Procedural city

In our game the city is generated procedurally every time you start up the game. But because the streets and landmarks are pre-set only all the houses are generated procedurally. In the city there are some large cubes which will become houses. The way it works is one script is dedicated to building smaller cubes from big cubes. And gives them a tag what kind of house it is(left, right end and middle, both for if there is a house behind it or not). Then another script is dedicated to building houses from the smaller cubes, with a distinction between 6 kind of houses. From the smaller cube the house is made with a random depth, a random amount of windows and a random kind of roof(on a random rotation). If a house is at the end of the houseblok it also creates windows on the side. In the end every component of the house gets a random texture.

In the beginning this script took around 20 minutes to produce all the houses. But after some tweaking this is reduced to around 30 seconds to 1 minute.

But still the houses are a big generator of lag due to setting it active and inactive between scenes.