**Rooms**

**What do I want out of the rooms?** Sizes and shapes based on biomes.

Ex: a desert biome could have a lot more open areas with occasional rock formations (sense of nakedness, nowhere to hide, agoraphobia), its smaller areas could be representations of chasms (narrow but longer rooms give a sense of being stuck with nowhere to go, claustrophobia).

**Room creation:**

**Tile by tile:** Create one tile a at time, give the system rules and guidelines and let it create the rooms automatically. Ex: maximum size (4x4), core (2x3), holes (1 hole, 2 to 3 tiles), etc.

**Hand made rooms:** Just hand made rooms arrange randomly, more work, less random, but potentially better design for monster encounters, rewards, etc. Visual randomness can still be injected through floor tiles (grass, sand, transition tiles), obstacles (crates, barrels, termite nest, etc.), decorations (skeleton on floor, cracked floor, grass tufts, etc.).

Extra tiles or mini rooms can still be added around and onto the premade rooms to make them feel even more random and organic.

**Pros ‘n cons:** The create rooms one tile at a time system could lead to better outcomes even give interesting level designs but would take longer to implement. The premade system lets me create solid rooms with meaningful encounters where the difficulty is more predictable.

**Overall room directions:**

The rooms should have a strong bias to match the direction on the level selection map. If the line connecting the levels heads directly up the rooms should have a high chance to spawn up on top of each other, a small chance to spawn to the sides and no chance to spawn down. A maximum number could be set for the number of rooms that can spawn sideways to avoid the odd random where the small chance could still result in all of them spawning to the sides.