Multistory Dungeons Quick Start Guide

Version 1.7

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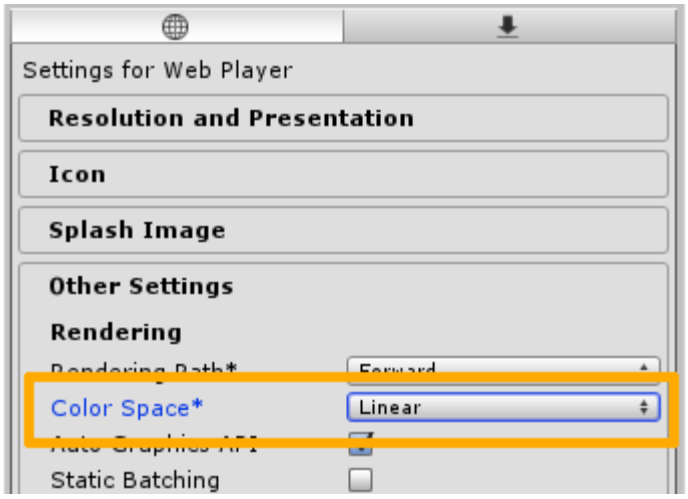
COLOR SPACE

Check your color space settings:

Edit -> Project Settings -> Player -> Other Settings

Choose a suitable *.unitypackage* from your download.

For new desktop projects, we recommend using **Linear** color space as it provides more accurate rendering than gamma space.



Use *"Multistory Dungeons **PC Linear** 1.7.unitypackage"* if your project is in **Linear** space.

And *"Multistory Dungeons **PC Gamma** 1.7.unitypackage"* if it is in **Gamma** space.

Same is true for mobile versions, except that it says **Mobile** instead of **PC**: **"***Multistory Dungeons **Mobile Gamma** 1.7.unitypackage".*

Your scene should not look too bright or too dark. If it does, you are probably using the package that does not match your settings.

Note that new scenes in **Mobile Gamma** version are going to look much brighter after baking the lighting. You can preview the final brightness by switching color space to Linear (baking is calculated in Linear space).

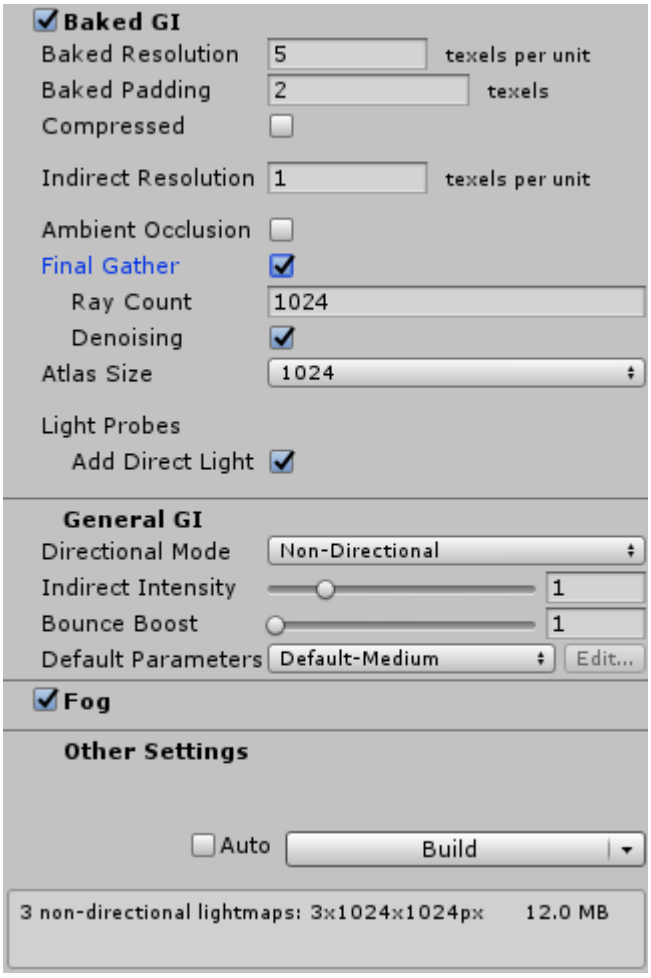
Learn more about color space: http://docs.unity3d.com/Manual/LinearLighting.html

