

Maxim Gumin's Wave Function Collapse (WFC) algorithm is an example-driven image generation algorithm emerging from the craft of procedural content generation. The intended use of the algorithm is to generate new images in the style of given examples by ensuring local similarity. Our work aims to generalize the original work to make the algorithm applicable in other domains. Furthermore, we aim to apply it in a more difficult task of village generation in the 3D sandbox video game Minecraft. We will create a generic WFC library and a Minecraft mod, which will allow for structure generation using WFC. We hope that our WFC library will be beneficial to anyone exploring WFC and its applications in the Kotlin language and that our Minecraft showcase reveals some of the benefits and limits of the algorithm in complex problems.