Potential Technical Issues

       Over the course of the project, I anticipate and have some across some potential issues that may alter its course. Considering the complexity of its core feature, it may require more research and time to fully develop, namely the procedural room generation. Here listed are some of the current issues and potential issues that need to be resolved going into the next phase of the project:

- Room generation will need to have appropriate ratios and sizes
  - A database of appropriate room sizes and ratios for each type will need to be set for parameters for the prefab to follow.
- Room need to be assigned values to communicate relationship between rooms
  - Rooms will be dependant on the type of rooms it neighbors, such as kitchen to dining room--hallway to bedrooms--porch to mudroom OR living room
  - To assist in debugging, when instantiating, the cloned prefab will be named with the room type, X & Y coordinates, and room's length and width.
    - (e.g. KTCHN-10x7y-20L17W)
- Rooms will need to be aware of potential overlapping and jutting out-of-bounds
  - To address this, I will likely need to set up a **master controller object** to track the space each room occupies using their **position** and **size**
  - I will also need to have rooms shrink if they go out of bounds
    - Rooms on the left and bottom need to be moved in addition to resizing, since the pivot is lower-left on the prefab
- Overhead orthographic view may suffer from distinguishing rooms
  - This may be resolved by updating the room prefab textures that will help set rooms apart from one another.
- The current room prefab is only intended for a single door on each wall
  - The white "door" pieces can be manipulated to give the appearance of two doorways by offsetting the size of the frame from the "door"