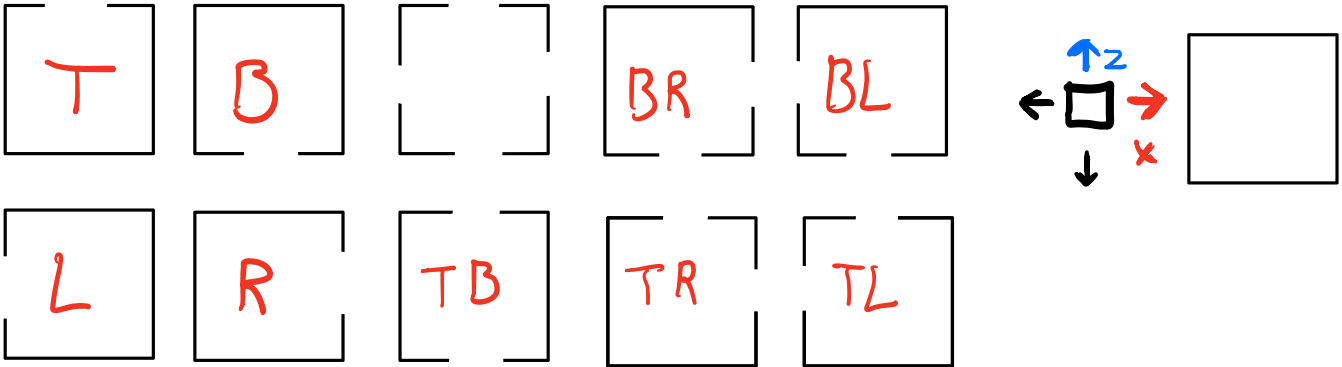
Hybrid Plan:

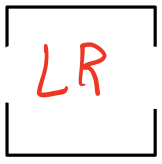
Start with [ ] Keeping track of openings.

One opening at a time generate path. Choose random every time
For variety
Try and base it of max rooms

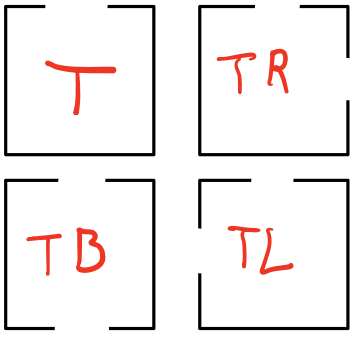
Base it off a grid to remove Colliding rooms with no Connections

Room Pool:



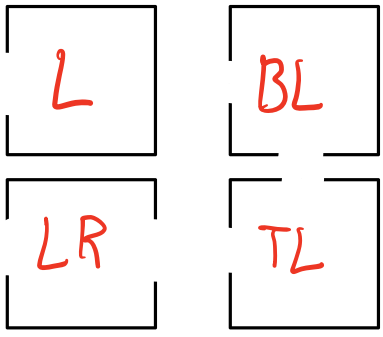


Top:

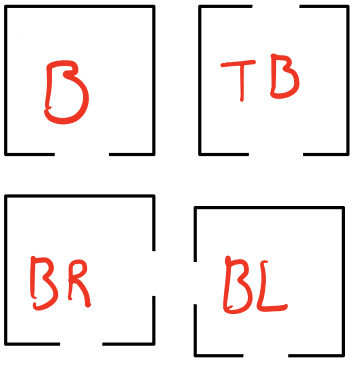


Left:

1 2
4 3



Bottom:



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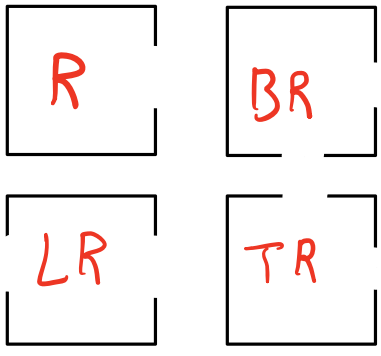


1 2
4 3

Step 1

Start:

Note: Roll From List So we remove

roll = 3 T

↓

Go gen rooms in this Path

Step 2:

Roll from Room Pool

Pool Roll = 2 T

Mark New room connecting door as done ✓

Step 4:

- Gen other door:

  Pool Roll = 3 L

  - Mark spawner door as done
  - Mark non open doors as occupied

Step 6

Go back to Spawn Room And Repeat:

Step 3:

Mark non open doors as occupied

Step 5:

Check new room spot:

