Cozy Caves
A D&D Dungeon Generator

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Goals

- Agree on tools to use
- Determine what MVP will consist of
- Discuss artstyle/aesthetic of map
- Begin forming initial plan
- Agree on regular meeting time

Tools to Use

- **ReactJS** - Frontend
- **JS** - Backend
- **AWS** - Cloud
- **GitLab** - Source Control
- **Discord** - Communication

MVP Contents

- Generates room tile by tile
- Logically creates random map layout
- Populate map with items with random logic
- Hover over items to show information
- Scope of the map: Dungeon/Cave

Stretch Goals

- Share code/link to host the map
- Player/DM interactions with the map
- DM/Player view (Fog of war)
- Basic character system

Extra Ideas

- Allow users to modify the map
- Allow DM to tweak parameters for map generation
- Allow generation of different environments
- Generate multiple floors
- Wizard towers
- Populate map with enemies with random logic
- Map saving
- Extra user interaction
- Character effects / more advanced character system with spells etc

Meeting Takeaway

- Regular meeting time is Wednesday at 3pm
- Write up plan talking more in detail about the contents of this meeting