

Generating two-dimensional game maps with use of cellular automata

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1 Source code list

```
\lstinputlisting{../main.cpp}  
\lstinputlisting{../Board.h}  
\lstinputlisting{../Map.h}  
\lstinputlisting{../Ruleset.h}  
\lstinputlisting{../TextureAtlas.h}  
\lstinputlisting{../TileGenerator.h}  
\lstinputlisting{../UserInterface_MapGenerator.h}  
\lstinputlisting{../Window_Base.h}  
\lstinputlisting{../WindowBoardControls.h}  
\lstinputlisting{../WindowBoardImage.h}  
\lstinputlisting{../WindowGeneratorControls.h}  
\lstinputlisting{../WindowMapTileGrid.h}
```

2 Code listings

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