LIGHTMAPS

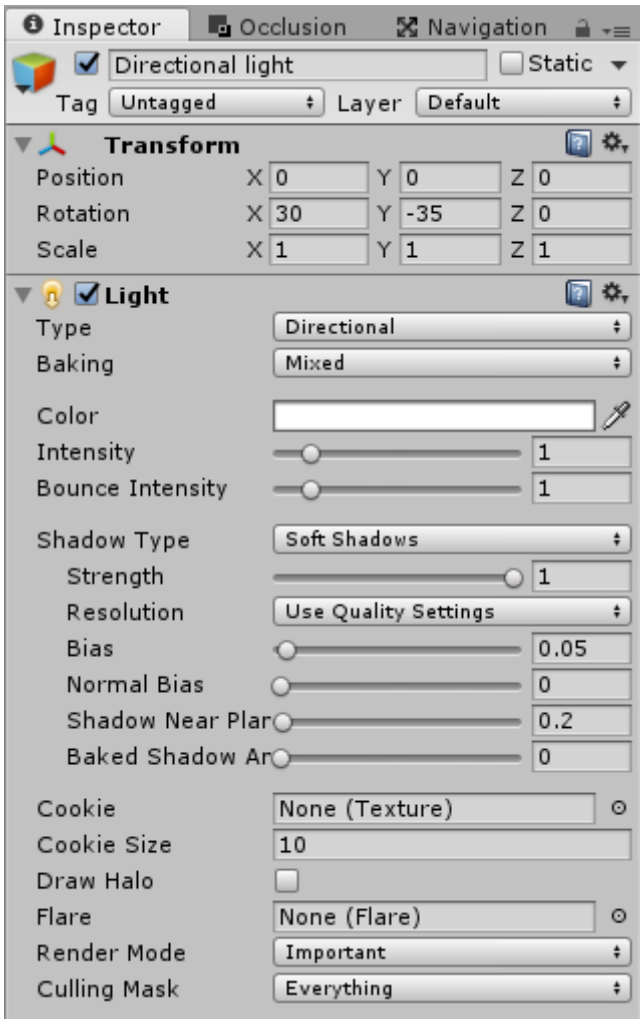
Baking lightmaps becomes a powerful optimization tool when it comes to mobile or VR projects.

The pack is set up to work with **lightmap resolution of 8** and above. This may seem like a small number, but it is enough to bake indirect light with minimum visual artifacts. You can get detailed shadows of dynamic objects by using a Directional Light.

Note that if you check “Compressed” in Baked GI settings, the lightmaps are going to have noticeable visual glitches of green and red color on the borders of the shadows.



