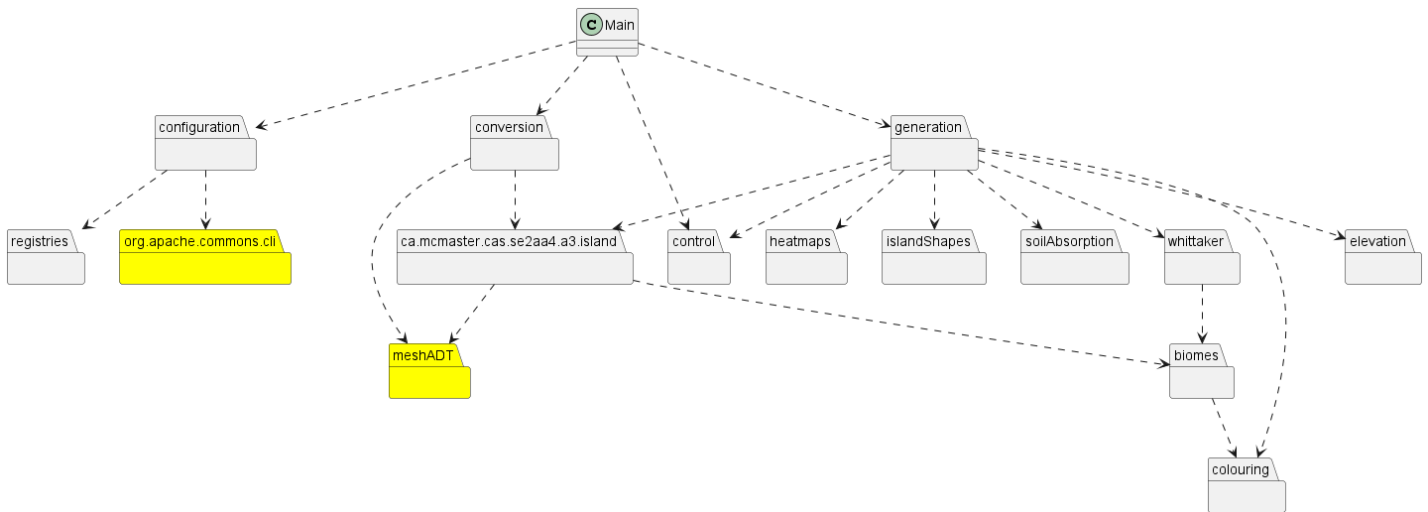
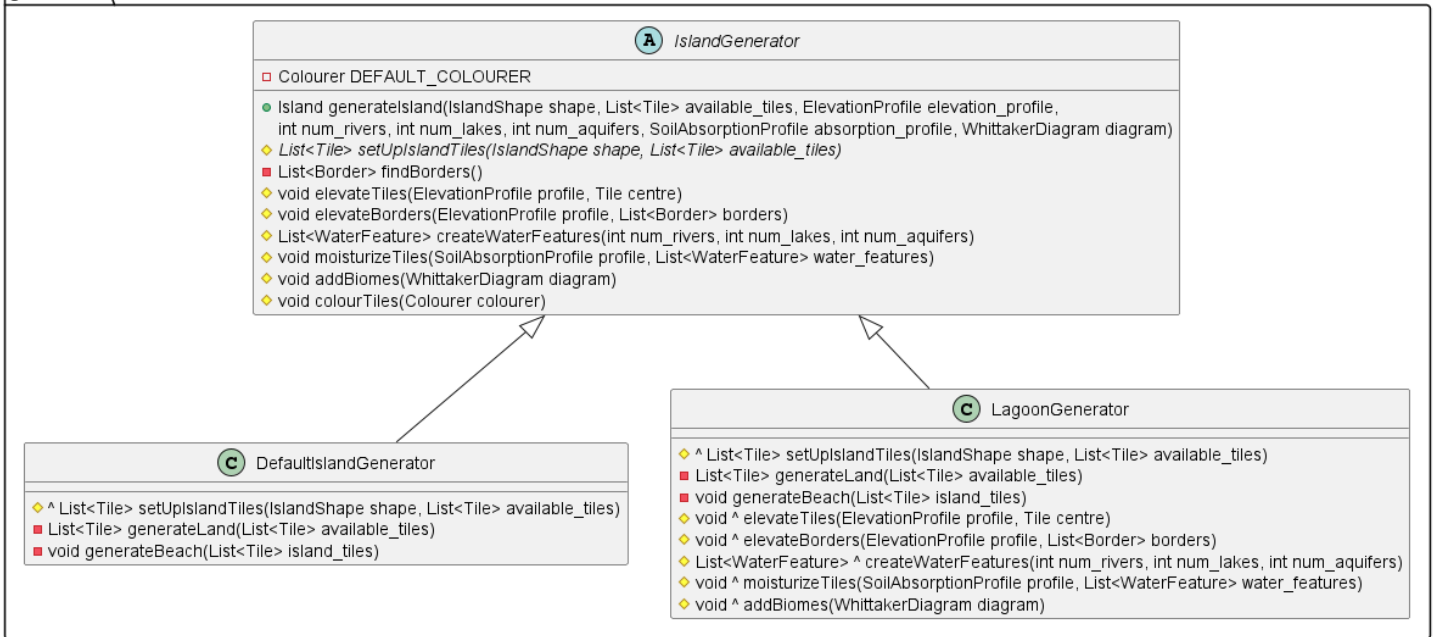


