**Init**

Set an initial plot position of [0, 0, 0].

For each column:

If column is first or last:

Set random plot width within suburban limits.

Else:

Set random plot width within town limits.

For each row:

If row is first or last:

Set random plot length within suburban limits.

Else:

Set random plot length within town limits.

Set random plot height.

If row or column is first or last:

Make suburban house within plot.

Else:

Make town house within plot.

Make plot.

Make road around plot.

Move plot position by plot and street scale on the z-axis.

Reset plot z-position to 0.

Move plot position by plot and street scale on the x-axis.

**Suburban house**

Set random building scale within suburban house limits.

Set random building position within plot surface.

Make building.

If there is more plot space in front of the building than behind:

Make door in front of building, randomly translated along the width of wall.

Else:

Make door behind building, randomly translated along the width of wall.

If there is enough plot space left of the building for a minimum scale building:

Make garage on the left.

Else if there is enough plot space right of the building for a minimum scale building:

Make garage on the right.

**Town house**

Set random building scale within suburban house limits.

Set random building position within plot surface.

While there is enough space left on the x-axis of the plot:

While there is enough space left on the z-axis of the plot:

Make building.

While there is enough space left on the y-axis of the plot:

Set new building scale to fit within the x- and z-scale of previous building.

Make building on top of previous building.

Move building position by building scale on the z-axis.

Set new building height and length.

Move building position by building scale on the x-axis.

Reset building z-position.

Set new building width.