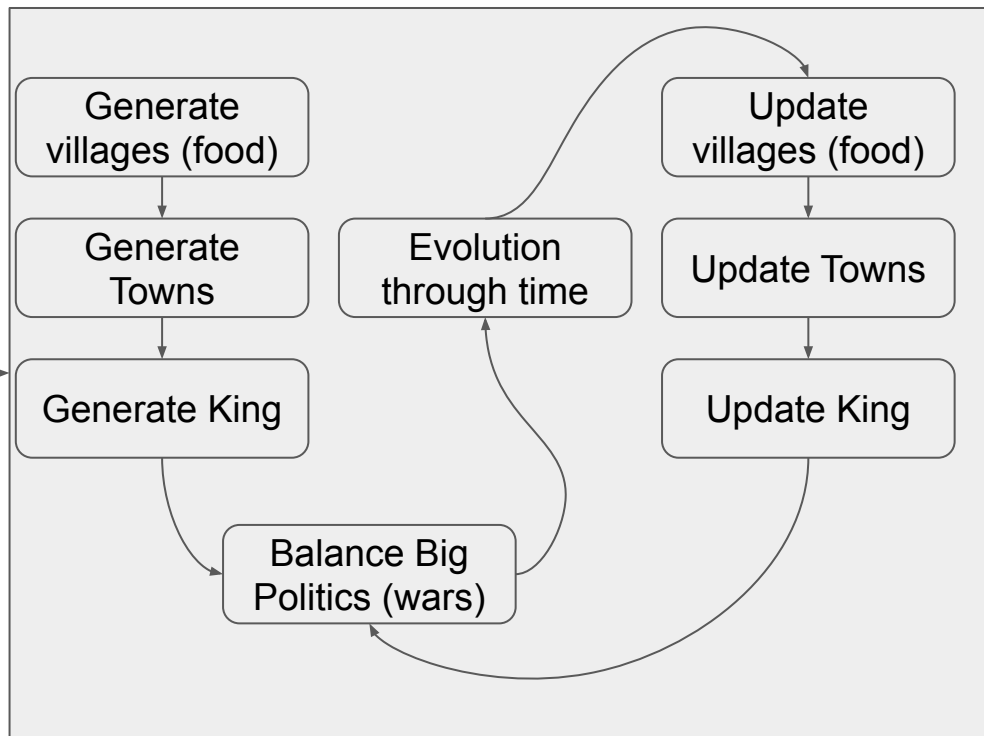# Sandbox World Generator

The Algorithm

DOMAINS GENERATION LOOPS

Population
density
Agricultural level
Dangerousness
—
Map Resources
Map Terrain
Map Geographic
—
Time to generate
history
Politics
—
External info like
imports

Generate
villages (food)

Generate
Towns

Generate King

Evolution
through time

Balance Big
Politics (wars)

Update
villages (food)

Update Towns

Update King

Graph for a Domain