# Drawing The Dungeon

The Dungeon area is 448x326 pixels

A selection of the images used to draw the dungeon is shown below, along with their width and height, and the coordinates of the Background image they are drawn on.
Background.C0 is the dungeon size. It is drawn at 0, 84 on the Game Window.
All other images here are relative to the background so need the Y offset of 84 to be added.
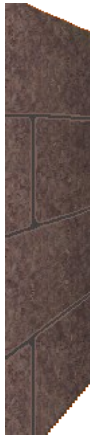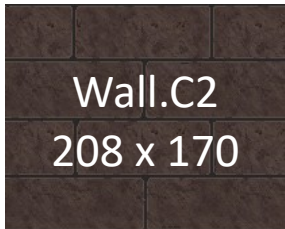
← Wall.L4 64 x 326 drawn at 0,0

Wall.R4 64 x 326 drawn at 384,0 →
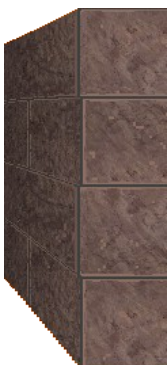
Wall.L3 64 x 326 0,0

Wall.C3 320 x 267, 64, 21

Wall.R3 64 x 326, 328, 21

Wall.L2 150 x 170, 0, 48

Wall.C2 208 x 170, 120, 48

Wall.R2 150 x 170, 298, 48

Wall.FL1   32 x 122, 0, 61
Wall+Wall.L1 170 x 122, 0, 61
Wall.C1   152 X 122, 148, 61
Wall+Wall.R1 170 x 122, 278, 61
Wall.FR1   32 x 122, 416, 61

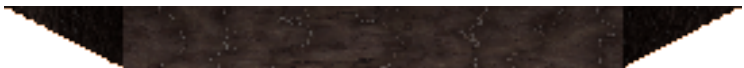|	
Cpit.L4 29 x 12 [1] 0, 0	Cpit.R4 29 x 12 [3] 419, 0
Cpit.L3 102 x 23 [4] 0, 21	CPit.R3 102 x 23 [6] 346, 21
Cpit.L2 140 x 12 [7] 0, 48	Cpit.R2 140 x 12 [9] 308, 48
Cpit.L1 153 x 8 [10] 0, 61	Cpit.R1 153 x 8 [12] 295, 61

Cpit.C4 347 x 12 [2] 50, 0
Cpit.C3 273 x 23 [5] 87, 21
Cpit.C2 173 x 12 [8] 137, 48
Cpit.C1 126 x 8[11] 161, 61
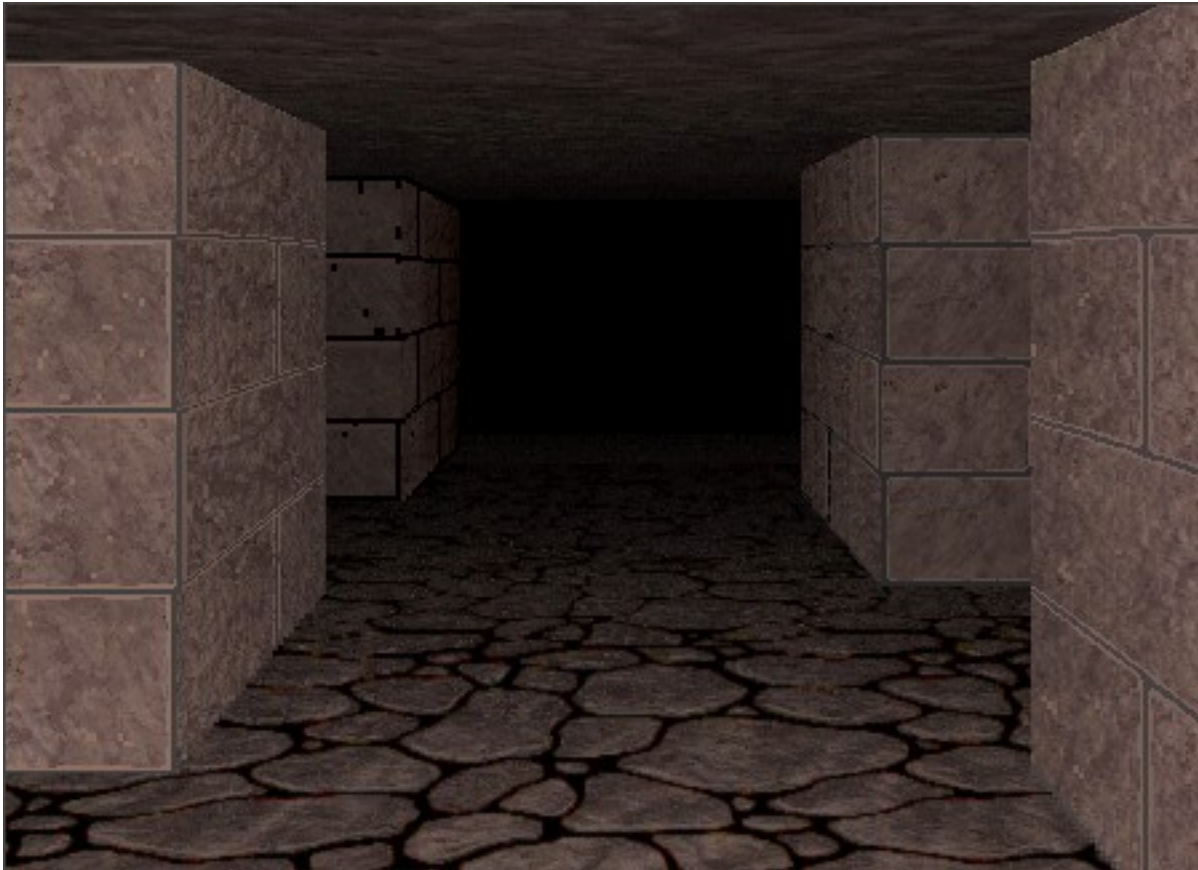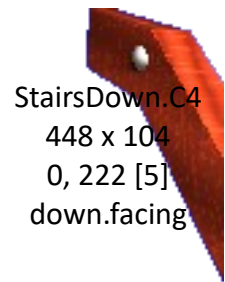
StairsDown.C4
448 x 104
0, 222 [5]
down.facing
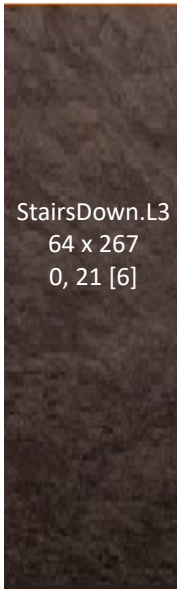
StairsDown.L3
64 x 267
0, 21 [6]