- If new spot is taken

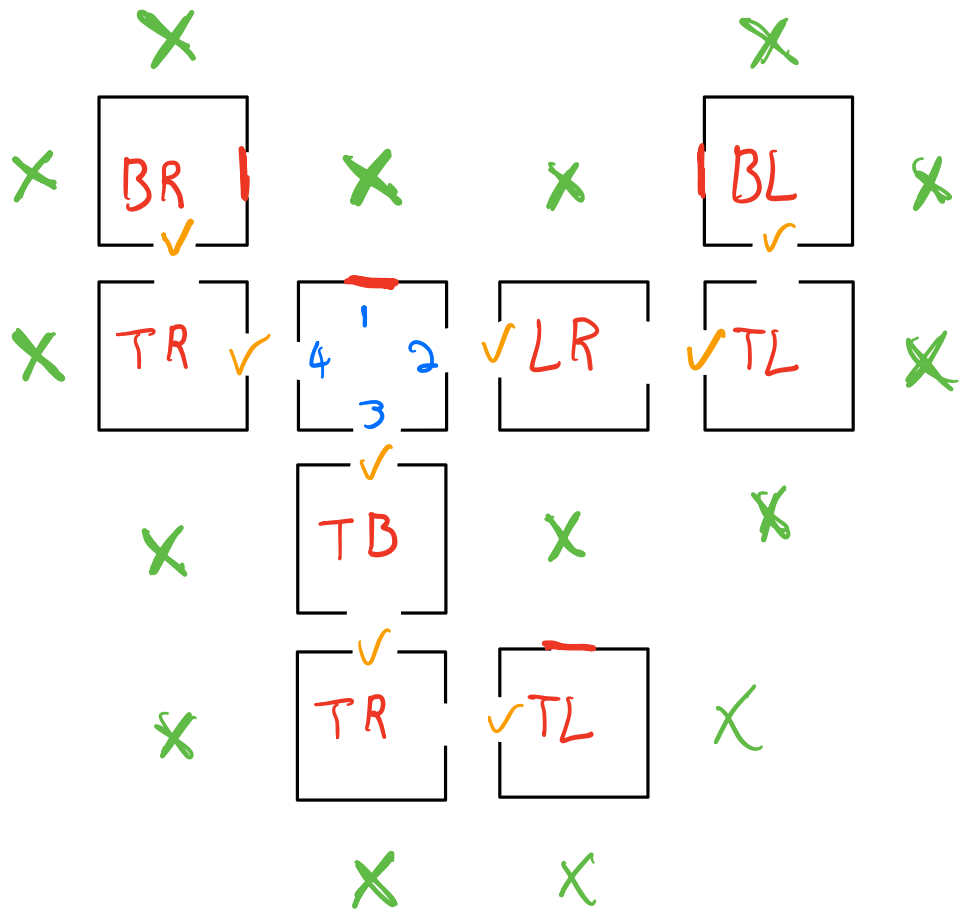
  ↓

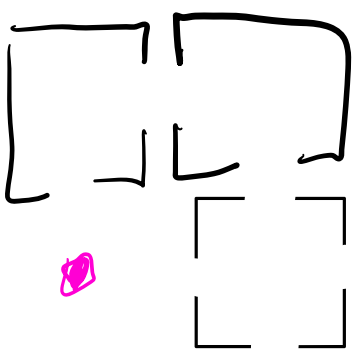
  Replace with door —

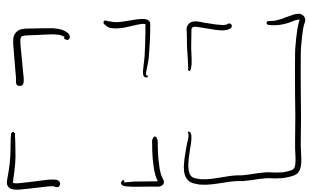
- If !Taken and has neighbor in : : ↓

  Replace with door | and mark as Occupied X

