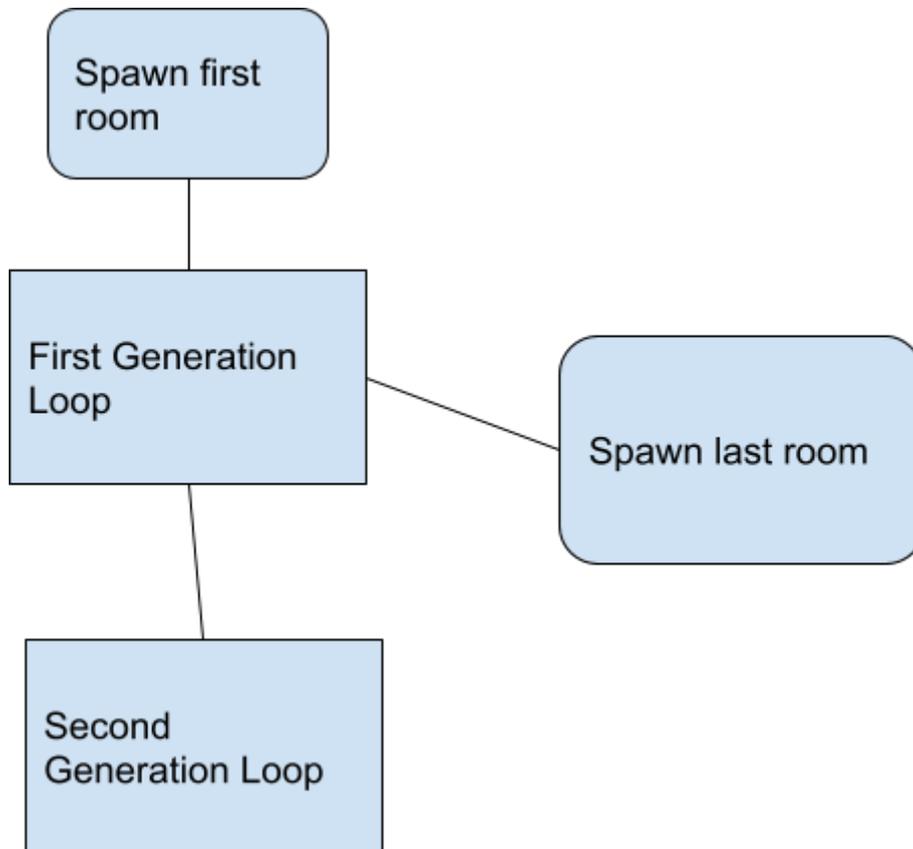


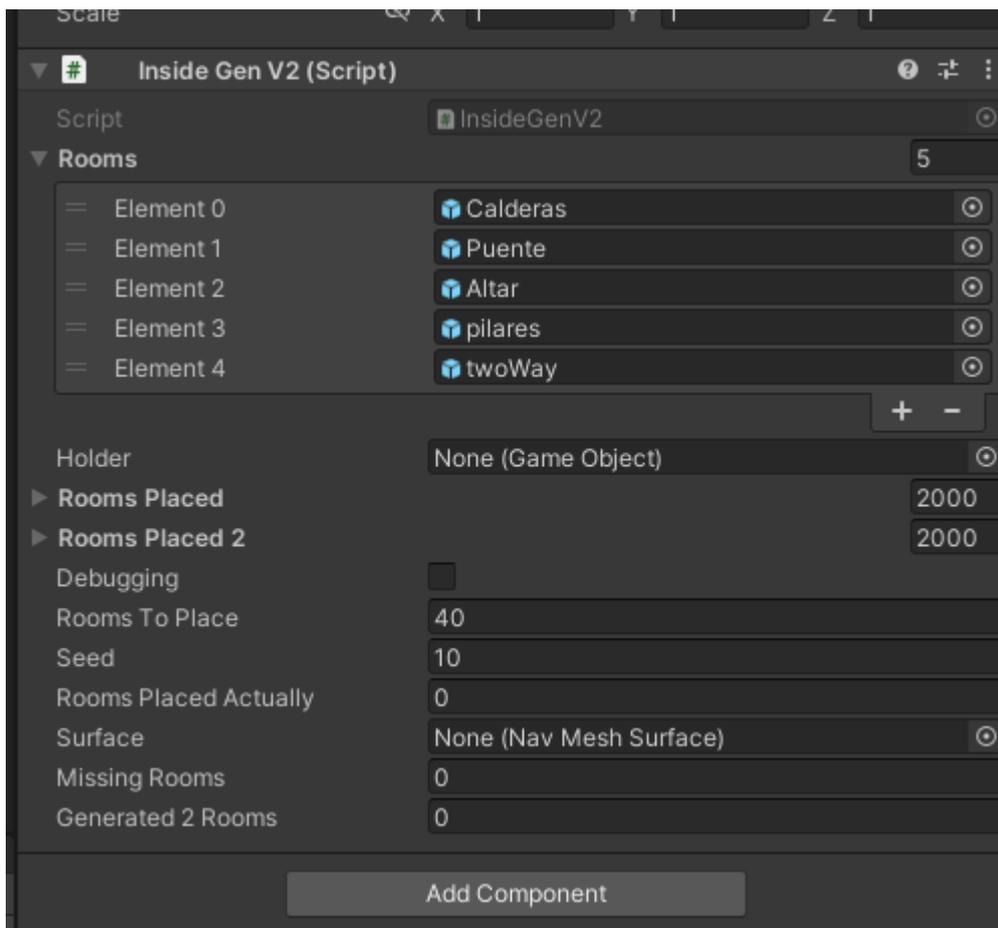
Version: 2.0

Script Logic



\*The first and second generation rooms use different methods of generating the rooms\*

## Set up



Rooms (array) - Here you add the Modules that are going to be generated (they need to be in the format required -see below or tutorial for the format). The Element 0 is going to be the first room to be spawned and the last element, the last to be spawned, the elements in the middle are the random ones.

Debugging (bool) - Toggles the collider gizmo of the modules

Rooms to Place- The number of rooms that are going to be generated

Seed- The random number the script takes as base for the generation

\*Don't move any other inspector properties of the script, they are for debugging\*