Cellular Caves

Steps

* Create grid of cells
* Initialize grid to have a random amount active
* Run a simulation on the cells to generate caves, there are 4 parameters for this
  + If an alive cell has less than ‘starvationCount’ alive neighbours, it dies
  + If an alive cell has more than ‘overpopulationCount’ alive neighbours, it dies
  + If a dead cell has more than ‘birthCount’ alive neighbours, it becomes alive
  + ‘stepCount’ determines how many iterations of the simulation there are
* Create UI to generate cave system

BONUS

* Make sure all caves are connected?
* Different ground types?
* Place something that the player needs to find?
* Player?