

DNDFileData
+ rooms: List<RoomData> + settings: Settings + save: Save - lastUsedID: int
+ addRoom(size, position, listDoors, listObjects) - OnEnable

RoomData
+ ID: int + size: Vector3 + position: Vector3 + doors: List<DoorData> + objects: List<ObjectData> - lastUsedDoorID: int - lastUsedObjectID: int
+ AddDoor(position, linkedRoom) + AddObject(position, prefab)

Settings
+ FOV: float + sensitivity: float

Save
+ filePath: string + version: string + seed: string + random: BetterRandom + roomsBounds: GenerationBounds + mapWidthBounds: GenerationBounds + mapDepthBounds: GenerationBounds - hashedSeed: int

DoorData
+ ID: int + position: Vector3 + linkedRoomID: int

ObjectData
+ ID: int + position: Vector3 + prefab: GameObject

BetterRandom
- rnd: System.Random
+ Random(a: int, b: int): int + Random(a: float, b: float): float + Random(a: double, b: double): double + RandomVector3(bounds: GenerationBounds): Vector3

GenerationBounds
+ noOfGenerations: int + shouldGenerate: bool + bounds: (float, float) + defaultBounds: (float, float)