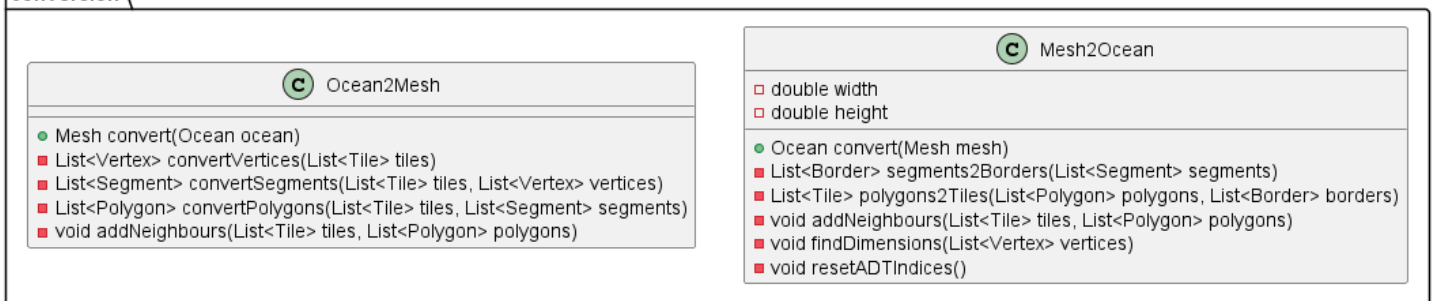
Assignment A3 - Terrain generator UML



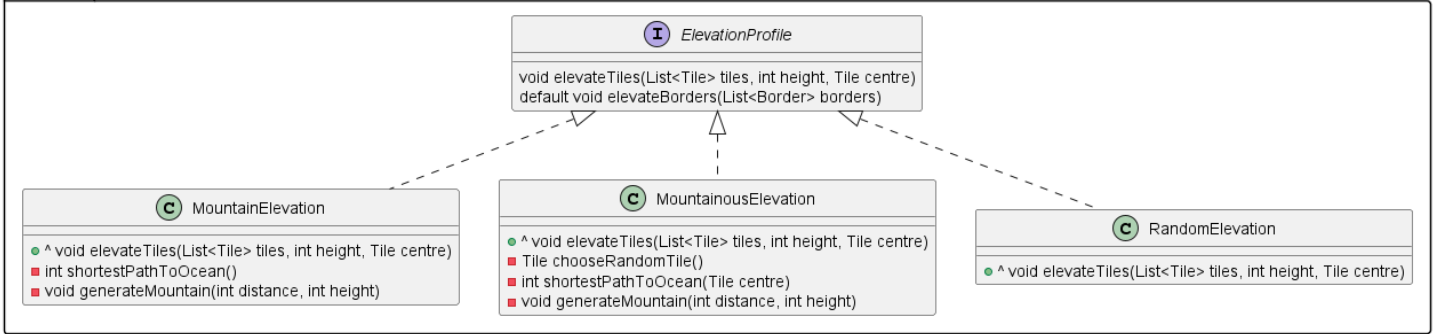
generation



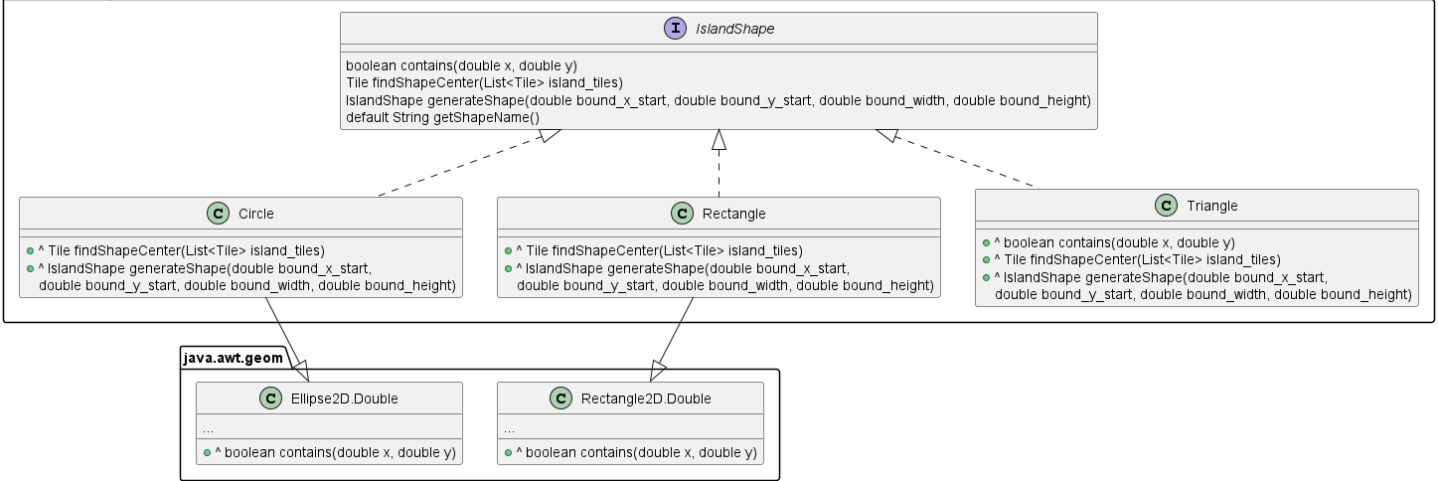
conversion



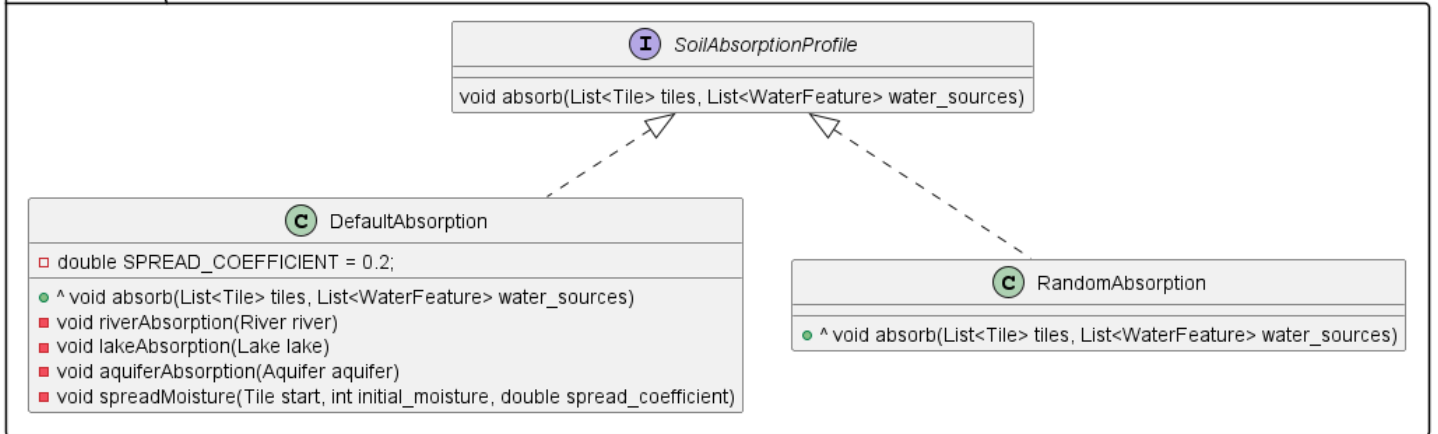
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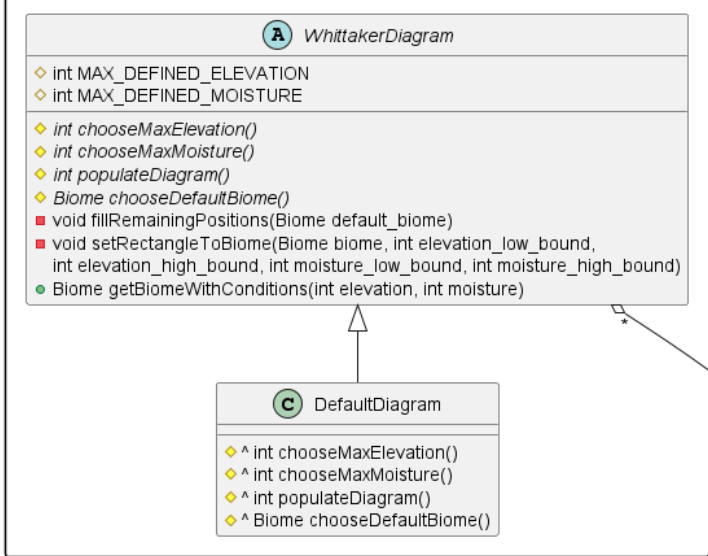
islandShapes



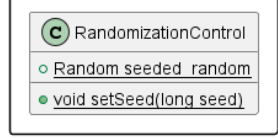
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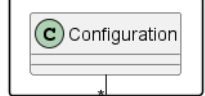
whittaker



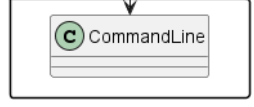
control



configuration



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biomes

