Triangle tessellation algorithm approach 1

1. Randomly choose two lengths across the X and Y of the image border and connect the points if the area of the resulting right angle triangle is within the threshold.
2. Make_polygon() [turns two points/a line into a polygon and saves it to a data structure of some sort]
3. Randomly choose a point along the hypotenuse and push to stack
4. While stack is not empty OR a new triangle is able to be made
    a. (Algorithm for finding the next point to connect to)
       E.g: starting at a bearing of 180˚, make a virtual line until it hits another line and if it creates a triangle with an area within the threshold, make a new point and line to that point. Else, decrement the bearing and try again.
    b. Push the new point to the stack
    c. Make_Polygon()
    d. If no virtual lines can be created:
        i. Pop the stack until one can
    e. If the stack is empty:
        i. Get the last point that was in the stack
        ii. Travel along the line for a random distance
        iii. If you don't come into contact with an existing point: push the new point to the stack