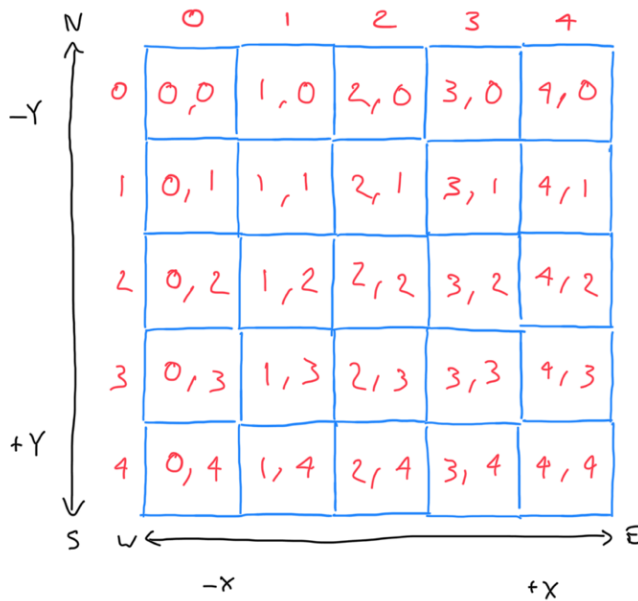


Grid Math

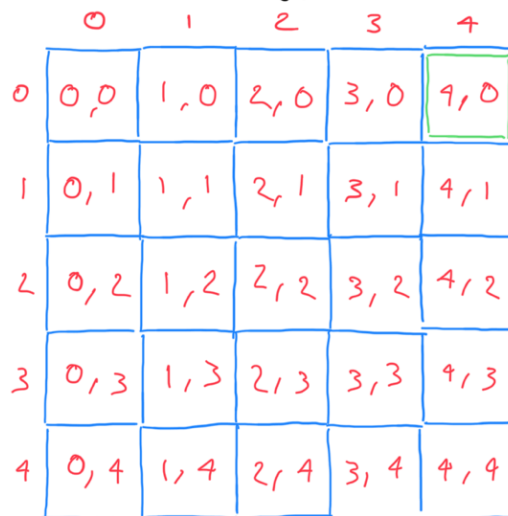
Generate Level Grid



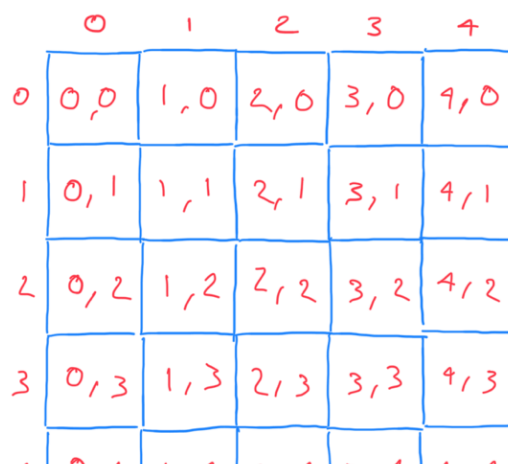
0 North = - Y
 1 East = + X
 2 South = + Y
 3 West = - X

Column = X
 Row = Y

Generate Dungeon



1 N E S W
 2 N E S
 3 N E W
 4 N S W
 5 E S W
 6 N E
 7 N W
 8 S W
 9 N
 10 E
 11 S
 12 W



✓ 1 N E S W
 ✓ 2 N E S
 ✓ 3 N E
 ✓ 4 N
 ✓ 5 N E W
 ✓ 6 N W
 ✓ 7 N S W
 ✓ 8 N S

4	0, 4	1, 4	2, 4	3, 4	4, 4
---	------	------	------	------	------

✓ 9 E W
 ✓ 10 E S
 ✓ 11 S W
 ✓ 12 W
 ✓ 13 S
 ✓ 14 E
 ✓ 15 E S W

	y						
	0	1	2	3	4	5	6
0	0, 0	0, 1	0, 2	0, 3	0, 4	0, 5	0, 6
1	1, 0	1, 1	1, 2	1, 3	1, 4	1, 5	1, 6
2	2, 0	2, 1	2, 2	2, 3	2, 4	2, 5	2, 6
3	3, 0	3, 1	3, 2	3, 3	3, 4	3, 5	3, 6
4	4, 0	4, 1	4, 2	4, 3	4, 4	4, 5	4, 6
5	5, 0	5, 1	5, 2	5, 3	5, 4	5, 5	5, 6
6	6, 0	6, 1	6, 2	6, 3	6, 4	6, 5	6, 6

x y	
#, #	
Parent	→ Cell
1	→
2	→
3	→
4	→
5	→
6	→
7	→
8	→
9	→
10	→
...	