**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).

**Forks, Side paths & Backtracking:**   
**Forks** without the option of coming back and clearing both sides could work well with the traversal option of being able to peek into other rooms before choosing. Doors could indicate whether a path is longer or shorter (big intimidating doors for longer routes, etc.), then again this may just be better left for the level selection map like “Slay the Spire”, where you can see what those levels contain.

Fork in levels = simple level selection map, Fork in level selection map = simpler level room layouts. Not set in stone but they achieve the same feeling. Longer paths should have interesting rewards, like mini-bosses, weapons, healing, etc.  
  
**Side paths** if they are not looping into the main path need to be short, because they cause backtracking. They can be interesting and could always contain what you were guaranteed to find in the level from the level selection map. Without a mini map how does the player know it is a side path / cul de sac, the door similarly to the fork idea could indicate that.  
  
**Backtracking** that just makes you go back on your steps for no purpose I find annoying if it is too long or too often. It should be shortened by level design. The game should not have backtracking to explore the whole level ex: forking path where if you want to clear the whole level you have to through the other side once your done and walk all the way back to where you were to advance, effectively making you go in a full circle to go forward while clearing everything.

**Room Traversal:**

**Teleportation:** The player goes through a door, has a transition (blackscreen, screenwipe in door direction, camera motion to entry point, etc.). Simple to do? Less to think about in terms of the room creating on a grid as the room could all be next to each other as far as the player knows. The doors would hold the “direction” on the next room.

**Corridors:** The player enters a corridor to travel to the next room. Seems pointless in a 2d game and for the experience this game wants to convey. An empty/beaten room can already serve as a reprieve and rest for the player. This could work well if the doors are not locked when a player enters a room with enemies or if monsters would respawn, so the player could just travel through still hostile rooms and rest in the corridors.  
  
**Directly to other room:** The player would be able to spy on the next room from the one he is in with his camera before entering it, some enemies could be shown, others hidden. Nice for continuity and somewhat preparing for what’s ahead.  
  
**No Rooms:** A la “NuclearThrone”, each level is one large room, where you have to complete the objective to move on, this might create backtracking if lets say all monsters need to be killed to move on, irritation level depends on the area shapes and sizes. Otherwise some levels could require you to complete other tasks; bring orb to altar, get key to unlock door, etc. This would make for less typical roguelike room levels, and they could still include closed rooms. But having different tasks, open areas, closed areas, etc., all in one level instead of just: kill everything, or clear room to room and reach the exit, would be a lot more work and design.

**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. 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.

**Hand made rooms:** Just hand made rooms arranged 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. The premade system lets me create solid rooms with meaningful encounters where the difficulty is more predictable but might feel more repetitive. It might also take longer to create in the end.

**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.