Extending chisel

- you will have had to obtain a copy of chisel and unpack it in your `Sandpit` directory

- if you have not already done this in a previous week then you should

- ```
  $ cd
  $ mkdir Sandpit
  $ cd Sandpit
  $ git clone https://github.com/gaiusm/chisel
  ```
  ```

Extending chisel

- you will also have had to download and untar the doom3 data directories

- if you have not done this before you should:

- ```
  $ cd
  $ wget http://floppsie.comp.glam.ac.uk/download/targz/skeleton-doom3-data.tar.gz
  $ tar zxf skeleton-doom3-data.tar.gz
  ```
  ```

Extending chisel

- one of the obvious improvements is for chisel to automatically introduce lights
  - add another option to enable automatic lighting
  - `-l`

- copy `scanRoom` into a new function `introduceLights`

- adapt this new function to add lights
  - but only if the rooms has no user defined lights