Current work:

* Change all floats to doubles
* Change all double pairs to vector2
* Change the creation direction matrix to be random instead of in order
* Have a random number of panels per creation
* Columns aren’t created properly
* Run multiple samples at once
* Randomise the generations
* Get deflections of node
* Sum the score of the run
* Decide on best in generation
* Add to this word document
* Label code / rename methods for clarity
* Delete all method doesn’t delete all? Doesn’t work on bars
* Variable generation sizes
* Creating panel material
* Column material