Creation of a map generator for Role play games.

Map generation could be either allowing user to craft a map by providing grid and textures, or more automated, where user would select, indoor, ruins, large, 3 floors, 10 rooms and the program would generate a map to match request. We could also allow the user to generate treasure listings, planned and random encounters, traps, etc.

There are many locations to consider for mapping, indoor, outdoor, subterranean, aerial, geopolitical. Is the indoor map a castle, a farmhouse, a barracks, a smithy, or maybe the common room of a questionable inn? Is the outdoor map a town, a forest, or a treacherous pass through enemy held mountains? Is the subterranean map natural caverns, a mine, a crypt, a dwarven or drow village, or even a secret passage? Is the map of a ruin?

Generated map will be on some type of grid, possibly stored as 2D array, for ease of indexing. We will need to create some type of sizing/scaling algorithm to accommodate user needs. Map textures will be sorted into sets, but I’m not certain which variety yet. If we decide to automate map-building, we will need an extensive data set of scalable maps and some type of decision tree for user input.

Sources for application will be some of my old campaign maps, and open source mapping tools currently available online. Some of the interesting ones I found:

in C++ and open source <https://sourceforge.net/projects/autorealm/>

in html and source viewable <http://hextml.playest.net/>

in Javascript and FireBase <https://www.mipui.net/docs/developer_guide.html>

Why D&D?

Lynn

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