

<https://discord.gg/JDEfhD3r>

https://docs.unity3d.com/ScriptReference/PrefabUtility.html

A

-U - A, B.1,B.3, B.4, C.2

-D - A, B.1, B.2, B.3, C.2

-L - A, B.2, B.3, B.4, C.1

-R - A, B.1, B.2, B.4, C.1

B

-U - A, B.1, B.3, B.4, C.2, D.4, E.1

-D - A, B.1, B.2, B.3, C.2, D.2, D.3, E.3

-L - A, B.2, B.3, B.4, C.1, D.3, D.4, E.4

C

-L - A, B.2, B.3, B.4, C.1, C.3, C.4, E.4

-R - A, B.1, B.2, B.4, C.1, D.1, D.2, E.2

D

-D - A, B.1, B.2, B.3, C.2, D.2, D.3, E.3

-L - A, B.2, B.3, B.4, C.1, D.3, D.4

E

-D - A, B.1, B.2, B.3, C.2, D.2, D.3,

Starting with a random block at center grid space, for each available whitespace side, Each direction each block, place a random valid block. While there are blocks with whitespace, for each available whitespace side, place a random valid block

Whitespace to whitespace

Whitespace can't be bordered by nothing

Whitespace can't be bordered by a wall

Each object stores it’s 4 neighbors

XbyX Square, any block touching edges must have wall on edge

Top edge E1, E2, E4, D1, D4, C1, B4

Left Edge E1, E3, E4, D3, D4, C2, B3

Map size- map is x tiles in size. Once enough tiles have been generated, tiles that will result in more open whitespace than tiles left to generate will stop being generated