This describes notes for making a house procedural generation algorithm/method

Since blender supports python, this could be used to make a house in blender

Notes:

Save how to build house as a set of instruction (maybe xml format)

These can then be executed in blender, or any game generator

Ex:

House001

Haunts:

Wax, Fiddler…

PlayerNum: 3-5

Units: feet

FirstFloor:

Outer walls:

Walls:

Wall panel: x1=0,y1=0,z1=0,width=10,height=10,material=’brick’,meta=’Indestructible’

Windows:

WindowA: x1=...

...

Doors:

DoorA:...

…

Wall panel2: …

…

Rooms:

EntranceHall:

Walls:

Wall panel: …

…

Windows:

Floor:

Ceiling

SecondFloor:

...

Basement:

...

Roof:

...

Extraneous:

…