

Cozy Caves

A D&D Dungeon Generator

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Meeting 3 - August 2nd 2023

Goals

- Analyse discuss and give feedback on wireframe options
- Look over documentation
- Decide personal/module goals for the next week

Individual Module Progress and Goals

Design & Art

- Tilesets, choose/brainstorm different themes

Website UI & Wireframing

- Add the wireframes to the repo
- Work together on the polishing the wireframe we chose to move forward with
- Start working on laying out the site interface based on the wireframe

Dungeon Generation

- Should use a random master seed throughout map layout generation, through master seed a randomised secondary seed is passed to room gen to use throughout the map each time builder is called
- Decided to use BSP for procedural map layout generation (Keep cellular automata for cave generation in our back pocket in case we have time for extra goals)

Room Generation

- Begin working on the room builder
- Should be ready to use a seed provided by the dungeon gen module

All 3 Item & Prop Modules

- Research items/props
- Create a preliminary list of items and props
- Consider props while brainstorming themes

Room Shape & Layout

- On the backburner till progress begins to happen for room generation

Meeting Takeaway

- We decided to move forward with Naomi's minimalist wireframe design while possibly implementing aspects from the other wireframes
- Future meetings will become more individual module oriented as there will be less overarching group discussion relevant and more smaller meetings will be held when necessary

Weekly Cozy Caves Quotes

"Life needs things to live"

"Existing systems need to exist"