Lighting Settings

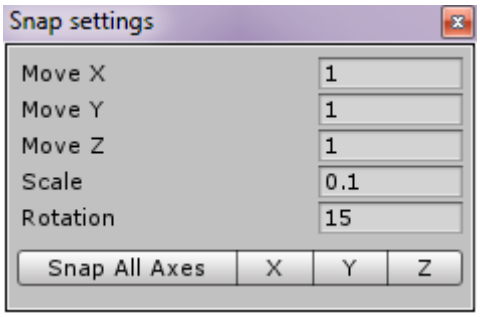


Directional Light Settings

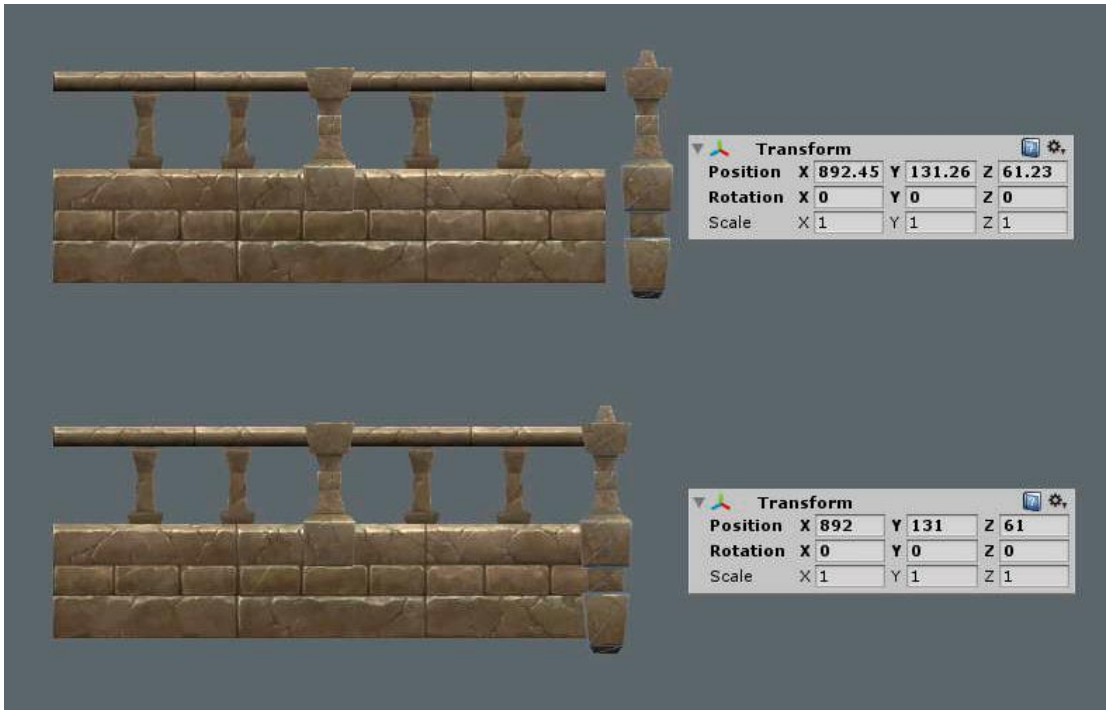
SNAPPING

You can activate snapping by holding Control (Command) key while moving and rotating objects.

Open window **Edit > Snap Settings.** Default settings should work just fine.



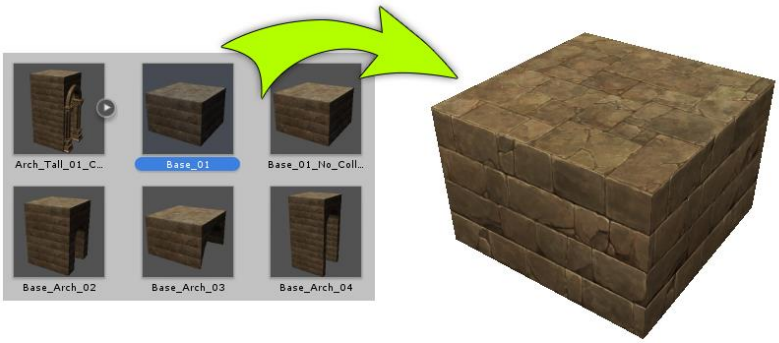
Snap All Axes is a very useful button, it moves selected objects to the nearest snapping points. If you are not using third-party plugins for snapping, you need to press **Snap All Axes** button every time you add a new object to the scene.



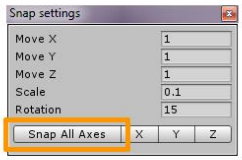
QUICK START

Start building your level with a basic block **“Base_01”** found in **Multistory Dungeons > Prefabs > Base.** After dragging it to the scene, press **Snap All Axes** button in Snap Settings window (**Edit > Snap Settings**). You can add new prefabs or duplicate existing ones using hotkey **Ctrl+D** (CMD + D). Move objects holding **Ctrl** (CMD).

