# 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)
   1. Surface nets
   2. Dual Contouring
   3. Transvoxel (that can deal with different neighboring LODS)
4. Voxel terrain generator optimization (Multithreading)
5. Storing and Loading of generation data (function, noise, or even compressed raw voxel weights)
6. Chunk management (player-based)