

Dungeonizer - Easy-to-Use Dungeon Generator

Quick Start:

- Create a new empty GameObject.
- Add the Dungeonizer component to it (Dungeonizer/Dungeonizer.cs).
- In the inspector, fill out the mandatory parameters:
 - **Start Prefab (GameObject):** The prefab that will be instantiated in the middle of the first room of the dungeon. This prefab can contain any objects you want to appear in the starting room, such as a player character, enemies, or items.
 - **End Prefab (GameObject):** The prefab that will be instantiated in the middle of the last room of the dungeon. This prefab can contain any objects you want to appear in the ending room, such as a boss enemy, a treasure chest, or a portal to the next level.
 - **Floor Prefab (GameObject):** The prefab that will be instantiated as the floor of the dungeon. This prefab should be a simple plane or cube that can be tiled to create the dungeon floor.
 - **Wall Prefab (GameObject):** The prefab that will be instantiated as the walls of the dungeon. This prefab should be a simple cube or pillar that can be stacked to create the dungeon walls.
 - **Door Prefab (GameObject):** The prefab that will be instantiated at the start and end of every corridor of the dungeon. This prefab should be a simple door or gate that can be opened and closed by the player character.
 - **Corridor Wall Prefab (GameObject):** The prefab that will be instantiated as the walls of the dungeon's corridors. This prefab should be a simple cube or pillar that can be stacked to create the corridor walls.
 - **Corner Prefab (GameObject):** The prefab that will be instantiated as the corners of the dungeon rooms. This prefab should be a simple cube or pillar that can be used to create the corners of the dungeon rooms.
 - **Maximum Room Count (int):** The maximum number of rooms to be generated in the dungeon. This value can be used to control the size of the dungeon.

- **Minimum Room Margin (int):** The minimum margin between rooms in the dungeon. This value can be used to control the length of the corridors and the size of the rooms.
- **Room Margin (int):** The margin between rooms in the dungeon. This value can be used to control the length of the corridors and the size of the rooms.
- **Min Room Size (int):** The minimum size of the rooms in the dungeon. This value can be used to control the size of the rooms.
- **Max Room Size (int):** The maximum size of the rooms in the dungeon. This value can be used to control the size of the rooms.
- **TileScaling (float):** The scale of the tiles in the dungeon. This value can be used to control the size of the tiles and the overall size of the dungeon.
- **Makelt3D (bool):** If true, the dungeon will be generated in 3D; if false, in 2D. This value can be used to control the dimensionality of the dungeon.
- **Optional Parameters:**
 - **Corridor Wall Prefab (GameObject):** The prefab that will be instantiated as the walls of the dungeon's corridors.
 - **Generate On Load (bool):** If true, the dungeon will be generated when the scene loads; if false, when the "Create Now" button is clicked in the inspector.

Populating the Dungeon:

- In the **"Spawn Options" section of the inspector**, add prefabs to the "Spawnable Prefabs" list.
- Click the **+** button to add a new prefab to the list.
 - **Min Spawn Count, Max Spawn Count:** The minimum and maximum number of prefabs to be spawned in the dungeon.
 - **Spawn by Wall:** If true, prefabs will spawn on the dungeon walls; if false, on the floor. Useful for placing torches, cabinets, paintings, etc., on walls.
 - **Spawn in the Middle:** If true, prefabs will spawn in the middle of rooms; if false, randomly within rooms. Useful for placing items like carpets, hanging lights, bosses, or treasure chests in the middle of rooms.
 - **Spawn Rotated:** If true, prefabs will spawn rotated; if false, without rotation. This adds a natural turn to prefabs, enhancing the dungeon's appearance.
 - **Height Fix:** The Y Transform of the created item will be adjusted by this value. Fixes issues where prefabs spawn under the floor or above the ceiling.
 - **GameObject:** The prefab to be spawned in the dungeon.
 - **Spawn Room:** Specifies the room for spawning. E.g., 5 means the object will be created in the 5th room after the Start Room, towards the End Room. Useful for ensuring key objects are created before lock objects, placing sub-bosses, or other storytelling purposes.

Custom Rooms:

- In the **"Custom Rooms" section of the inspector**, add prefabs to the "Custom Rooms" list.
- **Room ID:** The ID for the custom room, used for spawning and determining the spawn order. This can match the "Spawn Room" parameter in the "Spawnable Prefabs" list for object placement in custom rooms.
 - **Floor Prefab (GameObject):** The prefab that will be instantiated as the floor of the custom room.
 - **Wall Prefab (GameObject):** The prefab that will be instantiated as the walls of the custom room.
 - **Door Prefab (GameObject):** The prefab that will be instantiated at the start and end of each corridor in the custom room.
 - **Corner Prefab (GameObject):** The prefab that will be instantiated as the corners of the custom room.

THANK YOU FOR USING DUNGEONIZER!

We have a nice cozy Discord Server, Join Us!:

<https://discord.com/invite/fWjQWbkfQB>

Tutorial:

<https://www.youtube.com/watch?v=tKOqdpfHdfI>

More Tutorial:

<https://www.youtube.com/watch?v=xEzbP5mO948>

Support:

support@mahalle.org

Follow us, Let's Make Dungeons Together:

<https://www.twitch.tv/dungeonizer>