

# Project LevelGen - User Guide

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# 1 Getting Started

## 1.1 Installing LevelGen

Download the latest version of LevelGen (currently hosted at <https://github.com/Xhine0/LevelGen>), and place the folder somewhere in your project's assets folder.

## 1.2 Setting up the level generator

Open the LevelGen graph and inspector, by clicking 'Level Generator → Show all' in the toolbar.

First, a level generator must exist in the scene. To create one, Click 'Create' in the 'Room Inspector'. An object named '\_Level' should appear in the scene.

## 1.3 Setting up a level

First, a level save file must be created. This is done by right-clicking in the 'Project' window, then select 'Create → Level'. A file named 'New Level' should now appear.

To edit the level, add it to the level field in the room inspector.

# 2 LevelGen Manual

## 2.1 Rooms

A room is defined by a bit map, where each pixel color represents a unique object, called a block. Each room can have one or more exits.

### 2.1.1 Blocks

A block is simply a prefab, defined by the user, that is represented by a unique color in the room's bit map.

### 2.1.2 Exits

An exit is a special block that connects one or more rooms together. All exits of one room can be connected to any exit of the other rooms.

## 3 Using the LevelGen GUI

### 3.1 Managing rooms

#### 3.1.1 Creating a room

In the room inspector, click the 'Create Room' button, located at the bottom. The following menu (figure 1) will appear:

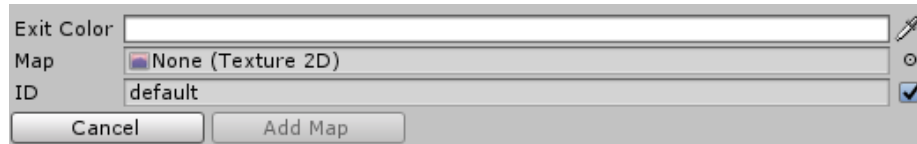


Figure 1: The room creation panel

The exit color defines where the room's exits are placed. When a bit map and an available id is assigned, the room can be created by clicking 'Add Room'. The room should now appear as a node on the room graph (figure 2)

#### 3.1.2 Editing a room

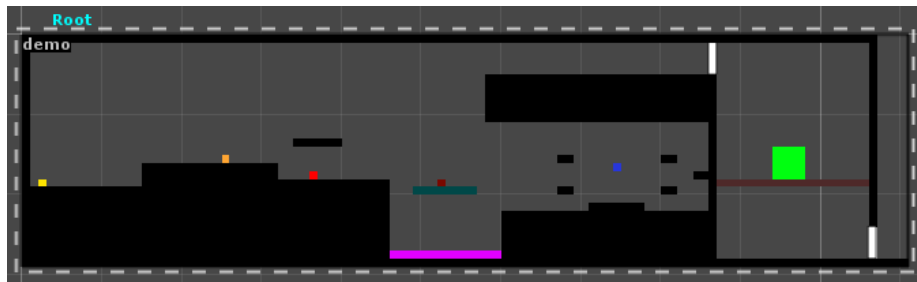


Figure 2: A node in the room graph

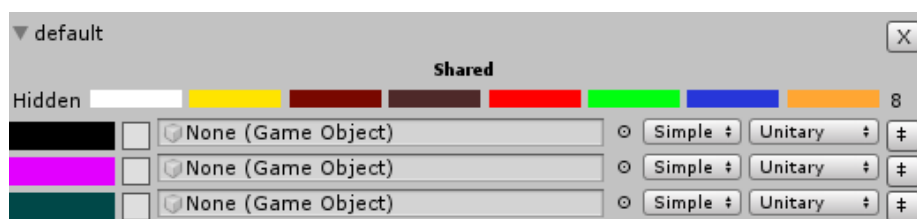


Figure 3: Room editing

To edit a room, it must first be selected in the room graph. It should now appear in the room inspector (figure 3).

### **3.1.3 Editing blocks**

To add a block entry to the selected room, click on the desired color in the room's block list. Click on the color of an existing entry to remove it.