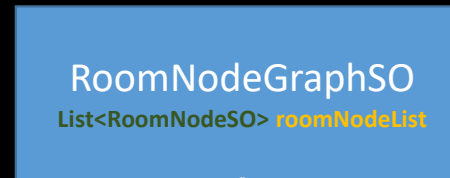
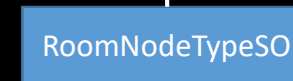
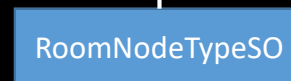
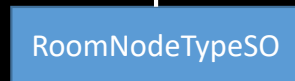


Room Node Graphs Data Structure

The RoomNodeGraphSO is the scriptable object asset that represents the complete room node graph. It has a list of RoomNodeSO scriptable object assets that represent each individual room node in the graph.



The RoomNodeSO is the scriptable object asset that represents the individual room node. They have a roomNodeType to define what type of room they are (e.g. Entrance, Boss Room etc.)



The RoomNodeTypeSO is the scriptable object asset that represents the type of the room. Additional RoomNodeTypeSO assets should be created for each room type in the dungeon.

Room Node Hierarchy

The room nodes are linked together in a hierarchy. Each node has a unique ID. This unique ID is used to reference parent and child nodes. Each node has a list of parent node IDs, and a list of child nodes IDs. Using this structure we can represent the layout of nodes in the room node graph.

! Note !. Although I've included a 'list' of parent nodes for each node in the data structure, for our dungeon rooms each node will only have 1 parent. I've kept the data structure flexible for you to use in other projects that might require multiple parents for a node (e.g. a dialogue system)

