

**Online text-based world/environment to support autonomous text-chat  
agents (bots)**

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**ABSTRACT**

This report will be discussing Multi-User Dungeons (MUDs) and how it is possible to innovate the gaming genre through methods that would be unfeasible when they were first introduced. One of these is the use of procedural generation as a method of automatically generating new content. By identifying the amount of rooms, multiple templates can be created for each room with one of these randomly selected before being pieced together to create an area that can be explored. This proved to be an effective method as players could trigger the generation in-game and the new content could be implemented without any downtime. Improvements to this method are proposed which include extending the generation capabilities to include enemies, items, and other room types. In the future, this method could be used as a simple way of creating new content to increase the replay ability of MUDs.

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