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Future games
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Work Test Fatshark

The assignment was to create a ascii rouge-like dungeon generator with rooms of different sizes with pathways in between and doors separating the pathways from the rooms in Lua console environment.

To do this I first create a two dimensional table that is filled with white space and then proceed to calculate the maximum room size in that area with some empty space in between. After having split up the map in grids I spawn the room with random sizes and random positions within the designated grid. To create the path ways I save the middle position of every room and then sends that position in to a loop that finds another room and goes through every position in the table, if that position is empty it puts a dot(representing floor) and if it's a hashtag(representing a wall) it places a plus sign(representing a door). Finally to create walls on pathways there is a loop that goes through every position in the table and checks its surroundings, if the current position is empty and there is a dot in the surroundings it places a hashtag.

Printing the map I first make an empty string that is filled with the contents of the map table through a double for loop that also adds a “\n”, creating a new line, after every iteration of the for loop which creates the rows in the string so everything is not in one line.