**RULES for Dungeon Generator**

#Very Easy

No Splitting at all. No matter the number of iterations. Room sizes and directions can change (Corners) but it’s a linear path.

#Easy

1 Split every 5 Iterations. Split can only be 1 : 2 NOT 1 : 3. Room sizes and directions can change (Corners). One of the split branches can skip an iteration and get blocked.

#Medium

2 splits every 5 iterations. All splits allowed (1:2 or 1:3) but only max 1 of the 2 splits can be a 1:3. One or More of the split branches can skip an iteration and get blocked but at least 1 branch has to get going. Room sizes and directions can change (Corners)

#Hard

Maximum 3 splits every 5 iterations (all splits allowed). At least 2 Splits (1:2 or 1:3) but Maximum 2 1:3 Splits. One or More of the split branches can skip an iteration and get blocked but at least 2 branches have to get going. Room sizes and directions can change (Corners).

# Very Hard

Maximum 4 splits every 5 iterations. At least 3 splits (1:2 or 1:3). One or More of the split branches can skip an iteration and get blocked but at least 3 branches have to get going. Room sizes and directions can change (Corners)