

Dungeon map generator

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1 List of members:

- 1) Timur Bikmetov
- 2) Fyodor Markin

2 Description:

Dungeons and dragons is a tabletop role-playing game for several players. One of the main parts of the game is a map of the area where the players are moving. Since creating the map (especially vast territories that are not important for the plot of the game) can be problematic and consume lots of time, we decided to implement a map generator for the DnD, including enemies appearance, availability of useful loot, corresponding landscape, etc.

3 MVP

- 1) Generation of a single map segment;
- 2) Random spawn of loot and enemies in the room.

4 Possible extra features

- 1) Opportunity to create a map of several segments (Timur);
- 2) Opportunity to modify the parameters of the map (e. g. add more forest) (Fyodor);
- 3) Adding more objects (Timur);
- 4) Adding an interactive character (Fyodor).