

# Map Generation Using Randomness

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### Core Algorithm :

- 1) Choose a random point in 2D space
- 2) Ensure there will be no rooms overlapping
- 3) If overlap, then reject random point
- 4) Repeat Steps 1-3 until  $n$  rooms are placed

### Pros :

- A very easy algorithm to implement
- Can easily manage the number of rooms

### Cons :

- Rejects overlapping rooms
- Rooms can be too close or far away from each other
- The algorithm will break if the number of rooms needed to be placed is too high

At some point, the program cannot place any more rooms, which it cannot detect since it just blindly places rooms until it works