

Procedural content generation is present in many games today. However, little has been written about generating combat encounters in role playing video games (RPG). In these games the player's combat ability varies greatly from person to person and there are many different enemies that could be spawned for the player to fight. These factors make generation of combat encounters difficult. In this thesis we create a small game in which we implement a new algorithm for generating combat encounters. We then distribute this game to the general public. From the data we gather we conclude that this algorithm is at least as good at generating combat encounters as the author of the thesis and that it is a good starting point for further research.