COSC 450 assignment 1: procedural generated buildings

Okay, this is worth 40% of the marks. Make sure to do a good job of it.

Criteria:

* Clarity of expressions.
* Demonstration that requirements are fulfilled.
  + Show **plenty** of variation when the script is run multiple times, or when several buildings are constructed
  + Consistent appearance,so if many were generated they would not look out of place in relation to each other.
  + Make use of a variety of techniques to achieve detailed and plausible buildings.
* Use images and diagrams to aid explanations.
* Make references to sources of inspiration, and third party things used

Plan/Structure:

1. Technical instruction: Instruction on how to run the program
   * Assumptions made
   * known issues (if any)
2. Discussion of Design and implementation of my buildings
   * Source of inspiration
   * Approach to parametrization and randomness
     + What factors are randomized?
       - Dome
       - Width and length of temple
       - Number of columns per side
     + The bound-box
   * How is my building constructed?
   * Challenges faced
3. Showcase: Examples of the range of buildings, how they are different:
   * Setting for a typical maison carree setup

Range of buildings:

Recommended range: