

Dungeon Generator was written solely by Trevor Evans, meant to be a design test for a later rewrite in C++ for use in the Unreal 4 game engine. It implements the design scheme laid out by Bob Nystrom, found here: <http://journal.stuffwithstuff.com/2014/12/21/rooms-and-mazes/> , with some additions for room overlap capacity and trap placement, and I've thought about ways to straighten out the halls as well (but haven't yet implemented it).

The program uses System.out to display the dungeon (meant exclusively for testing as this is designed for use as a subsystem of a larger game), so if you're running the jar, I advise that you do so from the command line. It uses Unicode characters for Full Block and shaded blocks, which appear as ?'s in the Windows command line.

### How to Use:

Run the jar from the command line, or open the project and run from eclipse. The map is generated to default parameters, but is dynamic within the code. I am currently working on adding command line arguments to customize it externally.

An example map:



Where S is the start, + is the Exit, shaded areas are acid pools of varying intensity, and the others are various traps such as mines (-2-), bugs (B2b), and destroyable rocks ([3]).

GitHub link:

<https://github.com/TankMissile/DungeonGenerator>