

# Dungeon Builder Concepts

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## Levels

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### Levels

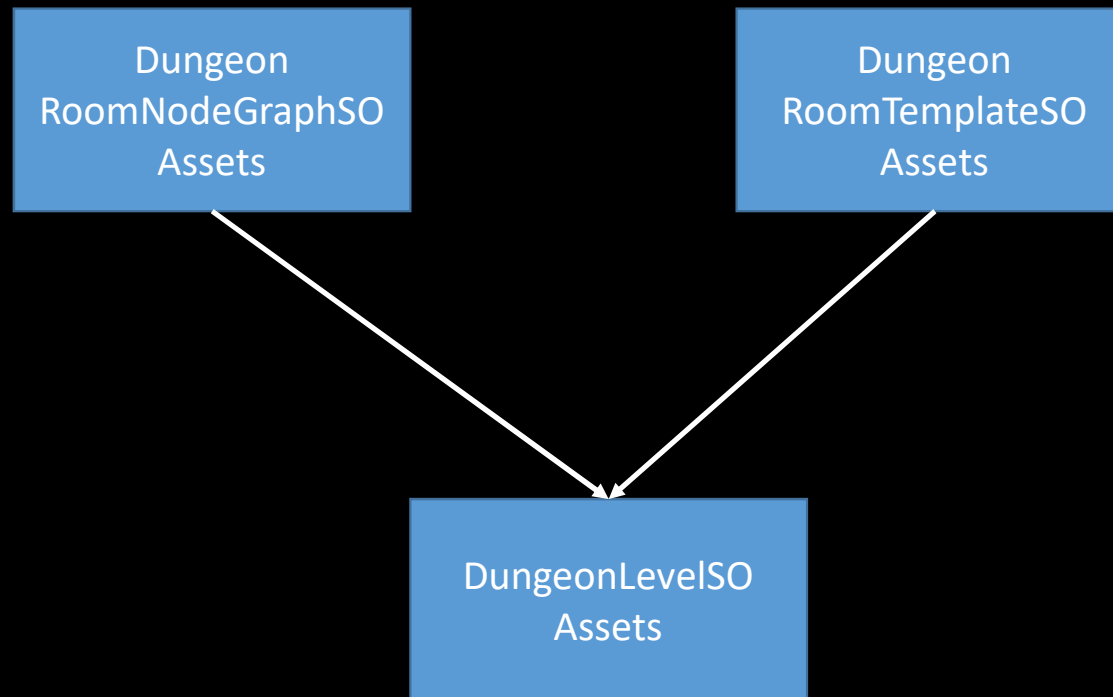
We've created multiple room node graph scriptable object assets for each level.

We also have multiple dungeon room tilemap template prefabs and corresponding room template scriptable object assets .

What we need now is a way of linking together which room node graphs and room templates should be used for a particular level.

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The `DungeonLevelSO` asset will have a list of all the room node graph scriptable objects for a level and also a list of all the room template scriptable objects that should be used for that level.

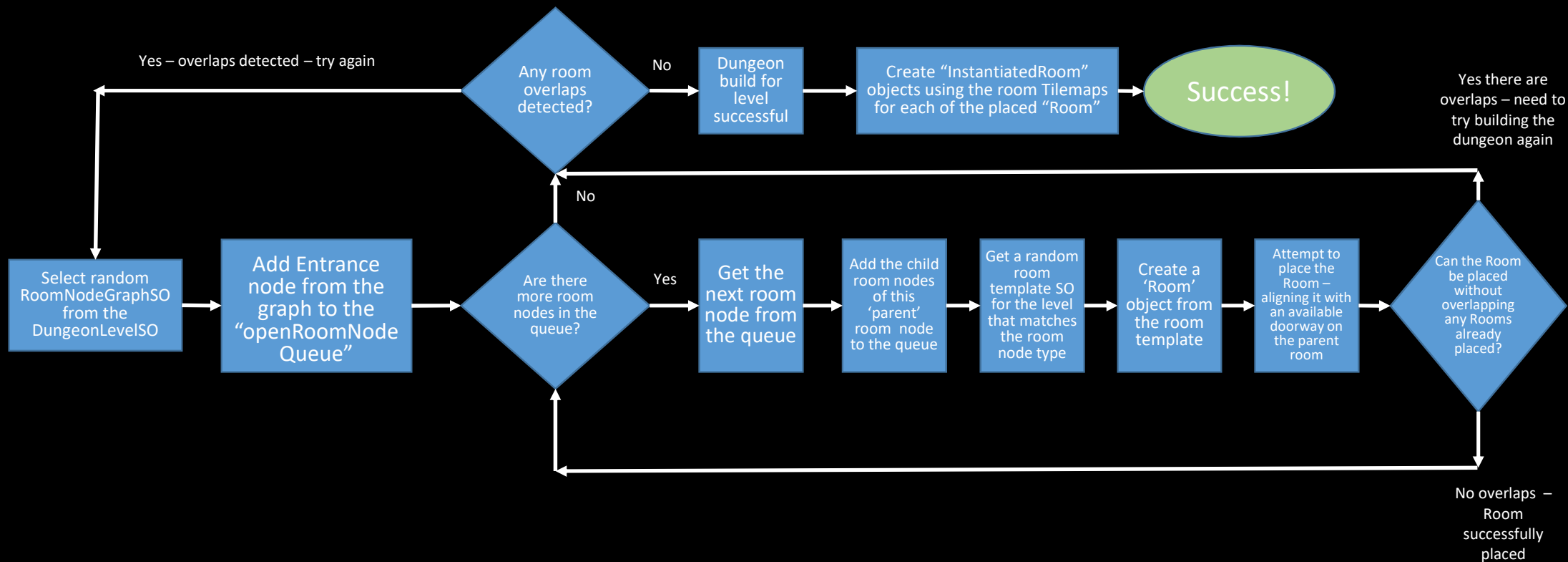
When the Dungeon Builder algorithm wants to build a dungeon level it will use `DungeonLevelSO` to pick a random room node graph and pick random room templates for each room node type in the graph.

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# Dungeon Building Algorithm

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# Dungeon Room Classes Used By The Dungeon Builder

