ROOM SPECIFICATIONS

* No of walls
* Door locations
* Window locations
* Fixed points like plumbing/electricity ports
* No of walls polygon editable with size info
* Each polygon with given width and height
* Each wall with info fixed points with each height and width
* Each fixed point cannot be usable/with an option adjust

Step 1: setup room

* Set polygon editable to get room dimensions and poles or corners/get usable height of wall

Step 2: each dimension

* Set fixed items like window/door/sink/power/etc

Step 3: