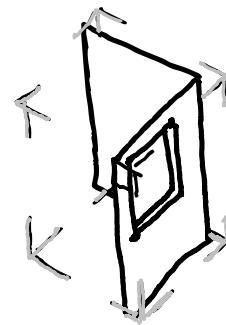
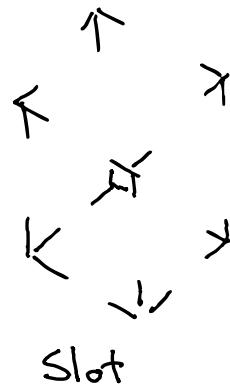


## Wave collapse functions:

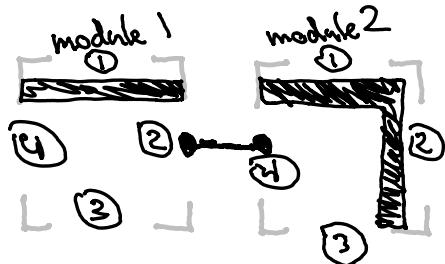
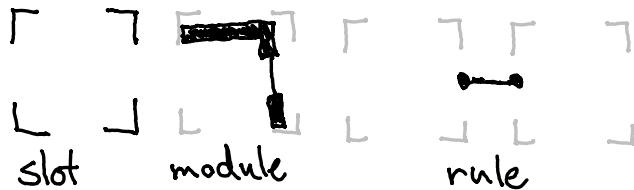
- solves randomly which modules go into which slots.
- picks 1 random slot and put a random legal module into it
- puts random legal modules into the adjacent slots.
- if no legal modules can be put into a slot, it reverses and tries again (n times).
- is not guaranteed to solve all slots



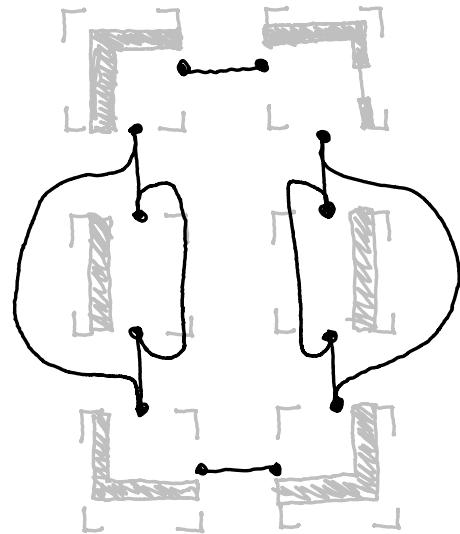
module in a slot

## Wave collapse functions:

- Follows rules
- Rules are set up per module



module1.face2 → module2.face4



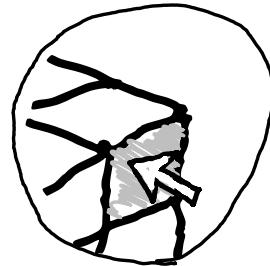
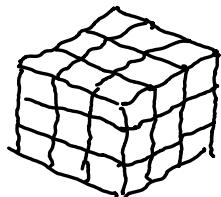
rules for a  $2 \times N$  building

## Monoceros Grasshopper Plugin:

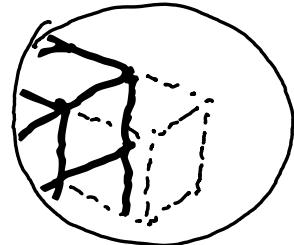
- Free and Open Source.
- Solves the wave collapse fractions
- Uses a fast engine written in Rust.

## Ux part:

- D) make a clickable and expandable voxel structure to represent the slots



clickable faces

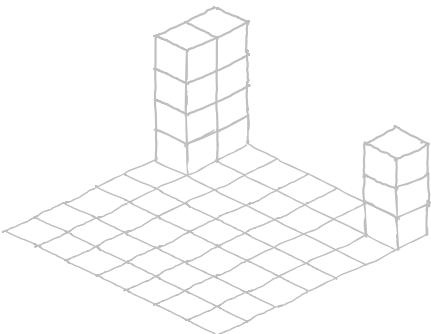


Adds new slot

## Game styles:

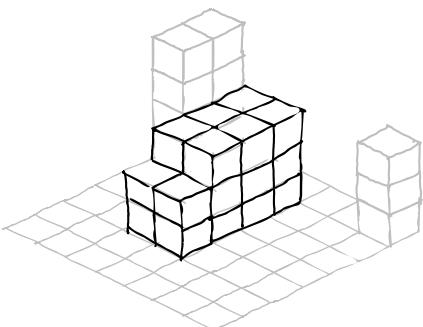
### Puzzle mode:

