1. Start with a square region representing the area covering the city.
2. Generate a Voroni diagram over the city with a moderate number of cells.
3. Cut out all cells that occupy part of the edge of the region. Camps are located in the space between the remaining city cells and the edge of the square.
4. Overlay a grid onto the whole shape.
5. Each Voroni cell represents a block, the segments bounding the cells are major roads/highways, each grid cell represents an area belonging to one building, and each line in between grid cells represents a minor road or alleyway.
   1. Some cells will be partially cut off by the major roads, giving them a non-rectangular shape.
   2. Any cut-off cells below a certain surface area will be left blank (no buildings).
   3. Cells that are partially cut off but have a large surface area are given a solid, not enter-able building that follows the contours of the grid cells and road.
6. Take the grid cells that aren’t cut off and convert them to the individual rectangles representing their area.
7. Push in the rectangles based on the size of the roads bordering them.
8. For each rectangle, generate a building that fits.
   1. TODO: Implement.