

Contents

Dedication	iii
Acknowledgments	v
Abstract - Resumen - Resum	vii
Contents	xiii
I Introduction	1
II Compendium of Articles	25
1 A Fine-Grained Requirement Traceability Evolutionary Algorithm: Kromaia, a Commercial Video Game Case Study	27
2 An Evolutionary Approach for Generating Software Models: The case of Kromaia in Game Software Engineering	71
3 Procedural Content Improvement of Game Bosses with an Evo- lutionary Algorithm	119
III Discussion	173
IV Conclusions	183