

## Portals placement :


Each room can contain max 2 portals (1 entrance, 1 exit).

There is 7 couples of portal & 14 portals.

L1 : Corridor

L2 : Room you can fall in

L3 : Entrance from portal

 no floor (50%) : there is no floor only if L2 is under L1, L2 or L3.

L2 ou L1 = 50%

L2 ou L3 = 50%

**X** no wall : rooms on X axis are connected when they are not connected with a portal

