1. Loop through level height
   1. Loop through level width
      1. Create vector of probabilities
      2. Create probability pointer
      3. Create a test total probability
      4. Loop for all possible states x
         1. Push the probability of x given level left, up and top-left
         2. Add the probability to test total
      5. If test total is greater than 0
         1. Create random number from 1 to 100
         2. Set total probability to first probability in vector
         3. Set probability pointer to 0
         4. While
            1. If random number is less than total probability

Set level value to x value at probability pointer

Break from while

* + - * 1. If it is greater than total probability

Increment probability pointer

Add value at probability pointer to total probability

* + 1. If test total is 0 you will need some conflict resolution but for now just set state to 0