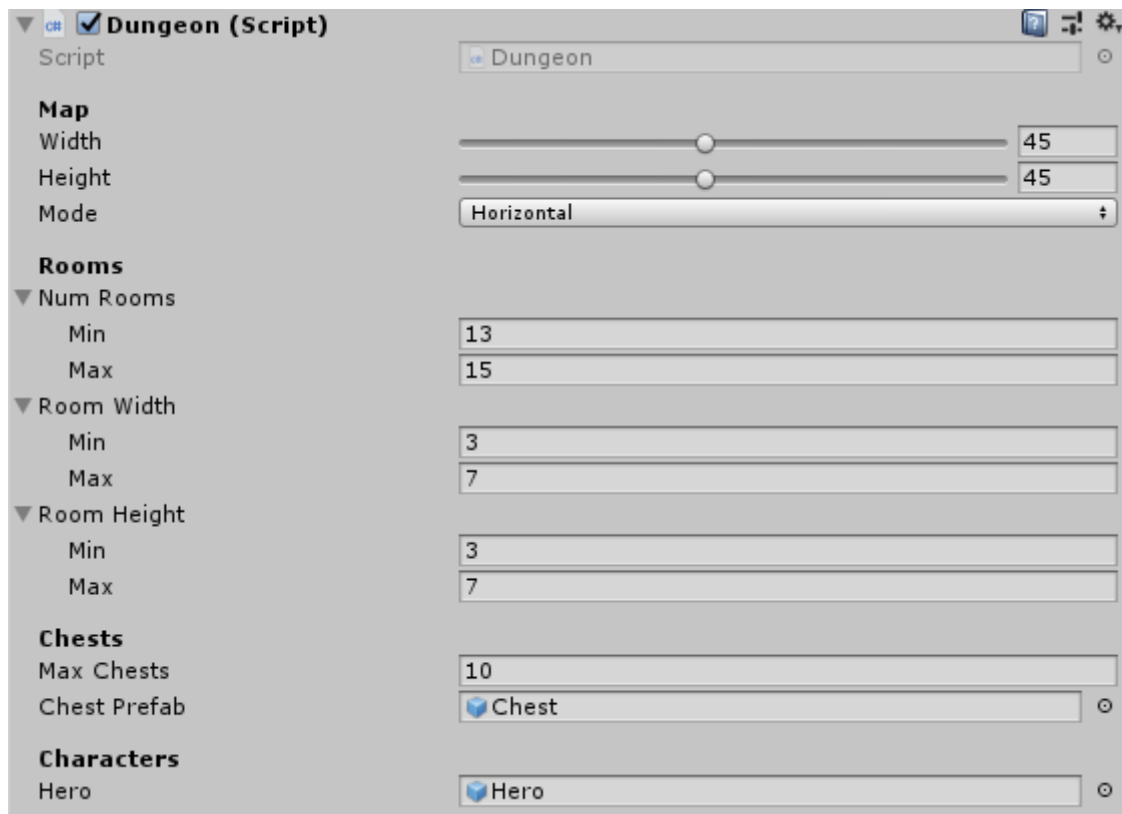


# PROCEDURAL DUNGEON GENERATOR

This is a 2D dungeon generator. To use it you just have to drag the prefab Generator to the scene. Next, I will explain in more detail each aspect of the generator.

## GENERATOR

The generator consists of several scripts, but without a doubt, the most important one is "Dungeon".



- **MAP**

The matrix indicates the limits within which the dungeon will be created, enter the width and height of the map here. Please do not try to make many rooms or very large rooms in insufficient space.

- **Mode:** Here you can choose what type of dungeon you want to make. You can take preference for a vertical or horizontal generation.

- **ROOMS**

- **Num Rooms:** Indicate the number of rooms in the map. The number of rooms will not be less than the minimum or greater than the maximum.
- **Room Width:** Indicate the width of each room. It will use a value between the minimum and the maximum.
- **Room Height:** Indicates the height of each room. It will use a value between the minimum and the maximum.

- **CHESTS**

During generation, the chests will be created at random, here you can define a maximum limit of chests per dungeon.

- **CHARACTERS**

This is the player's place so he can spawn in a random place.

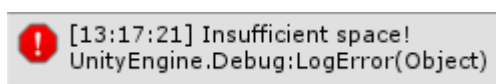
## HERO

The hero is a secondary element of this package. I just wanted to show you a way to use the dungeon generator. You can use it, expand it or make your own.

It works in the following way. Before moving, throw a ray in the direction, if it hits something that has the Obstacle layer, check the label of that object and determine what function should do with it.

For example: if it is a chest, it opens it.

## INSUFFICIENT SPACE



What should you do in this case? If you find this message, ignore the other errors, since they are derived from the previous one. This message appears when you try to take more space than is available, there are several ways to make sure this does not happen:

- Decrease the number of rooms.
- Decrease the size of the rooms.
- Increase the size of the map.