

- **SingleNode Script**
 - Defines the node that tile information is stored in
 - Updates the adjacency rules for a node based on the possible tiles
- **StateDetails Script**
 - Matches string to tile templates
 - Matches strings to tile generation weights
- **NewTileTemplate Script**
 - Serves as the information about a tile
 - Includes physical properties
 - Includes adjacency properties
- **HelperFunctions Script**
 - Dumps information about the node matrix
 - Has code for the tile debugger
- **TilePainter Script**
 - Places tiles either all at once or with a tiny delay
- **NewWFC Script**
 - Calls generate script
 - Initializes an array of Nodes
 - Places any specific tiles in specific positions
 - While the level is not fully generated
 - Propagate (cross off possibilities for) any dirty nodes that are in the queue
 - If a tile's possibilities change, its neighbors are dirty and their adjacency must then be updated
 - Find the lowest entropy and make a list of coordinates that match it
 - Pick a random coordinate from that list
 - Select a random tile to spawn in that coordinate based on tile weights
 - Paint that tile