Input:
Centerpoints of all the voxels belonging to the function (list of points)
Distances from ground floor (list of floats)
Floor height (integer)

Pseudocode:

#make a list for each floor

```
halfheight = Floor height / 2
for i in range(0,len(CenterPoints)):
        if Distance[i] < halfheight:
                GroundFloor.append(CenterPoints[i])
        if halfheight < distance[i] < (halfheight + floor height*1):
                firstfloor.append(CenterPoints[i])
        if (halfheight+ floor height*1) < distance[i] < (halfheight + floor height*2):
                secondfloor.append(CenterPoints[i])
        if (halfheight+ floor height*2) < distance[i] < (halfheight + floor height*3):
                thirdfloor.append(CenterPoints[i])
        #etc for each floor
```

Output:
A list of voxels for each floor