# Repo

<https://github.com/nshaffer26/GameAI>

# Accomplished

For this project, I chose to try to generate a dungeon using L-Systems. So far, I don’t have quite as much accomplished by this point as I would like because I’ve had to prioritize a lot of other earlier due dates. That being said, I have built upon the code you provided by adjusting the rules to create dungeons with layouts that I am happy with. I have also attempted to add overlap detection so the algorithm will choose a different rule to follow if the one it is trying to apply will result in an overlap.

# TODO

* Refine/Optimize code, specifically the overlap detection
* Replace line generation with actual meshes representing rooms and/or halls