Feature Plan

F1 - Generate different tiles to differentiate between land and water.

* Create methods for land and water tiles which pass in a tile and give it the proper attributes
* Create classes for different tile types or just for general tile assignment?

F2 – Create a circular island, integrating both types of tiles.

* Produce an algorithm to choose the correct tiles to be made land tiles
* Create tile assignment class

F3 – Create a third lagoon tile to represent water within the island.

F4 – Identify land tiles touching water and give them a different colour (Beach)

F5 – Create abstract notion of shape to be extended into different realizations

F6 – Implement altimetric profiles.

F7 – Command line option for number of lakes

F8 – Command line option for number of rivers

F9 – Implement river behaviour

F10 – Implement river combination

F11 – Implement soil absorption

F12 – add variable soil absorption based on water proximity

F12 – Implement aquifer and soil command line option

F13 – Implement biomes using humidity and temperature (elevation)

F14 – Implement whittaker diagram command line

F15 – Implement seeds

Object orient the shit outta this hoe