1. Generate a **Temperature Map**. Map is generated using Perlin noise but is layered with a mask such that areas at the top and bottom of the map get colder the closer to the edge of the map. Areas in the middle of the map are hotter the closer to the equator the player goes.
2. Generate a **Height Map**. Generated with Perlin noise and masked so that areas further from the centre are lower in height. Areas far from the centre should be lower than sea level. The Temperature Map is also added to this so that hotter areas are typically lower than cold areas.
3. Generate a **Humidity Map**. Generated with Perlin noise. The Height map is also combined a small amount so that areas closer to sea level are generally more humid than others.
4. Using these maps, each point on the map will be assigned a Temperature, Height and Humidity value between 0 and 1. These values then determine the **Biome** that each point of the map is.
5. Ground texture is chosen using these values and neighbouring values.

A steepness value is calculated using the adjacent points height values.