# Terrain generator :

## Prototype :

1. UML Class Diagram for terrain manager
2. Data structure selection (for voxel storage) and explanation
3. Simple voxel terrain generator (1 thread, 1 chunk)
4. Voxel terrain generator optimization (Multithreading)
5. Storing and Loading of generation data (function, noise, or even compressed raw voxel weights)
6. Chunk management