Select one of the premade maps/plots and get a highscore



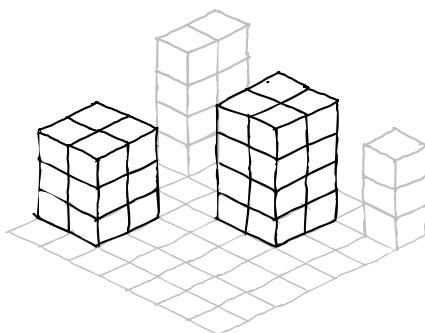
### Collaboration mode:

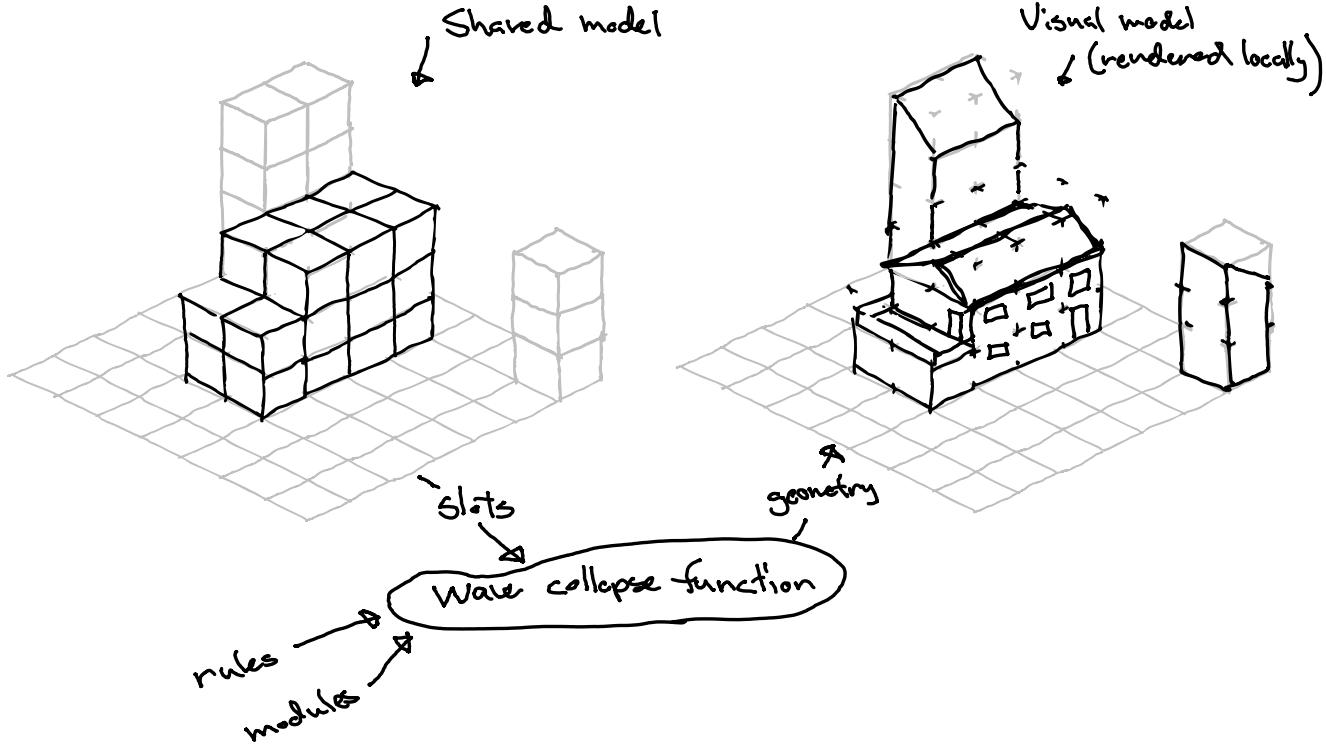
"minecraft"



### turn based battle

"Carcassonne" board game





Scoreboards: (developer minded?)

+ m<sup>2</sup>      ÷ facade

+ daylight      ÷ - daylight on context

+ ???      ÷ ???

Rules:

- Building height?

- ?

- ?