1.Drag and drop Base_01 to the Scene



2. Press Snap All Axes

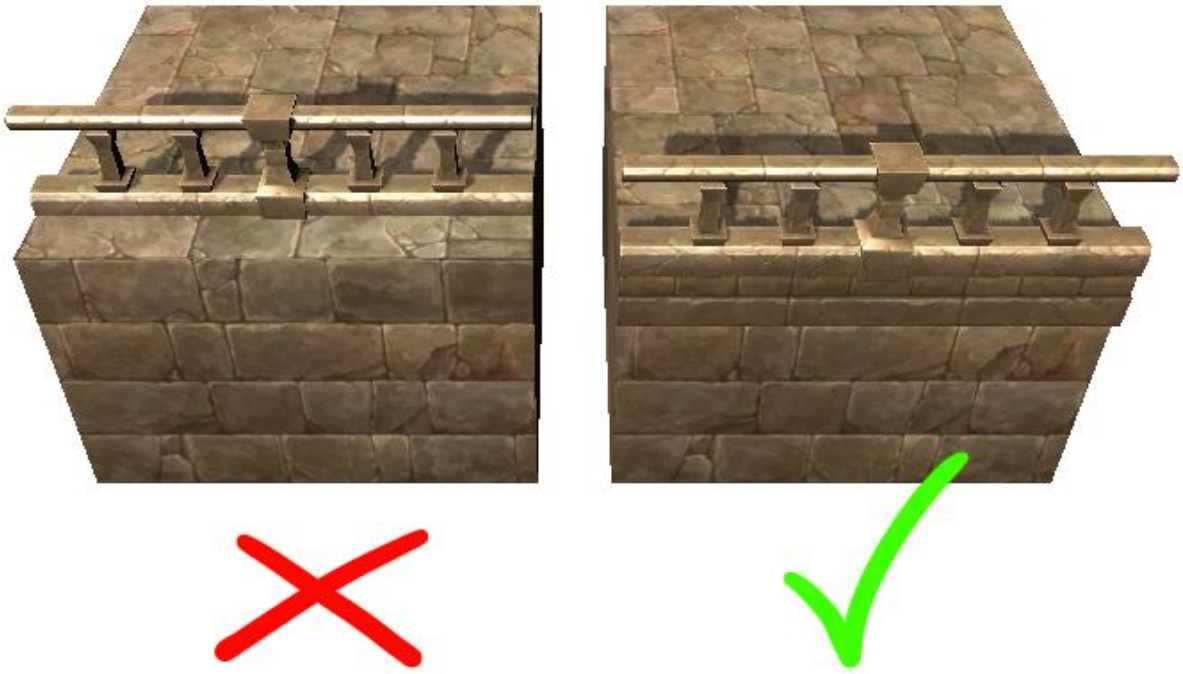


3. Duplicate (Ctrl+D/CMD+D), move holding Ctrl/CMD

4. Add staircase and railings

You'll find all prefabs in their corresponding folders inside **Multistory Dungeons > Prefabs**

Continue adding new prefabs, following a few guidelines:

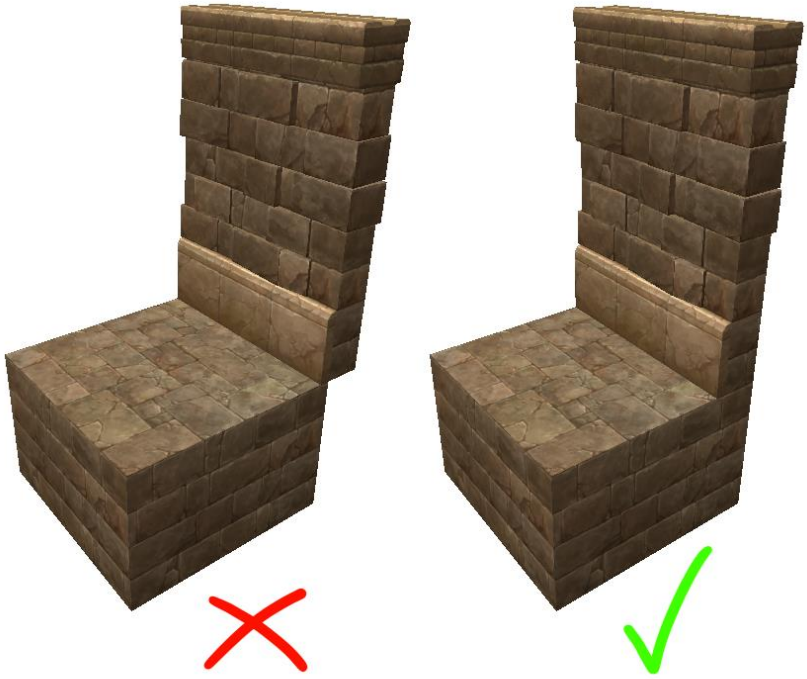


Place railings on the edges of base blocks or floor tiles.

Place Railing pillar in between railings and on their ends to cover the gaps.

Arches vary in size and have corresponding base blocks and walls. You will find combined versions and separate parts in ***Prefabs > Base*** *and* ***Prefabs > Walls.***

*Archways can be closed with doors and bars (****Prefabs > Doors And Bars****).*



Try to place walls on a surface.

*This goes for the assets in **Prefabs > Walls**. Here you will also find corners, archways and damaged walls all designed for **Top-Down** views.*

***Window_Filler_01** (Prefabs > Railing) is designed to block archways, so that Player could see what is behind but would not fall out of the level.*

FIRST-PERSON MODE

You will find prefabs designed for first-person projects in **Prefabs > FIRST-PERSON.**

As always, you can just connect elements using snapping. These assets are compatible with the rest of the pack. The major difference is that walls and arches snap to the grid by their middle, not by the edge as in the rest of the pack.