Otherwise repeat Step 4





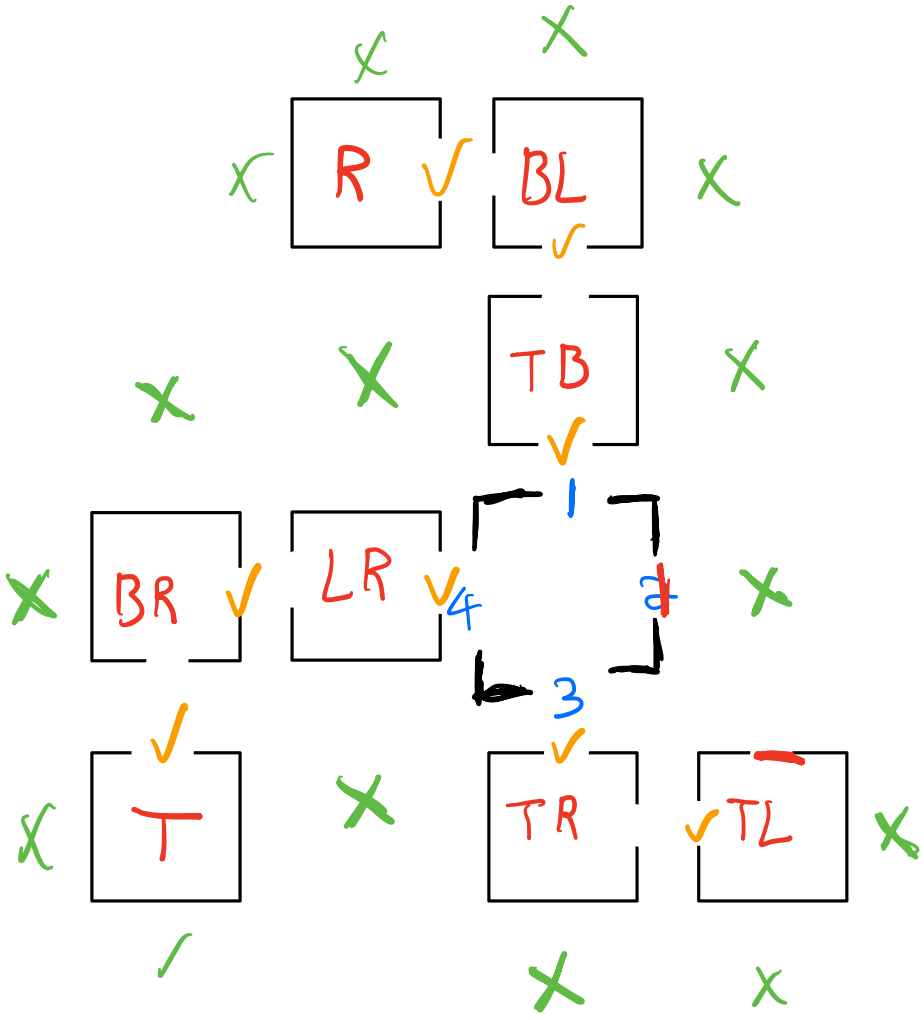


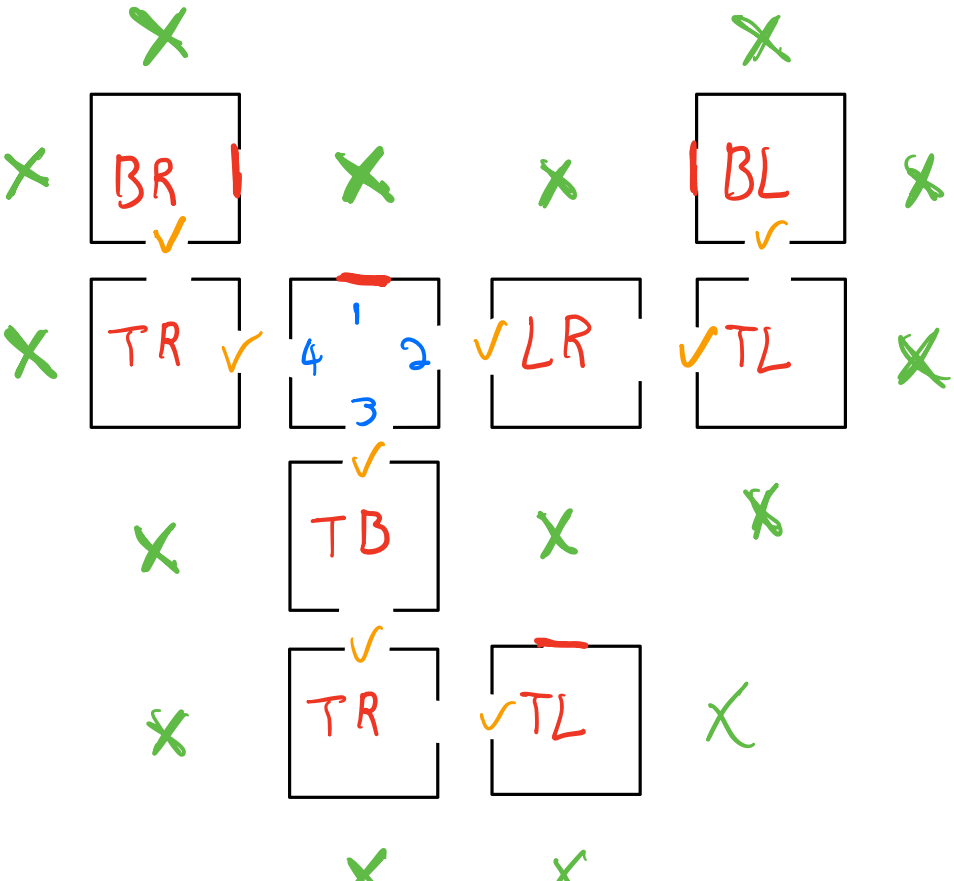
origin = 1

0

1

2


R
BL
TB
BR
LR
T
TR
TL
1
2
3
4


BR
BL
TR
LR
TL
TB
TR
TL
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4