generate rooms

//Dungeon

//torch ī

//spikes vv^^ > < o

// enemy [∆]

// chest (}]

// door []

o

// key k

static void Build\_room(int[,] grid, int size)

{

for (int i = 0; i < size; i++)

{

if (i == 0 || i == size - 1)

{

for (int j = 0; j < size; j++)

{

grid[i, j] = 1;

}

}

for (int j = 0; j < size; j++)

{

if (j == 0 || j == size - 1)

{

Console.WriteLine();

grid[i, j] = 1;

}

}

}

}