StairsDown.C3
320 x 267
64, 21 [7]

StairsDown.R3
120 x 267
328, 21 [8]

StairsDown.L2
150 x 170
0, 61 [9]
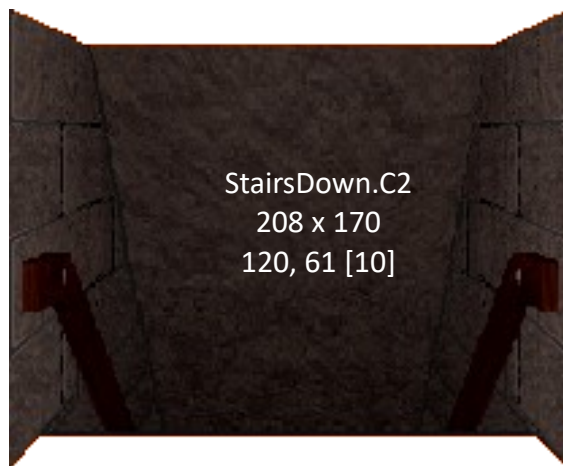
StairsDown.C2
208 x 170
120, 61 [10]

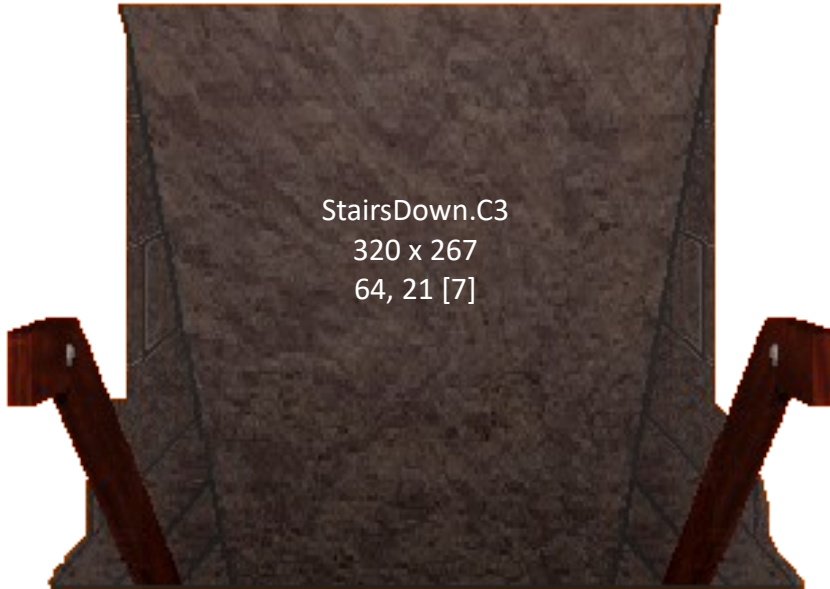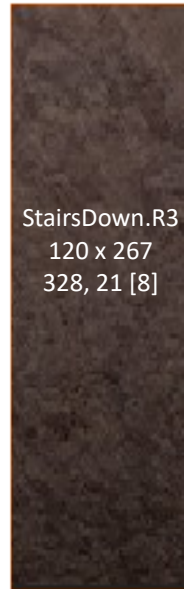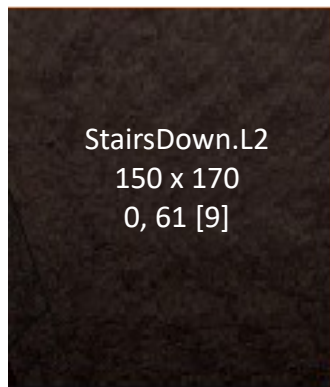StairsDown.R2
150 x 170
298, 61 [11]
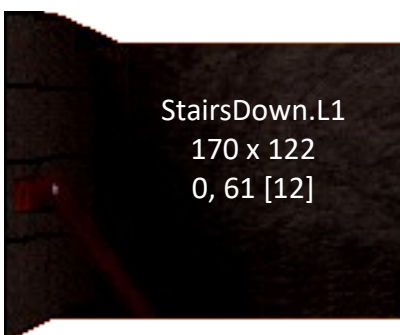
StairsDown.L1
170 x 122
0, 61 [12]
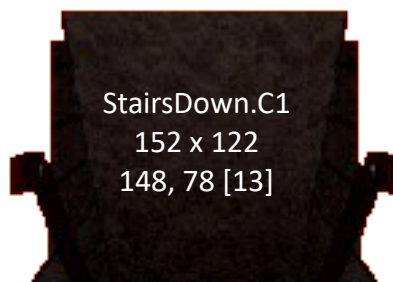
StairsDown.C1
152 x 122
148, 78 [13]
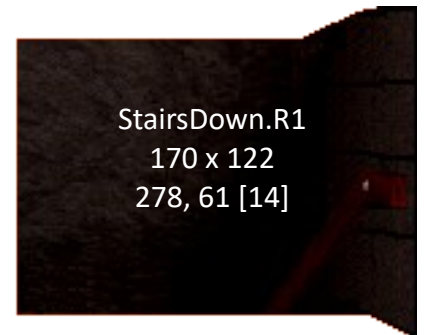
StairsDown.R1
170 x 122
278, 61 [14]

StairsDownRail.L2
StairsUpRail.L2
150 x 170
0, 48

StairsDownRail.R2
StairsUpRail.R2
150 x 170
298, 48

StairsUpRail.L4
StairsDownRail.L4
64 x 326
0, 0

StairsUpRail.R4
StairsDownRail.R4
64 x 326
384, 0

StairsDownRail.L3
120 x 267
0, 21

