Room Types

* Spawn room – rooms that the players spawn in.
* Normal room – a room with several rounds of battles with normal mobs.
  + Random Generated.
  + Rooms with special terrain and shape.
* Boss room – a room that triggers the boss battle.
* Loot room – the room with random loot inside.

Tile Types:

* Ground tiles – normal tile that the player can walk and stand on.
* Hard walls – the edge of the map where players cannot go past.
* Water tiles – slow the player down.
* Bush tiles – players can hide in these tiles and increase crit?
* Wood/soft walls – breakable tiles that can be walked on.
* Hollow tiles – players cannot stand on, cannot walk past.

Spawn rooms:

* 16x16 rooms with a spawn point in the middle.
* Normal tiles with hard walls surrounding.
* No mob spawn.
* Maybe traders/shops?

Normal rooms:

* Varies in size from 24x24 to 64x64.
* Randomly generates mob based on the size of the room.
* Tiles: ground tiles surrounded by hard walls, water/bush/wood/hollow random generate in group

Boss rooms:

* Has a specific shape for different bosses.
* Empty 30x30 rooms with hard walls surrounded.
* A line of hard wall in the for cover? Bush generated?

Loot rooms:

* 16x16 with a chest in the middle
* Mimic (!) ok maybe not