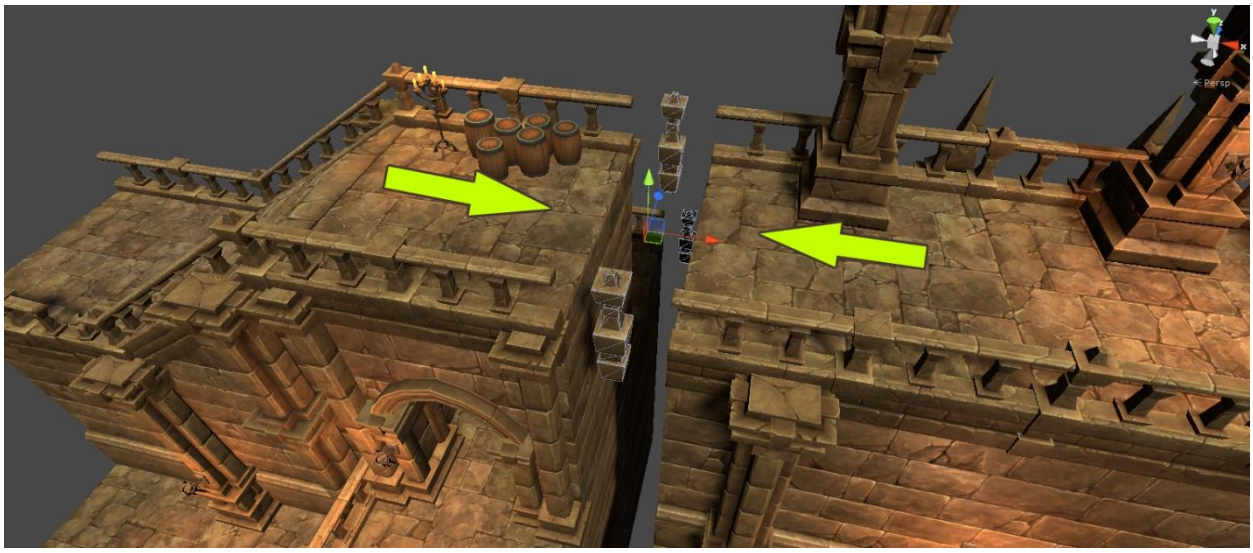
Ceilings can be flat or vaulted, this is up to you – both ways work fine.

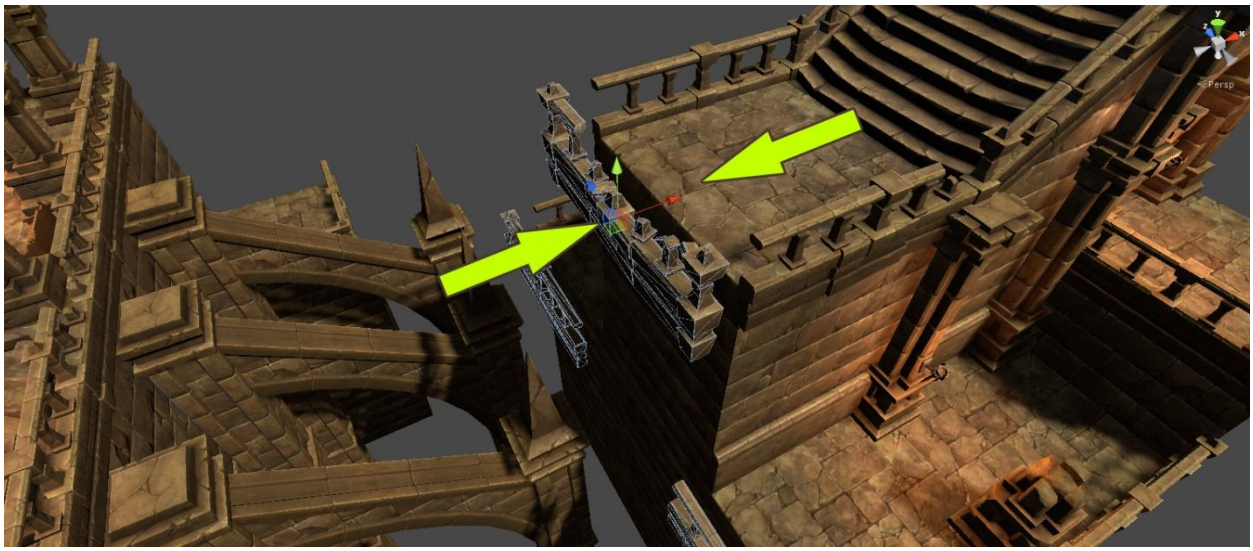
Please refer to the demo scene **“First-Person Demo 01”** to discover more assets and use cases.

