Generator can create both small towns and big cities. A single building or entire blocks can serve as a template for generation. Generator uses pre-created templates with a configurable probability of occurrence. Template shapes can be small, angular, longitudinal, or large. A bonus in the package for clarity are samples of buildings and scripts that allow you to increase building's variability.

The size of the forms is configurable so the form can be either a separate building or an entire city block.

The coordinates of the city center are configured.

Click **button "Generate City"** in Inspector window of Events object in Edit Mode or Play Mode to create new city.

If you like to use Generator in your game, you can use **public void Generate()** in *AN_SimpleCityGenerator* script. For example, use it at the beginning of the game or in the event OnCollisionEnter, OnTriggerEnter.

The asset contains prefabs for walking and viewing the city from a high point.

How to create your own city:

1. Create an empty object, add a component *AN_SimpleCityGenerator*;
2. Create samples to generate, add a component *AN_CitySample*;
3. Add the newly created sample in the list of *AN_SimpleCityGenerator*;
4. Customize the sample size, the number of samples to create in the city (city size), and the desired number of large samples to create.
5. Inside the samples, insert objects to add a *AN_SimpleDestroy* component to for greater randomness.

AN_SimpleDestroy operates in two modes. Either deletes the object with a configurable probability or leaves a configurable number of child objects.

As an example of the second mode, it removes all child objects located in the same place, except one. Or delete identical objects that you need to reduce the excessive number of (lampposts, barrels, doors).