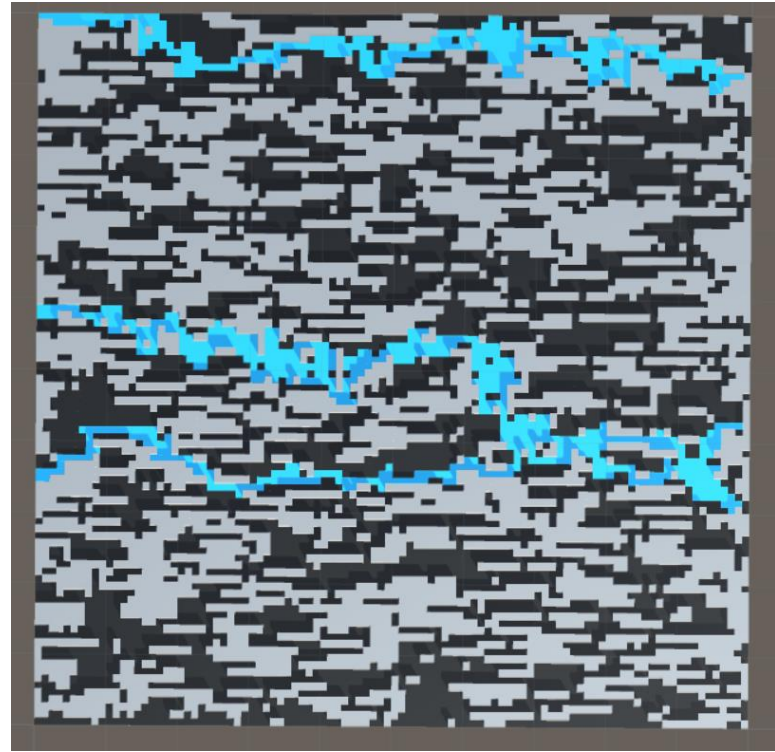
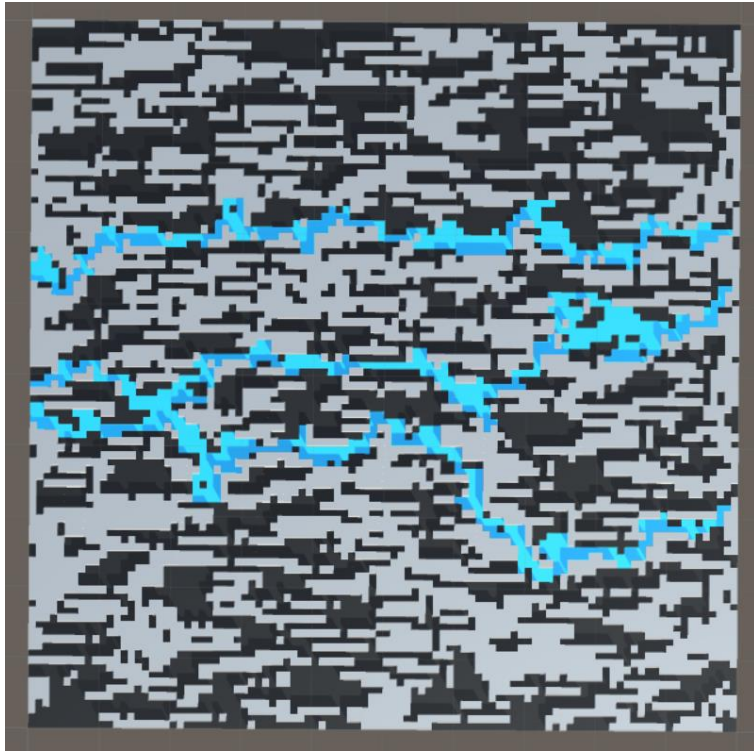