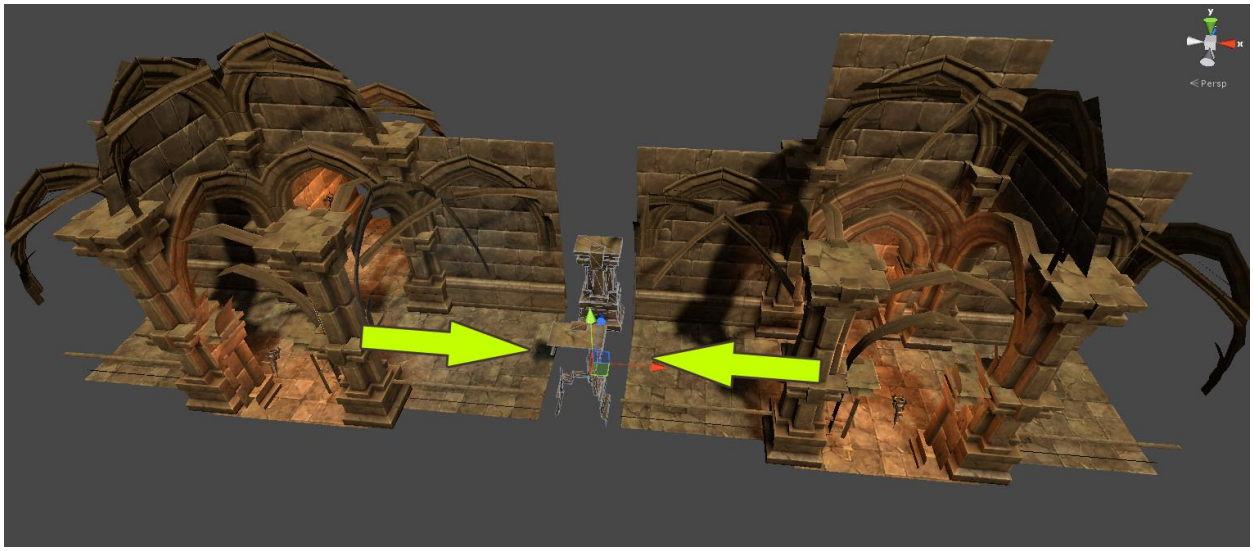
ROOMS AND TILES

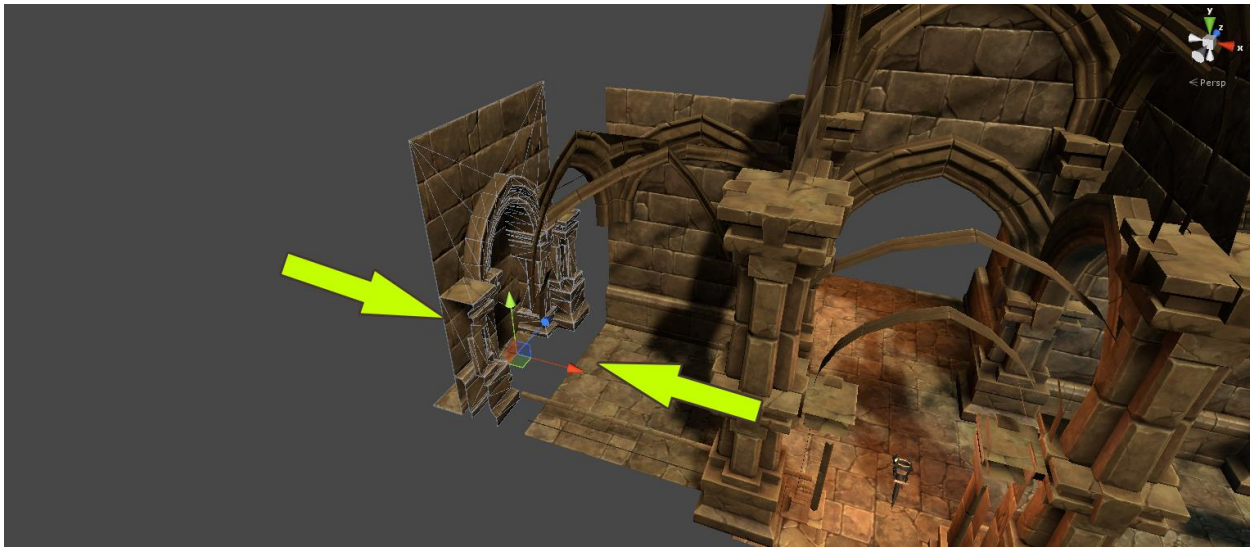
You'll find pre-made top-down tiles in **Prefabs > TD TILES** and first-person rooms in **Prefabs > FIRST-PERSON > FP ROOMS.**

Rooms and tiles have "doorways" or places to connect to each other. You can put specific prefabs (connectors) to the place where two tiles or rooms are connected. You also need to close unused doorways. These connectors can be found in **Prefabs > FIRST-PERSON > FP ROOMS > FP Connectors** for 1-st person rooms and in **Prefabs > TD TILES > TD Connectors** for top-down tiles.






