



Rooms are 8x8 to create walls and 6x6 inside to create layout.

In the example :

R1 not connected to R2 then put a wall, R3 is connected with R4 then extend the “final height” of previous layout and put a pillar.

R1 is a L2 layout & player can fall from R4 to R1 then create a hole in the R4 ground