

Store Details About Room Templates

Doorways

Store Details About Room Templates

We need to store the Vector2 co-ordinates for each doorway and it's orientation (i.e. North, South, East or West).

The doorway co-ordinates and orientation will be used by the dungeon building algorithm when placing and aligning rooms. It needs to know where the doorways are so that it can connect a doorway in a room with a doorway in a corridor.

We also need to store details of where the doorway starts and how big it is.

This information is needed by the dungeon building algorithm when it blocks out unused doorways. It does this by copying a row or column of tiles across the doorway.

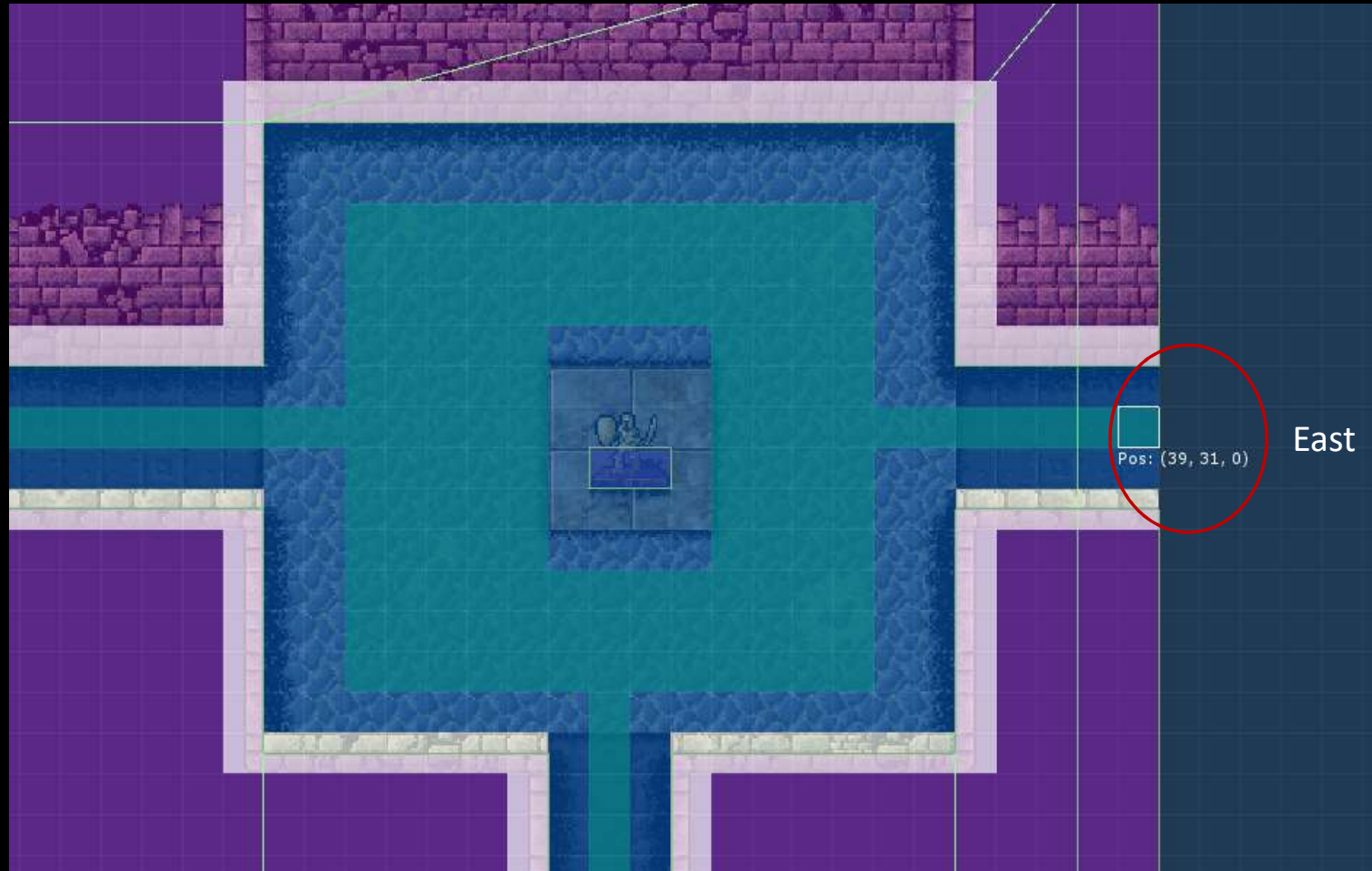
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Position Of Doorways



