

createWorld
(seed)

Create World
Generate World Using Seed
Implemntation isnt important

Map Rooms

generateRooms()

room of rooms

Develop some rules to pick
the room

room

Rule1

Rule2

room.type = enemy

room.type = spawn

Spawn Enemys In Room

room.type == enemy

True

spawnEnemy(Corner)

spawnEnemy(Corner)

spawnEnemy(Corner)

spawnEnemy(Corner)

False