StairsDownRail.R3
120 x 267
0, 21

StairsUpRail.L3
120 x 267
328, 21

StairsUpRail.R3
120 x 267
328, 21

StairsUp.C4
448 x 111
0, 222

StairsUp.L3
64 x 267
0, 21

StairsUp.C3
320 x 267
64, 21
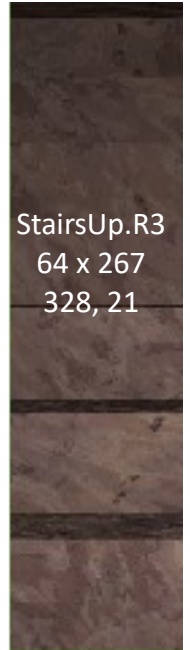
StairsUp.R3
64 x 267
328, 21
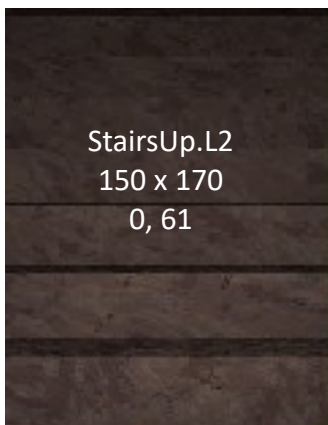
StairsUp.L2
150 x 170
0, 61

StairsUp.C2
208 x 170
120, 61
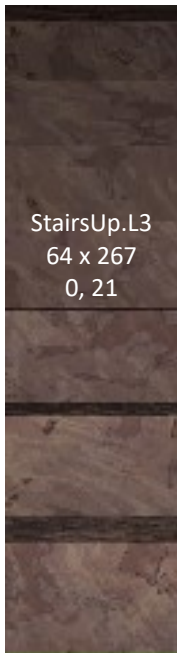
StairsUp.R2
150 x 170
298, 61

StairsUp.L1
170 x 122
0, 61

StairsUp.C1
152 x122
148,78

StairsUp.R1
170 x 122
278, 61

To demonstrate the process of drawing the dungeon take this part of the Tiled map to draw the layers required:

The player is standing on the black cross, facing West, so can see the Grate type door at the back of the view, the pressure plate in front of the door, and a coridoor to the left.