Persp


Persp

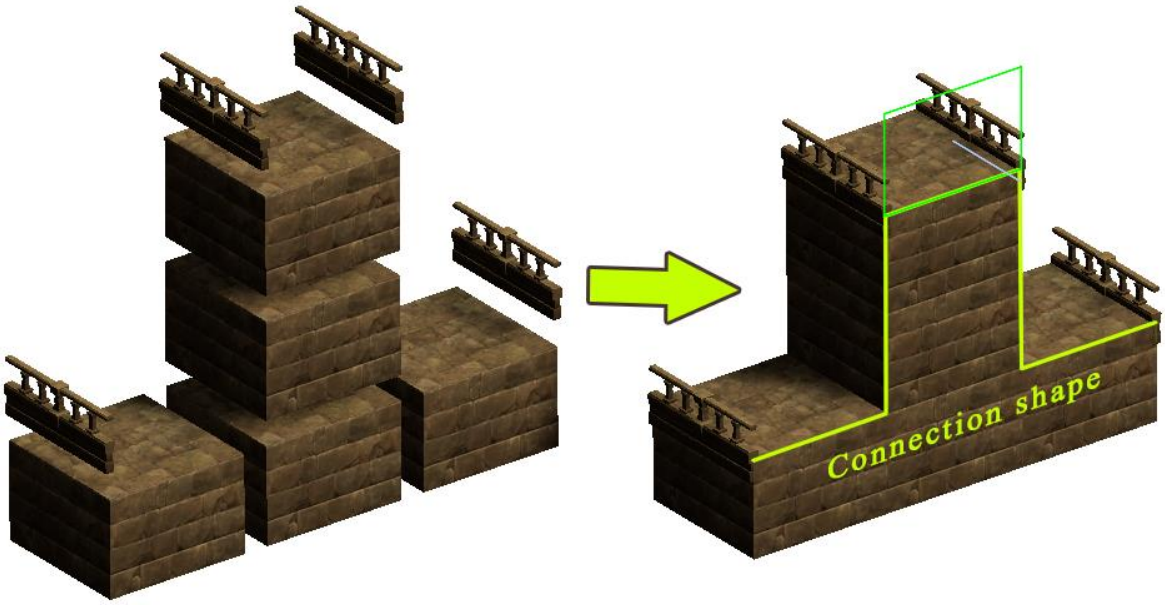
DUNGEN INTEGRATION

DunGen (https://assetstore.unity.com/packages/tools/utilities/dungen-15682) is a third-party plugin for procedural level generation.

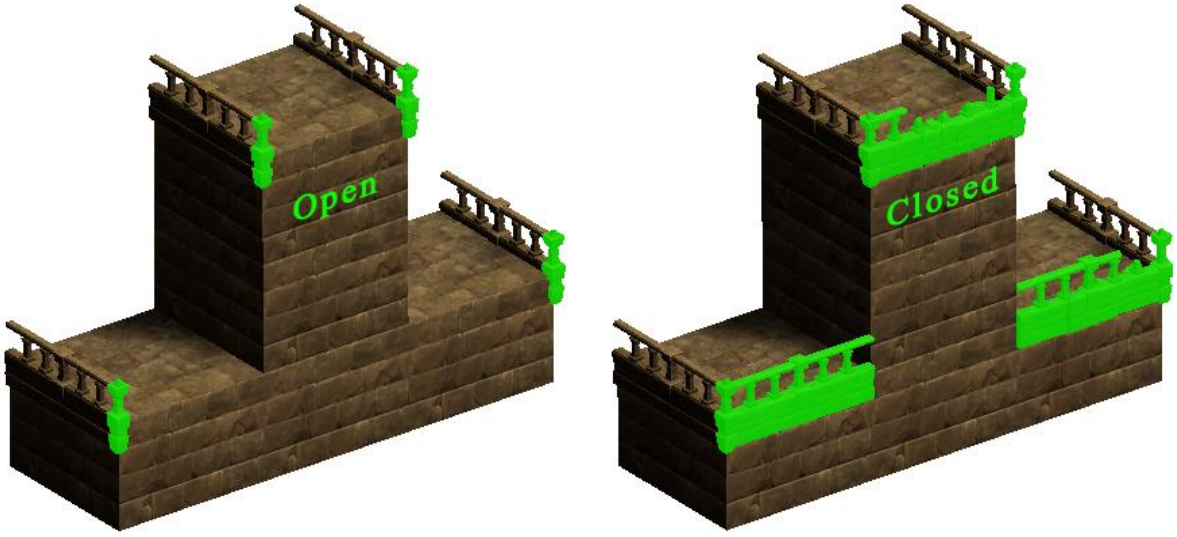
DunGen related prefabs can be found in **Multistory Dungeons > DunGen Presets.**

This design is one of many, you don't have to follow it if you are making your own system from scratch. The following information is provided to help you understand how this particular design works in case you decide to add your own tiles/rooms to it.

