Procedural terrain generation

Links

<https://www.redblobgames.com/maps/terrain-from-noise/>

<https://courses.cs.ut.ee/student_projects/download/98.pdf>

Perlin noise:

<https://mzucker.github.io/html/perlin-noise-math-faq.html>

<https://en.wikipedia.org/wiki/Perlin_noise>