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Position Of Doorways



Store Details About Room Templates

Position Of Doorways



South

Store Details About Room Templates

Position Of Doorways



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Blocking Out Unused Doorways



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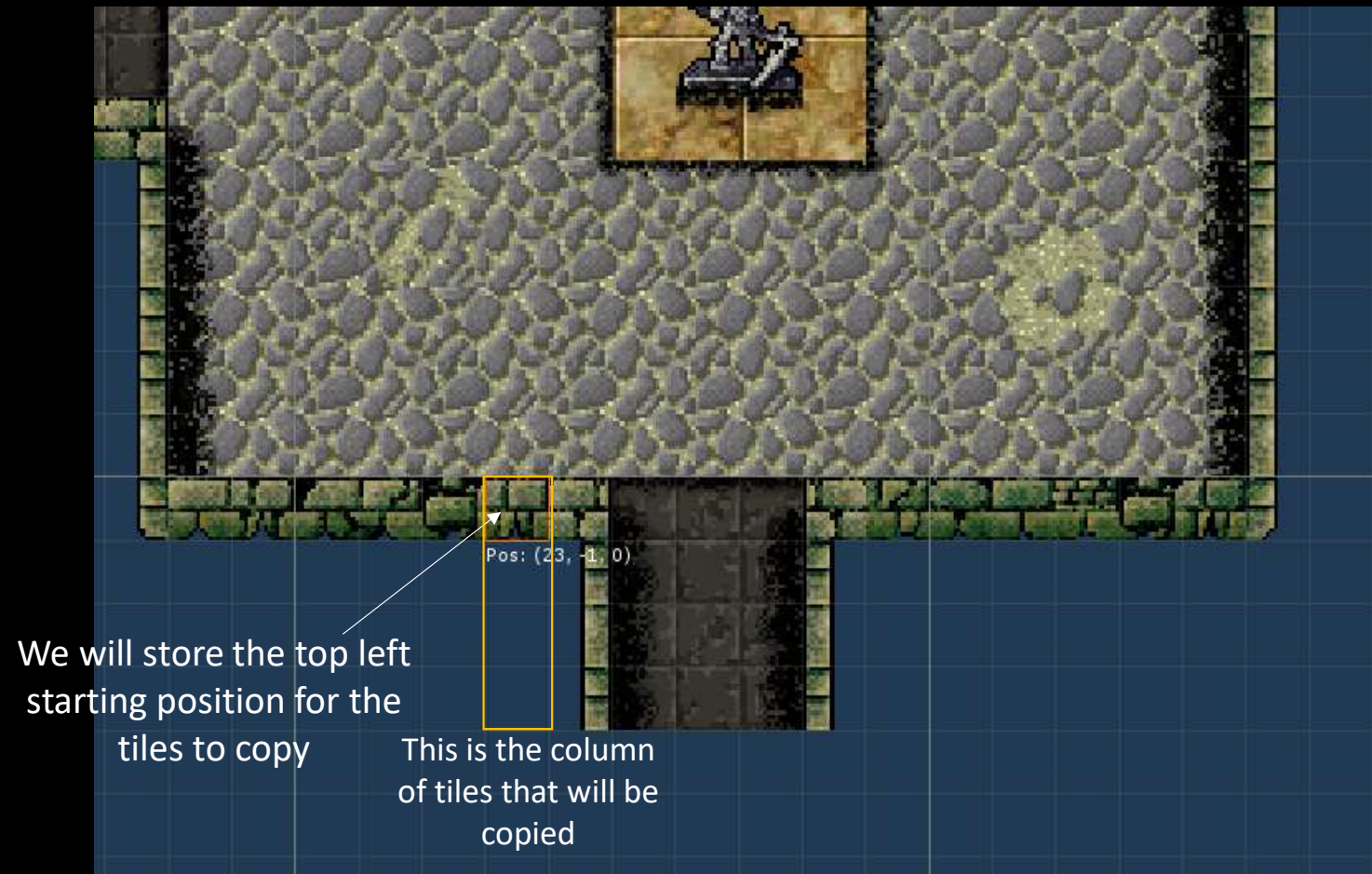
Blocking Out Unused Doorways



We will store the width and height of the area to copy over

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Blocking Out Unused Doorways



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Upper and Lower Tilemap Bounds

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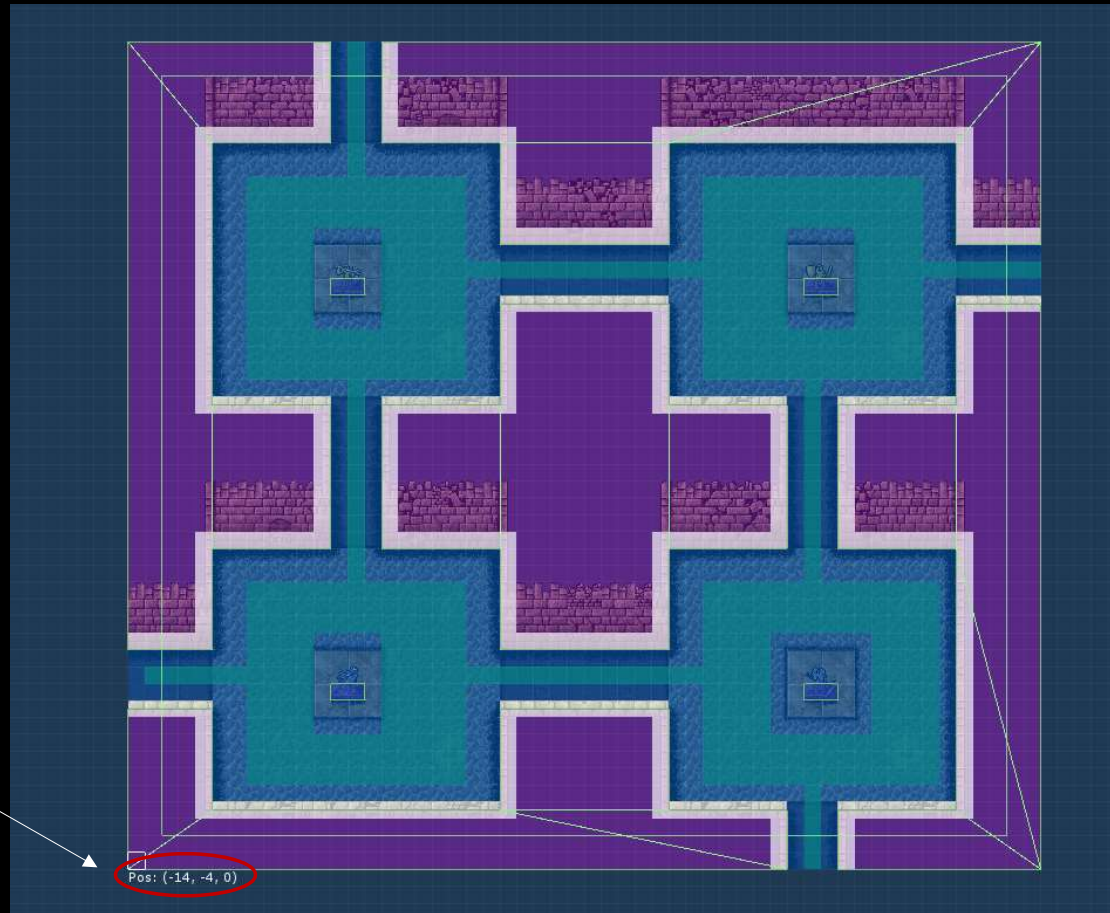
When drawing dungeon rooms we are able to draw them anywhere on the tilemap.

So we need to know where the room bounds are for when the dungeon building algorithm attempts to build the dungeon and place the rooms so that they don't overlap.

