

Second milestone readme:

4.1 Procedural Cave Generation (10 bonus points)

For the tunnel part, the X-Z plane direction is determined by the perlin noise function, which could create 8 directions in total, the Y direction keeps in a descending manner. Iron and coal block scatter inside the tunnels.

All elements in regards to tunnels, caves are all random, e.c. #/length of tunnels/caves, which segment will the cave be generated, the overall shape(radius) of cave/tunnel, # and position of coal and iron block.

For better observation purpose, MS2 submission uplift the tunnel position above the ground so it would be easier to see the overall shape and direction of the tunnel. For later submission tunnel will be moved under ground.