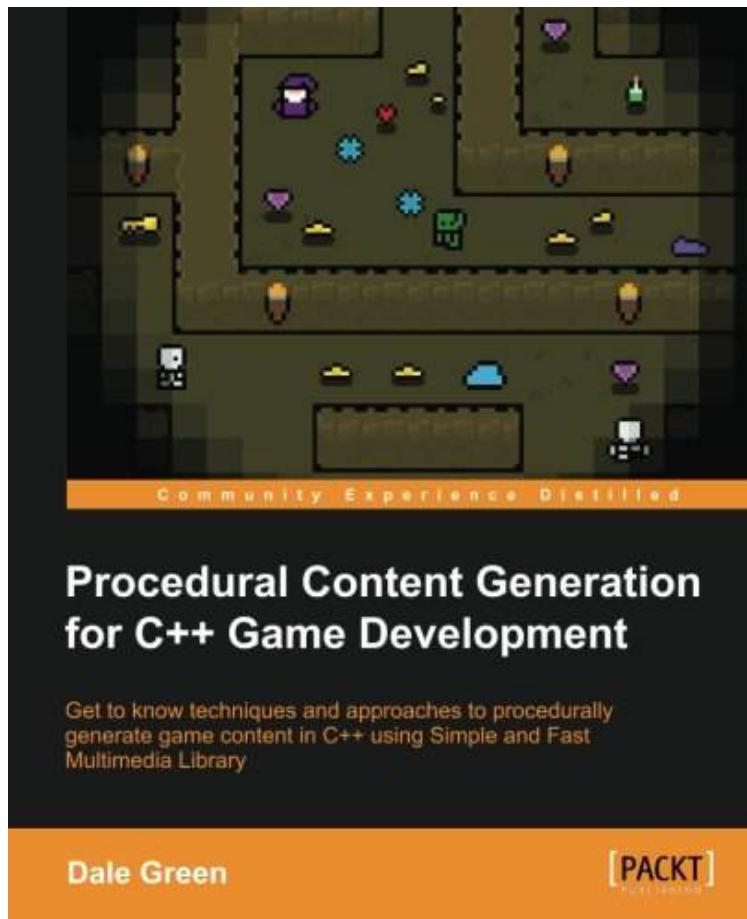


Procedural Content Generation for C++ Game Development

By Dale Green

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