Kerndevelopment

# Procedural Generation



# Build street

0	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0
0	0	0	0	0	0

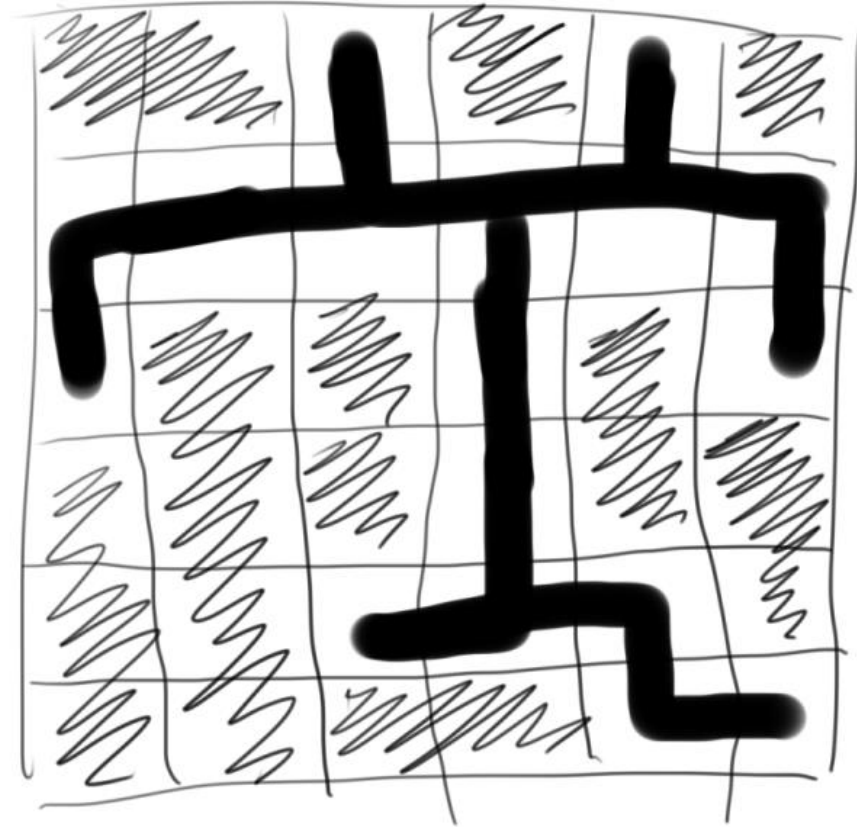
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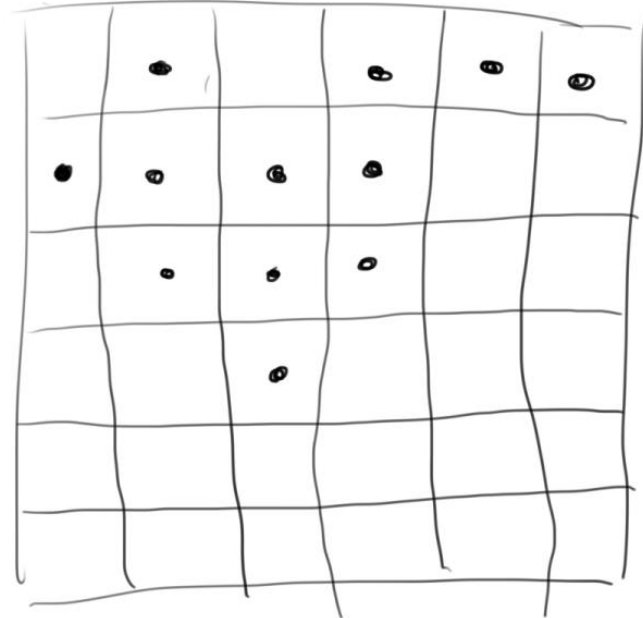
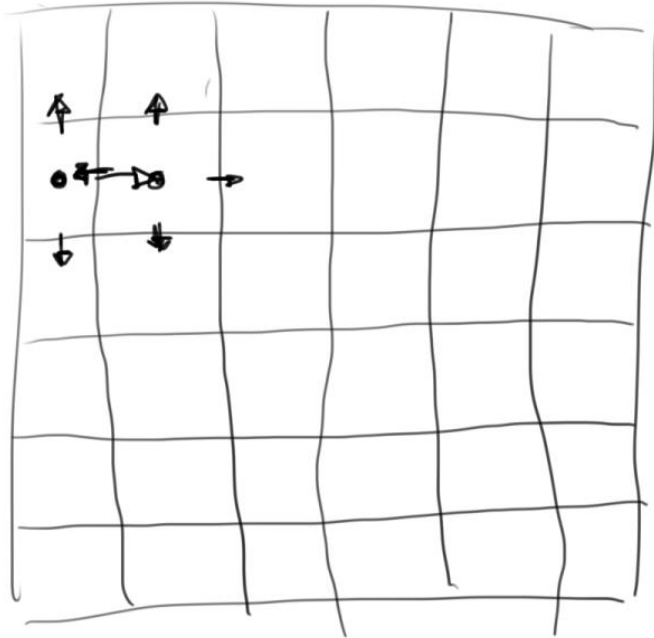
0	0	0	0	0	0
0	0	0	0	0	0
2	0	0	0	0	0
1	0	0	0	0	0
1	0	0	0	0	0
1	1	1	1	2	0

