

# Scripts or Programs for Generating Structures of Cave Writing XML objects

**add links to attachments, pages, etc. where the scripts can be found/used**

- Alex Kruckman's cave scripts can be found [here](#). Included: a script which arranges text objects in a sphere (or other surface using spherical coordinates) of variable resolution and a script for generating timelines to choreograph many objects through the same pattern of movement.
- Max Mankin's cave scripts can be found [here](#). Included: scripts which generate the original well, calculate the acceleration for falling into the well, and move sets of xml around in space by a given (x,y,z) interval.
- Sebastian Gallese's cave scripts can be found [here](#). Included: scripts in Ruby that create XML cave outlines, ASCII walls, image animations, and a simple start button.