

# Playtime(UNITY, TERRAIN)

1. `Open(PROJECT, UNITY);`
2. `Click("Hierarchy Tab", Plane);`
3. `Play(SliderValues);`

# Debug.Log("Notes")

1. `Debug.Log("Terrain doesn't look... terrainy");`
2. `Debug.Log("Terrain not very exciting");`
3. `Watch(Procedural, Terrain, 1);`