# Building Roads and Buildings

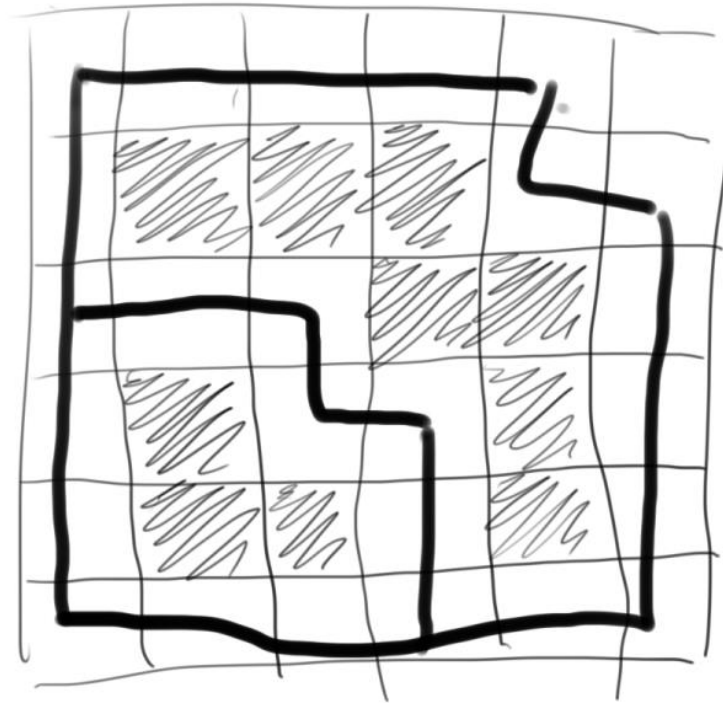
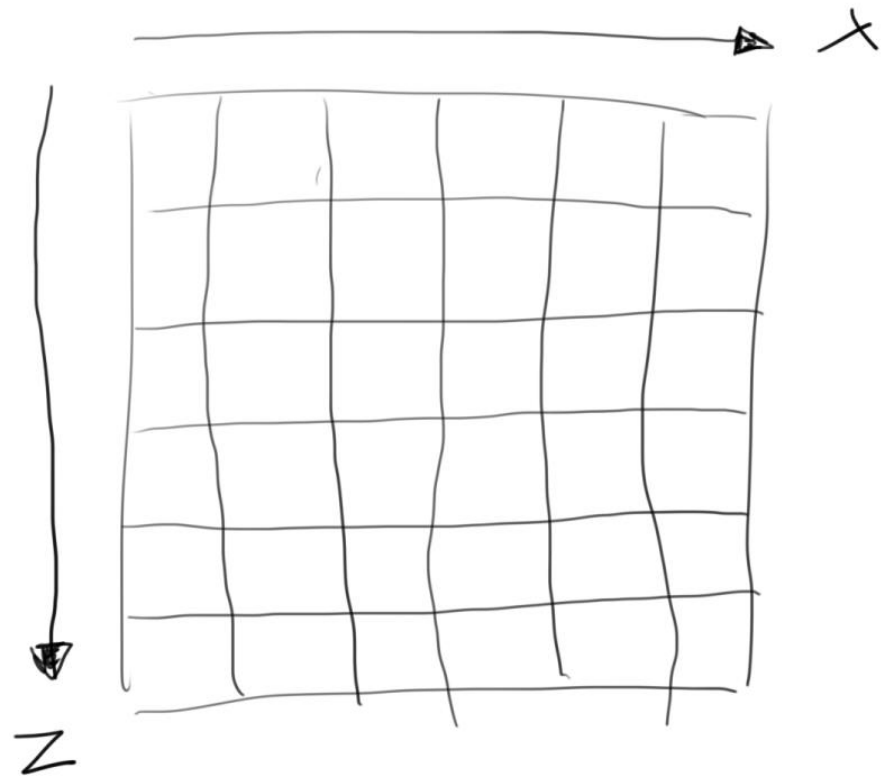
1	1	2	1	2	1
2	2	2	2	2	2
2	1	1	2	1	2
1	1	1	2	1	1
1	1	2	2	2	1
1	1	1	1	2	2

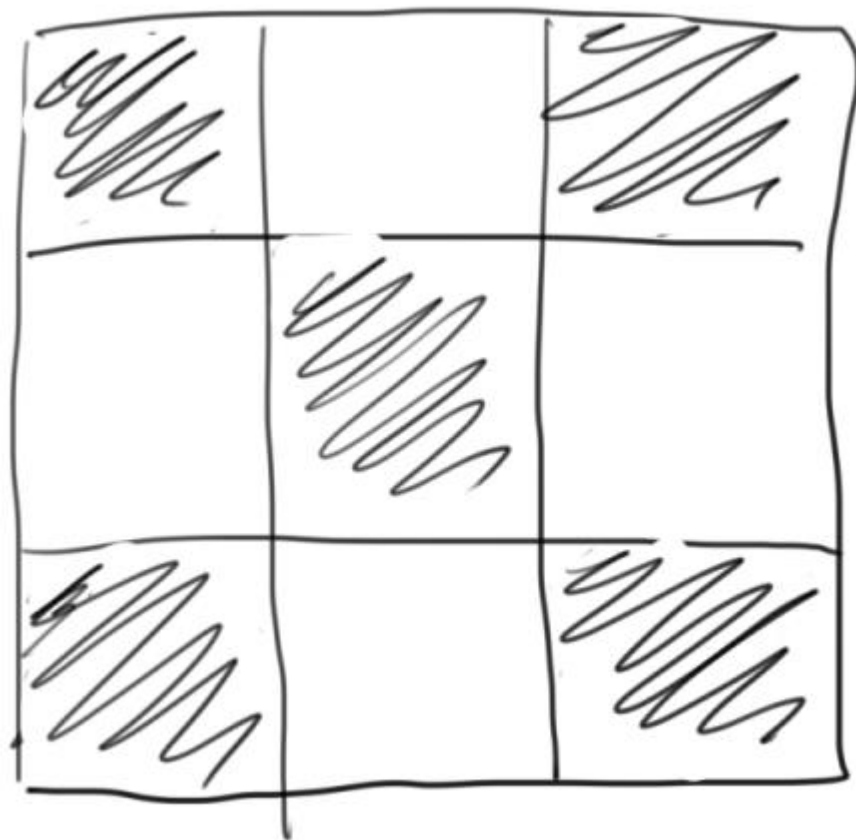


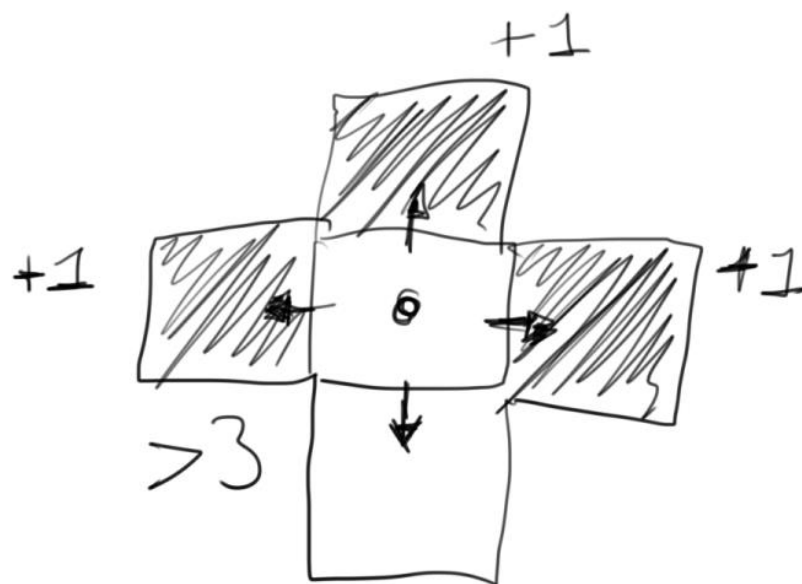
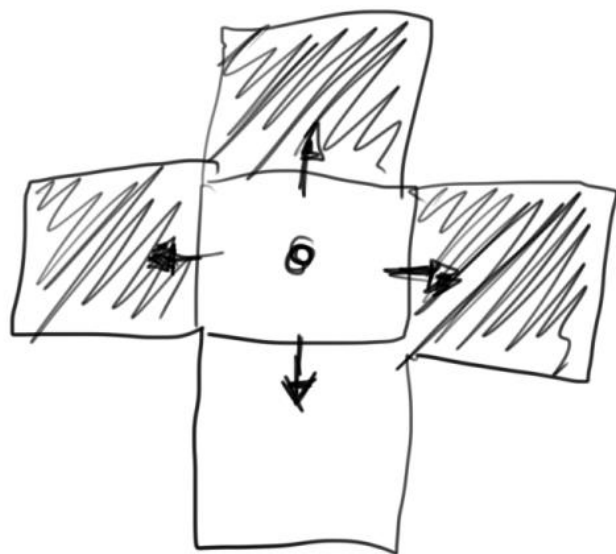
