

Random City Generator

The generator can create a random city using prefab tiles.

Click the button “Generate City” in the Inspector window of RandomCityGenerator object in Edit Mode or Play Mode to create a new city.

To create a city with your own models

1. Create an empty object, add a component CityGenerator;
2. Add 4 GameObject roads to the Road array
 - Road[0] west-east road
 - Road[1] north-east road
 - Road[2] north-east-south road
 - Road[3] west-north-east-south road
3. Add Building Objects
 - the building facade is on the east side of the model
3. Add Terrain Models
4. Set cell size. Set the size of the city

If you like to use Generator in your game, you can use public void generateCity() in CityGenerator script