Endless survival

Player is a survivor of some kind of apocalypse. He walks through a random generated world where he can find loot and supplies that will aid in his survival. And enemies who will try to kill the player

TODO

* Endless world gen
* Buildings to loot
* Enemy AI
* Hunger system

Endless world gen

Adapt world gen to something I want. And I need to find out how to generate in run time new “chunks”. And it would be very nice to generate a flat ground for building to spawn so they don’t clip through the floor.

Building to loot

Have random loot spawned items spawned into them.