# Building Water



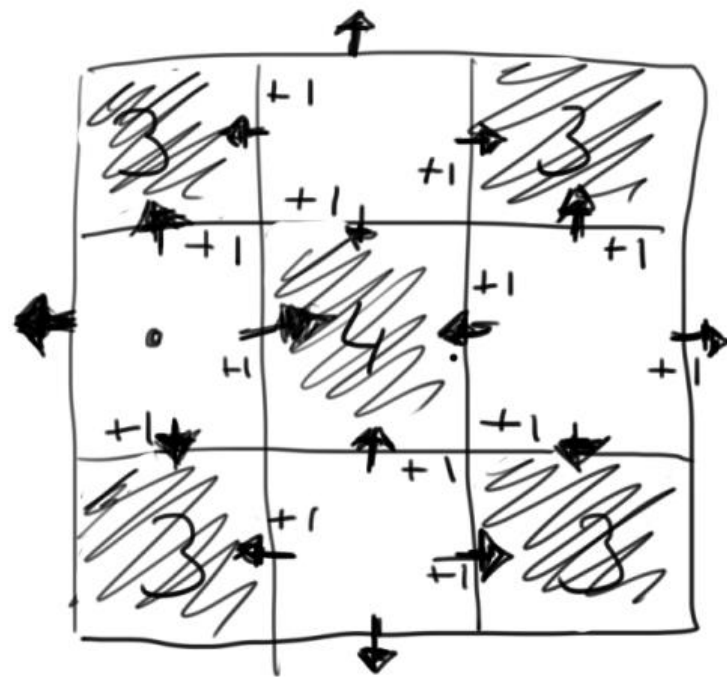
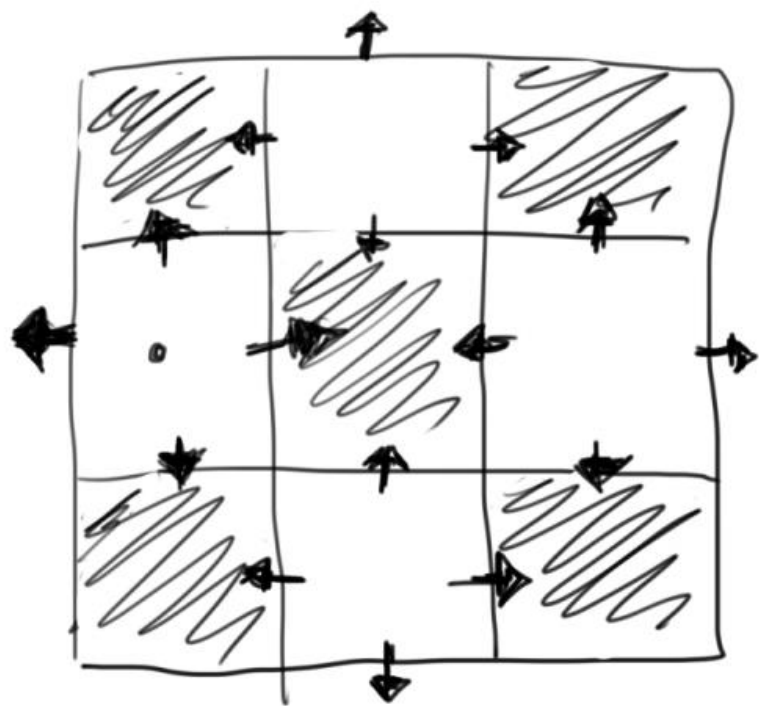
# Deleting Buildings

