

# Namespace PWS.DungeonBlueprint. Construction

## Structs

### [ConstructionGraph](#)

Main data structure for the [Construction](#) phase of the transformation pipeline.  
This is the first phase where each room and door have their position assigned.

### [ConstructionGraph.ReadOnly](#)

Read-only wrapper around a construction graph instance.  
This is only a view over the existing memory and not a deep copy.