Link to 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

***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

**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)