Link to general briefing: <https://docs.google.com/document/d/1-TcwV0nt0GsKWyX4qKG2QqaR3vDfrOzbRGmXBNk3OCg/edit>

Link to assignment briefing: <https://drive.google.com/drive/folders/0B-VqJW3JNXx3QUphSU05UFpESFE>

**Requirements**

***Level***

* A level needs to have a grid with a random size between set numbers
* A level needs to have a random amount of rooms between set numbers
* A level needs to have a start and end room
* A level needs a clear path from the start to the end room
* A level needs to have a closed border, so no doors to rooms that aren’t there

***Room***

* A room needs to have a random size between set numbers
* All rooms need to be connected to each other
* A room needs to have at least one door connected to another room that can be on each of the following sides:  
   *- Top   
   - Bottom  
   - Right  
   - Left*
* A room needs to be randomly placed

***~~Corridor~~***

* ~~A corridor goes from one door of a room to a door of another room~~
* ~~A corridor can have a turn so that it can line up with the door of the other room to the following directions:~~ *~~- Top   
   - Bottom  
   - Right  
   - Left~~*

**Sources:**

# <https://www.youtube.com/watch?v=bG0uEXV6aHQ> - PERLIN NOISE in Unity - Procedural Generation Tutorial

# <https://www.youtube.com/watch?v=nADIYwgKHv4> - Procedural Generation in Unity (Tutorial)