# Animation

# AnimationState

Terminate:

An movement happened, that means that it necessarý to know if there is the nedd to delete pieces, if that is the case ...

Theory of doors:

Imagine an great amount of doors connecting spaces. This can be crated, destroid, opened and closed. There are objects that can pass freely between rooms, there are the ones can can only pass between rooms that are next to each other, there are the ones that can only pass through a door and there are the ones that can only pass through an opened door.

This is like a bunch of of graphs that are on top of each other, with each graph having connections that ahe to exist in the previous one.

In systems where level 0 exists, it connects all of the nodes, than only the ones corresponding to rooms next to each other exist.

At some point, it is possible to introduce laws of geometry, that limit, that level’s connections, like making it impossible for rooms to be connected with all other, as they cannot be all ...