Dungeon Generator is a tool to create random generated rooms for your dungeon. You can enter values to change the size and looks of the rooms and there's an option to spawn objects at a random position.

To use the tool, simply open it, fill in the values and press generate.

After generating rooms, you simply put the prefabs together to create your dungeon. This was first intended to become part of the process with another button but I underestimated the difficulty and time limit, I wasn't able to make it and scrapped the idea. (which explains why the tool wasn't called a 'Dungeon Room Generator')

Dungeon Generator Tool

Open tool

Fill values

Yes → Use values

No → Use standard values

Press 'Generate room'

Receive room prefab