All levels should contain:

1. A Game Manager.
2. A Dialogue System.
3. A Canvas
4. A Main Camera
5. An Event System
6. A Game Object called “Top Door” that uses a door prefab.
7. Same as above but for “Bottom Door”
8. Same as above but for “Left Door”
9. Same as above but for “Right Door”
10. A Player.
11. 2 Spawn Points: 1 for where the player should start the level, and 1 placed inside of a door enclosure. This is because when a level is completed and they go back to a level they have already visited, they will spawn at a door exit instead of at the original spawn point.

All prefabs for these objects exist already and should be present in the master version of the game. Updates to these prefabs might be required.

For the four doors: make sure they are using the prefab that has an enclosure and make sure their Door Frame game objects are disabled in the hierarchy (the enclosure should be visible). They will be enabled at runtime depending on if they should exist from the procedural generation. Place the door enclosures in appropriate places to the left, right, top, and bottom of your levels. They should not be accessible until the level has been completed. Afterwards the player can teleport to any of the four doors using the J,K,I, and L keys (can be remapped if you have other suggestions).