

Each node contains a multiset of zone classes and a multiset of features (with a proper class associated).



Logic Map Layout

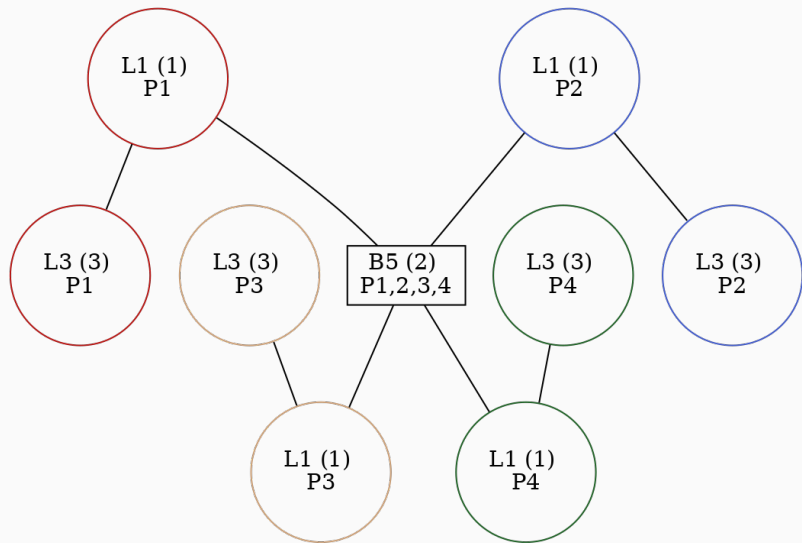


Multiplayer Logic Map Layout

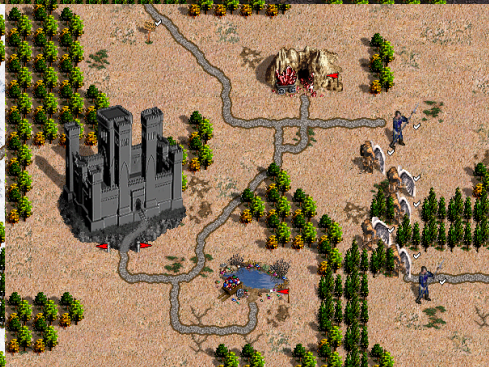
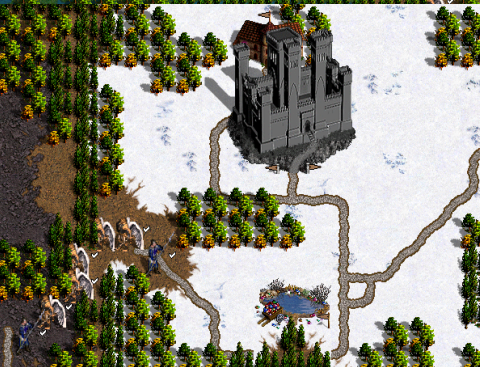
Multiplayer Logic Map Layout

To create this graph, we make a copy of LML for each player. Then, we join these duplicated LML's via the outer edges and merge certain buffer zones.

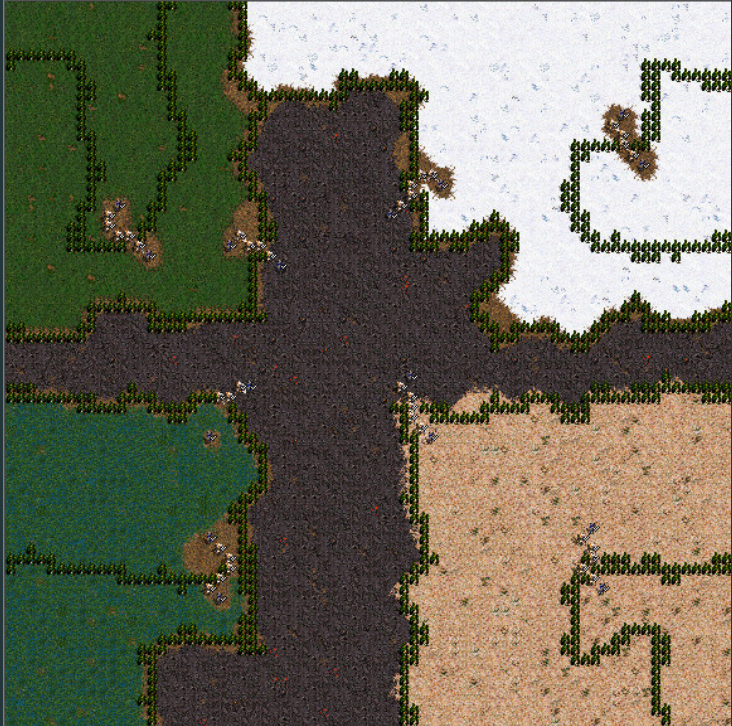
Multiplayer Logic Map Layout

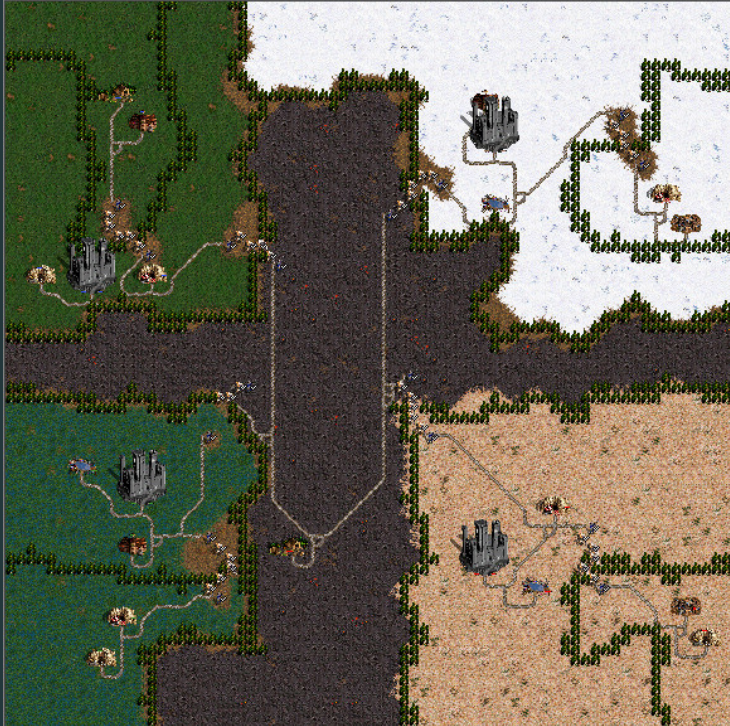


Strategic Features Placement



Results







Future work

- Actually finish the HoMM3 specific features, including water, undergrounds, whirlpools and grail.

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- Apply similar approach to different games like Anno or Warcraft series, sharing some of the blocks.



Rank	Player	Land	Days	Score	
1	Shandyr the Aw	Fight for the Sword Coast	288	426	
2	Orange	Baldur's Gate 1	326	241	
3	Sandro	Dead and Buried	75	200	
4	Astral	All for One	100	190	
5	Oris	Knee Deep in the Dead	125	180	
6	Lord Heart	Plans Winter	150	170	
7	Alamar	Dragon Orb	175	160	
8	Styg	Emerald Isles	200	150	
9	Yog	Overthrow Thy Neighbors	250	140	
10	Ajit	Search for the Grail	500	130	
11	Iona	The Mandate of Heaven	750	120	

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Questions?