There is also a Mirror on the right, containing a Champion

The game draws this exact position as seen below:

Stage 1: Draw the Background image (Layer 0)

Stage 2 Draw the furthest layer (layer 1):

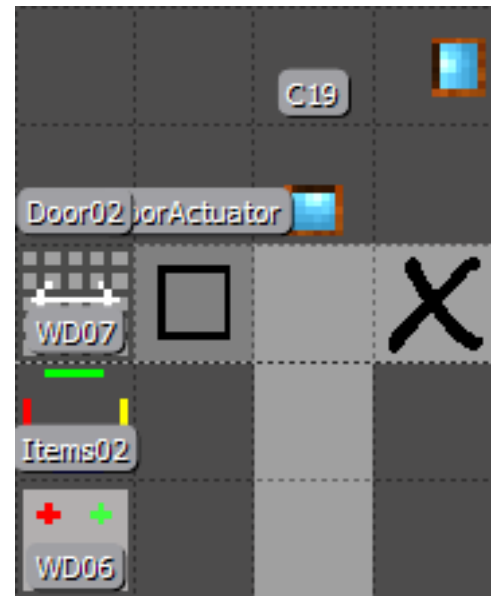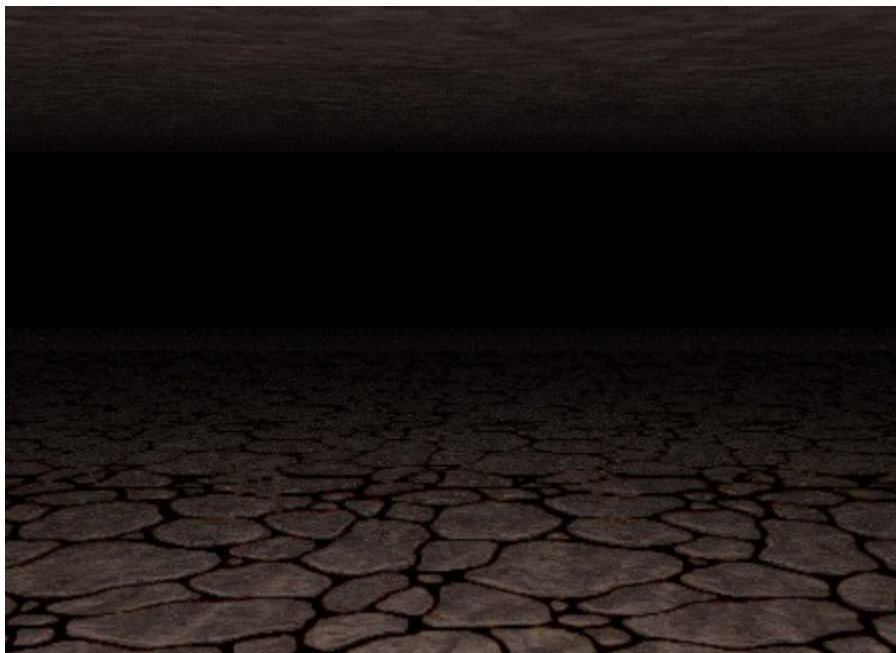This is represented by these tiles:

Starting from the left side, the tiles here are
1. Empty with floor items
2. Wall with wall decoration on the West side (as seen by the player)
3. Grate type door
4. Wall
5. Wall

Three images are added representing 2, 3, 4 from the list above: (Layer 1)

Stage 3 Draw layer 2

This is represented by these tiles:

Only the centre 3 tiles need to be drawn at this level.

1. Solid Wall
2. Floor Plate in an empty cell
3. Solid Wall

Stage 4 Draw Layer 3

This is represented by these tiles:

Only the East side of tile 2, the front of Tile 3 and the West side of tile 4 are visible, so only those areas need to be drawn

1. Empty Cell
2. Empty Cell
3. Solid Wall with Champion on West side (Mirror) drawn on top of the wall image

Stage 5 Draw Layer 4

This is represented by these tiles:

Only the East side of tile 2 and the West side of tile 4 are visible, so only those ares need to be drawn

1. Solid Wall
2. Solid Wall