Plans

* Weather sampling
  + Use baseline HEX values and global values to sample weather for the hex
    - Save the generated weather for multiple samplings, reset each day
  + Smooth weather. Each HEX will have a set of values for weather. There will be defaults based off of the type of hex at creation
    - Average HUMIDITY between neighboring hexes
    - Water tiles create humidity, grasslands+forests are sinks?
* Hex General
  + Hex color should be determined based off of temperature, humidity, and altitude
* Time tracking
  + Hexmap should keep track of time of day
* Party
  + Keep track of party location,
* Procedural description