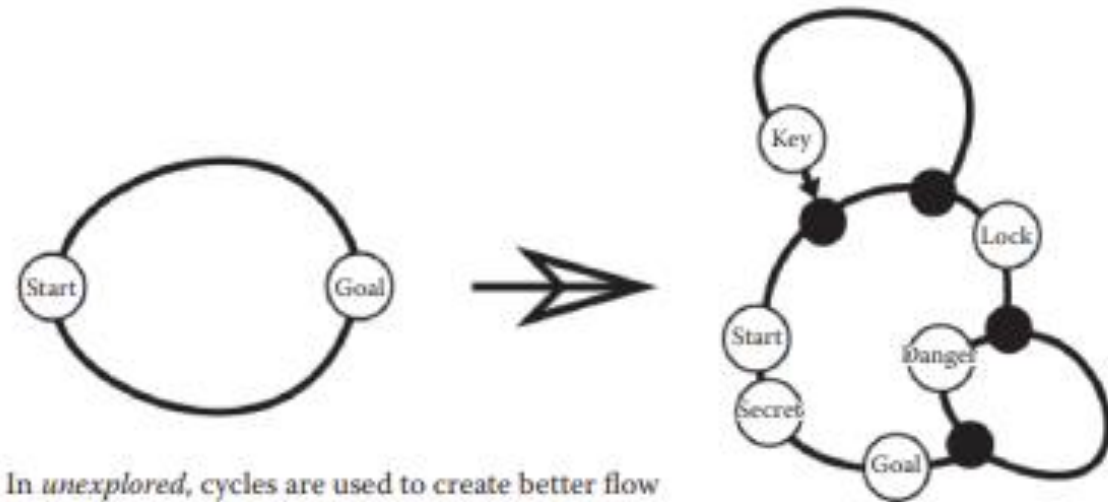
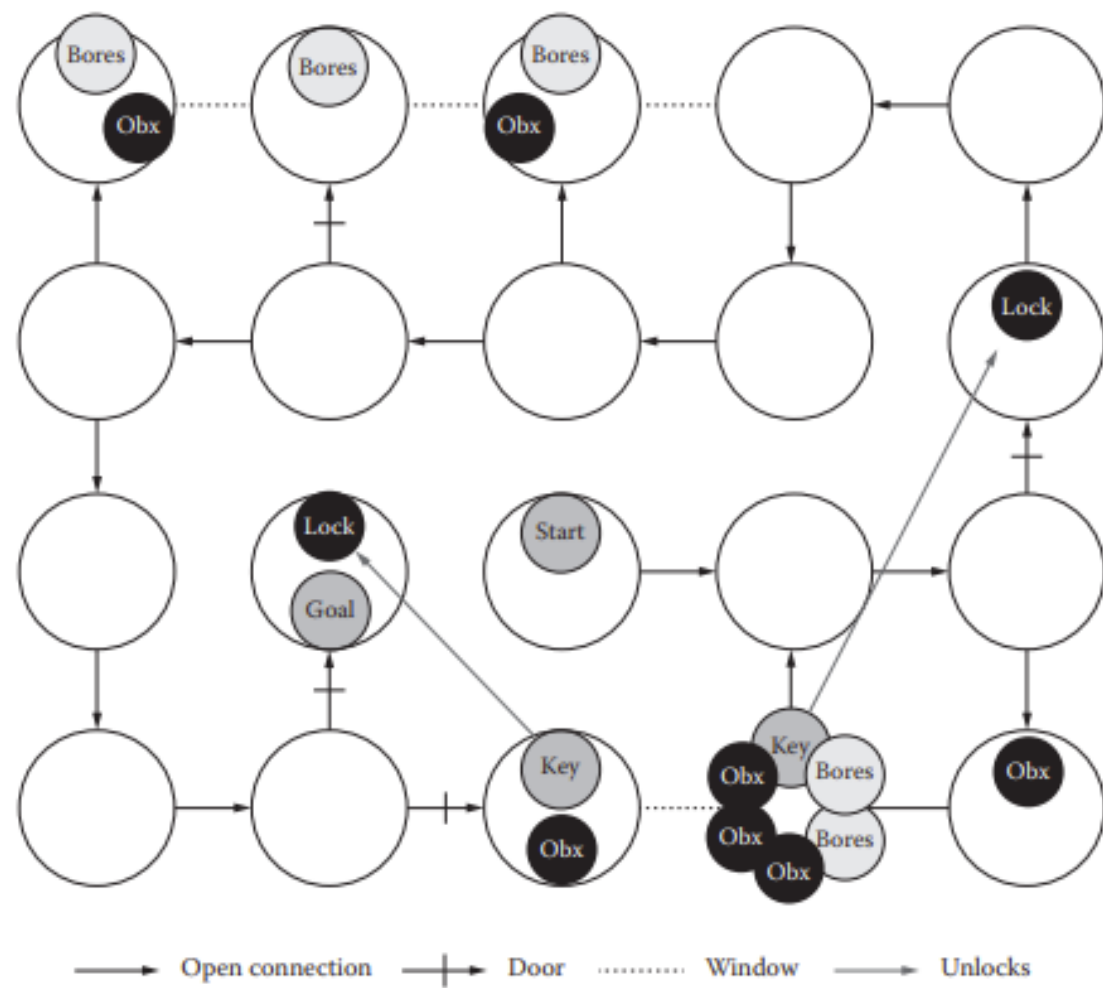


Paths are the base structure of most level generators.
They create tree-like levels, often with only one solution.



In *unexplored*, cycles are used to create better flow
and to present players with alternative solutions.



Lock & Keys es la
llaveeeeeeeeeeeeeee
badamtssss



Rogulike + Metroidvania = Roguevania(?)



Mi idea

