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## Dungeon Schematic Randomizer

posted May 16, 2013, 9:17 PM by Adrian Brightmoore [ updated Oct 27, 2013, 2:11 PM ]

/u/SteZZerLolz suggested we could drop a random dungeon onto a map. Development discussion at <http://www.reddit.com/r/rdgfilter>

I used FILLTER to block in the exterior of a simple set of cubic volume 'rooms', saved it to a file in the "DungeonSchematics" subdirectory off filters, then ran the script. It works.

What would be good is to have a way to paste into the underground without the schematic overwriting the blocks already there, except where the rooms are. I guess it depends on the dungeon design and this is why they are normally procedurally generated. I might set it up randomly with linked rooms instead. Anyway, enough for now.

Testing:



Two dungeons are hidden near the surface of this map:



What my test schematic looks like:

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DungeonRandomizerV1.zip Adrian Brightmoore, May ...

v.1



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