What I need to showcase the game is working

Working corridors, rooms, items and enemy spawning,

Todo: talk about what each component needs to be procedural and how it should work

**Procedual generation**

How is the dungeon generator making it procedural –

How can I showcase that it works

Talk about how the user can add in prefabs and how it chooses them.

Talk about the positioning

Rooms

Corridors

Enemys

Items