To enable this, we will store the lower (bottom left) and upper (top right) bounds of the dungeon room tilemap (and corridors)

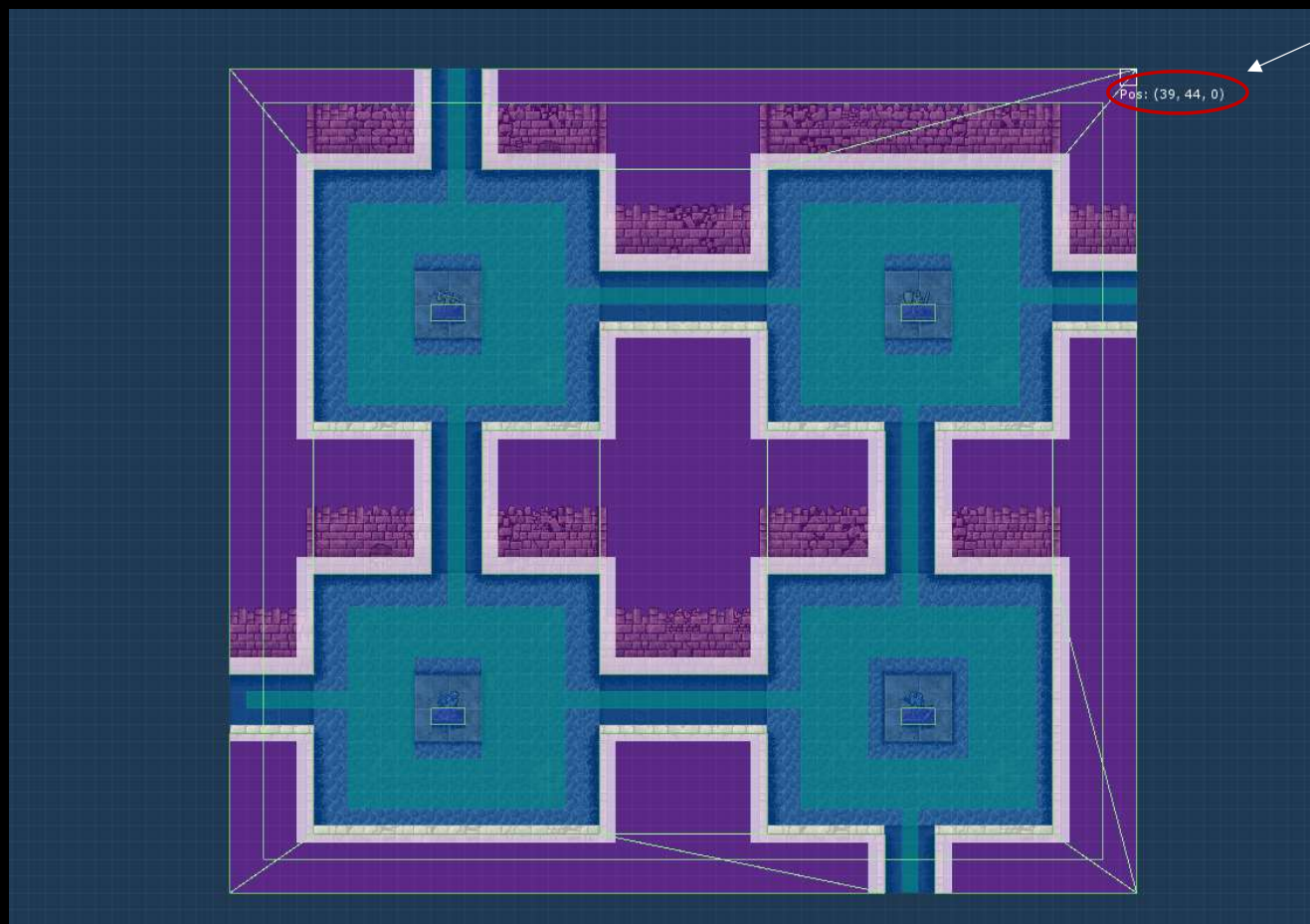
Store Details About Room Templates Upper and Lower Tilemap Bounds

We'll store this lower
bounds position



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Upper and Lower Tilemap Bounds



.. and we'll store this upper bounds position

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Class Structure

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