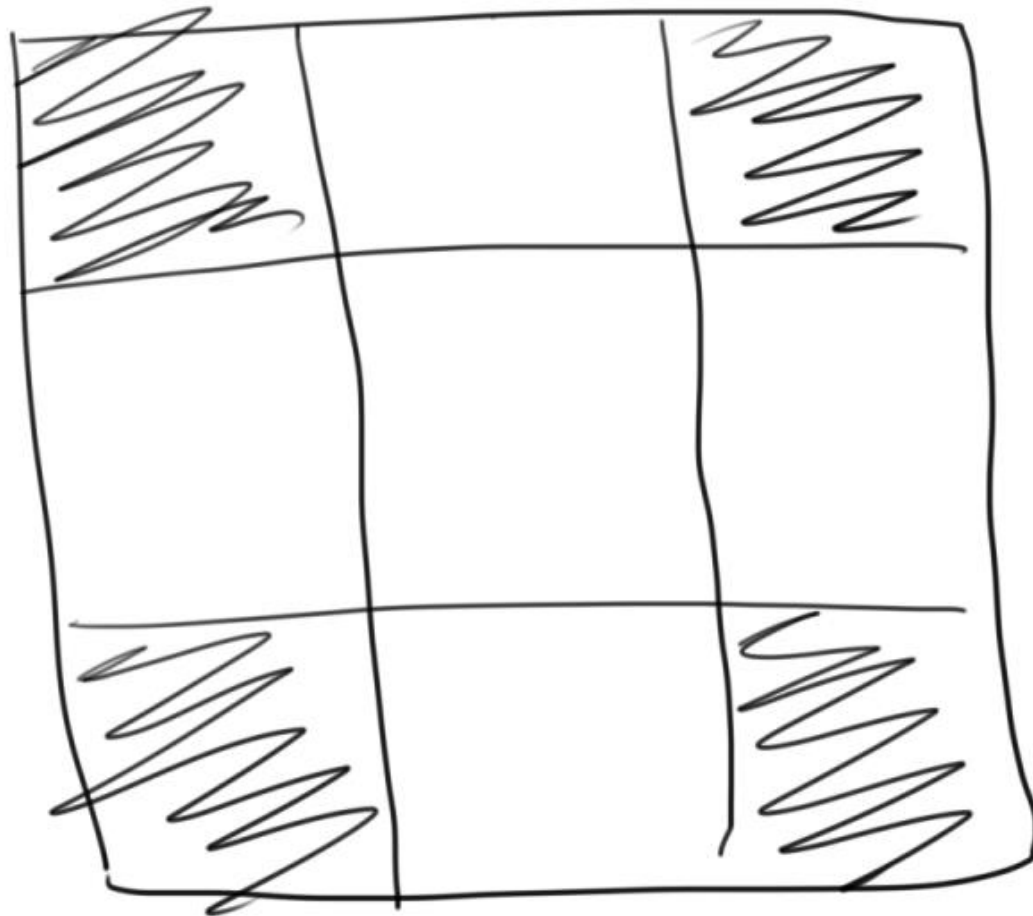


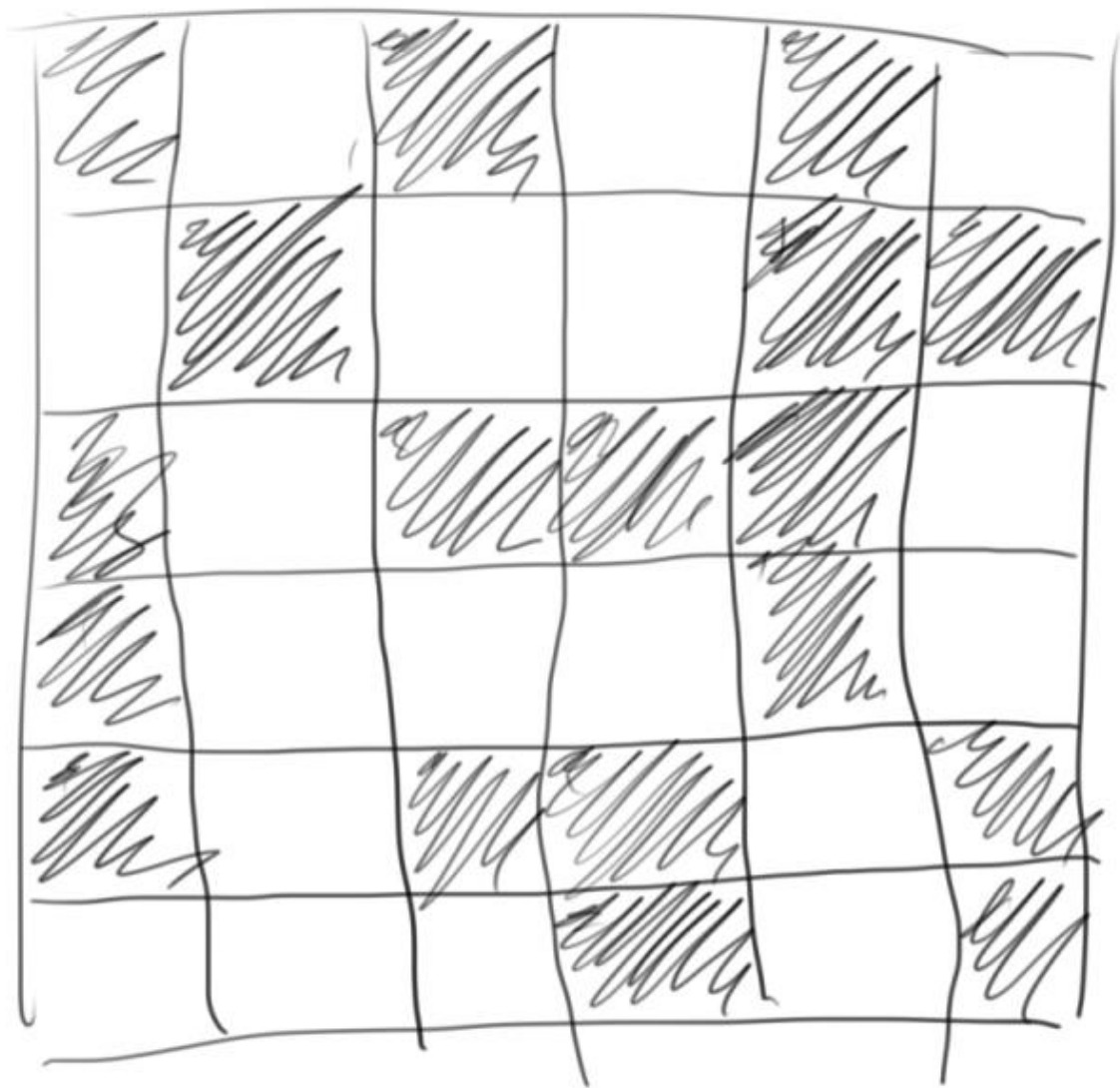












3		3		1	
	4			1	4
3		3	2	2	
1				4	
1		2	2		2
			4		1

3		3		1	
	4			1	4
3		3	2	2	
1				4	
1		2	2		2
			4		1