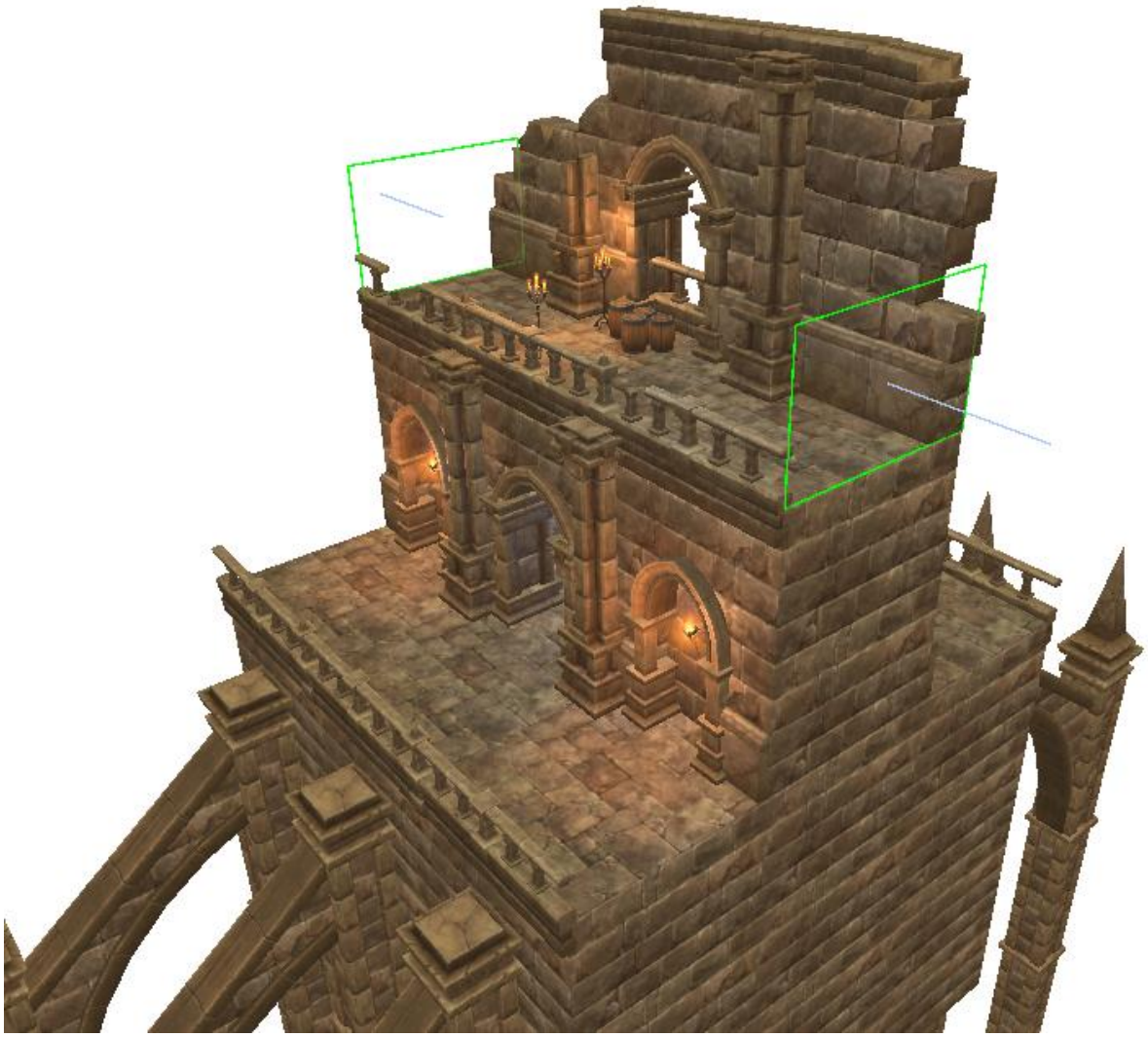
For Top-Down



This is how the room connection (a doorway) looks like in this case.



DunGen will place "Open" and "Closed" prefabs depending on doorway state.



Top-Down room setup for DunGen

Please note that only upper floor is walkable, lower floors serve as background only.

Use doorway prefabs from **Multistory Dungeons > DunGen Presets > Connectors** for this particular pattern.

For First-Person

This is how the room connection looks like in first-person set.

Once more, DunGen will place "Open" and "Closed" prefabs depending on doorway state.

Please take a look at provided demo levels (**Multistory Dungeons > DunGen Presets > Demo**) to get a better understanding of how it all works.

First person room setup for DunGen

Demo scenes are located in **Multistory Dungeons > Scenes**

Thank you for choosing Multistory Dungeons!

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