

Phase 1

Parser Assembly

DUNGEON.DAT

open

DungeonParser

Parse

object  
ID

Map  
Data

Tile

object

Phase 2

DungeonParser

DeployObjects

DungeonData

MapData

Tile

Objects

HTML files  
with extracted  
GRAPHICS.DAT

HTML Agility  
Pack

Objects  
Descriptors

LegacyDungeonBuilder

Factories

HTML  
Agility  
Pack

GetLevel

Engine

GetLevel

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

Engine Assembly