So I set up a pretty complex random generation system and it seemed as such it deserved a documentation.

I am using a combination of algorithms to generate the random rooms as follows:

* The generator starts by randomly spawning the starting room anywhere on the designated grid at least 2 grid spaces from each side.
* From the starting point it rolls 2 dice(I like to think of random generators as dice).
* The first dice is 1-4 determining which direction to start generating.
* The second dice is 1-4 determining how many doors to spawn(aka how many rooms).
* Then it repeats this pattern in the next step and rolls 2 dice for each random room created.
* The first dice is 1-4 (direction)
* The second dice is 1-3(doors, note that this is in addition to the door you came from).
* Also(at a predetermined step depending on the max rooms to spawn) it randomly spawns the specialty rooms.
* Finally after the last random room is spawned it spawns the boss room.

The ferr 2d assets pre-load everytime I run. I am pretty sure once I make a build this will no longer be the case but we will see.

Max special rooms including the boss room