

Phase 1

Parser Assembly

DUNGEON.DAT

open

DungeonParser

Parse

object
ID

Map
Data

tile

object

HTML files
with extracted
GRAPHICS.DAT

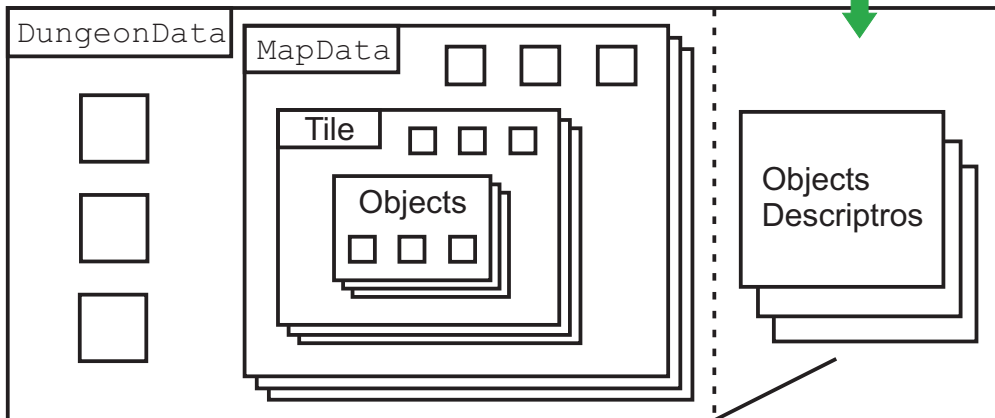


HTML Agility
Pack

Phase 2

DungeonParser

DeployObjects



Objects
Descriptors

LegacyDungeonBuilder

Factories

HTML
Agility
Pack

Engine

GetLevel

GetLevel

HTML files
with extracted
GRAPHICS.DAT
content, which
is not needed
in DungeonData

Engine Assembly