

What is Beast-Bridge



Persistence

Generated Grids should be saved and loaded

If Grids remain expandable then previously generated areas should load instead of regenerating, otherwise just save/load whole grid.



Multi-Island

There is a starting Island and random other Islands

There are multiple different Islands that have all been generated using WFC



RuleSets/Biomes

Different Grids can collapse differently based on RuleSets or Biomes

Either for each cell or per grid make it possible to change the behaviour of the collapse by changing rules/weights



Theme

Strong but struggling provider who needs to keep his family going.

A Fisherman needs to go on voyages to find riches and resources. His Family is not idle in this time.



Gameplay-Loop

New Islands are found and explored to loot. The loot is useful in the base.

Islands are either just harvested, puzzled or defeated. Different Rules and Weights can make them drastically different. Loot is brought back to build/craft/sell

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Represent Rules

Rules need to be easy to work with.

It needs to be easy to make rulesets that resolve in good time. Also behave as expected. Easy to manage/expand



Multi-Step Gen

Generate a grid in multiple steps with their own rules.

Overall structure is generated first with reduced rules for terrain and then in steps the rest. (might lose upsides that WFC has)



Mesh Spawning

Meshes should spawn as MeshInstances when possible. Also don't spawn cells to be deleted

When generating new terrain don't spawn the cells on the edge that will be deleted. (maybe spawn more at once so percentually less gets deleted)



3-Dimensional

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Make expansion possible in all directions.



Rules Editor

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Make an editor to easily create rules and see their effects for fast iteration time.

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MultiThreading

More

Multithread generating multiples grids or grid continuations.



Dyno Furniture

Furniture appears/
behaves differently
based on its environment

For example a stool placed looks like a stool, but two stool ontop of eachother appear as a char. make that two wide and it renders as a sofa.



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