A few ideas for improvement of this project:

Populate the wall

1. Let the modelers choose the max values on the sliders and let them choose the dimensions of the ground
2. Use which brick texture they would like to use
3. Give an option to choose from default sizes (the ones historically used in the Roman Empire)
4. Figure out the aspect ratios, and work on the game interface (screen setup: where menus are, where modeled objects are)
5. Come up with rulesets, e.g. x rows of A brick and y rows of B brick alternate.
6. Help buttons to help navigate in the game