

Create the Weighted Tile System

- Weight for each tile accessible by string
- Add up weights
- Pick number between 0 and total
- Find which tile that weight falls under
- Select that tile and collapse

Create a System that Ensures door are connected by ground (each room is possible)

- Possibly a critical path system
- Possible spawn one random exit and entrance and ensure they connect
- Possible change rules of generation somehow

Create a Floor Spawning system (multiple rooms)

- Instead of WFC we will be using a critical path script