Amazed

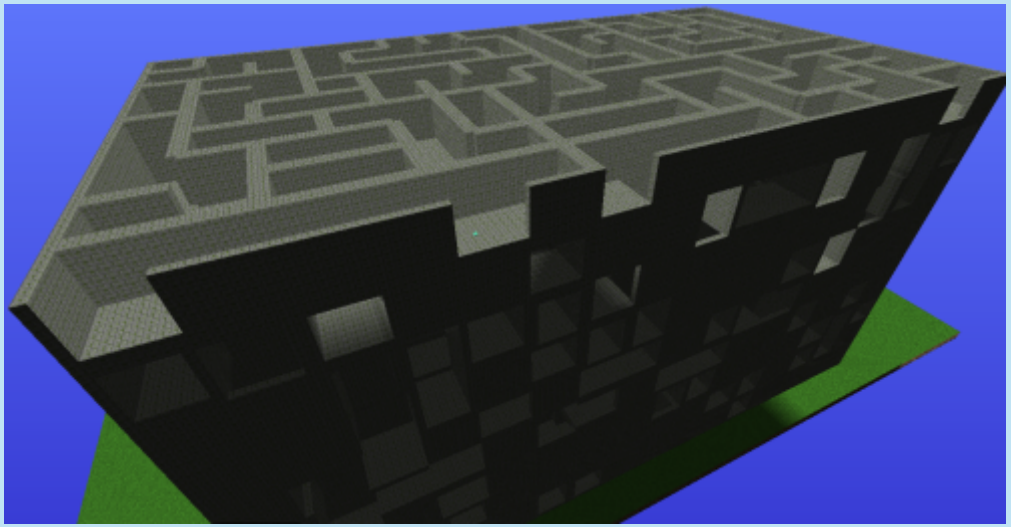
posted Jul 27, 2013, 10:45 PM by Adrian Brightmoore **[updated Nov 26, 2013, 9:17 PM]**

2D mazes are so 20th century. 3D is where it's at.

Version 2 adds a property to create more intersections by purging walls randomly after maze generation.

Version 3 implements Prims algorithm so the maze is more maze-like and less tunnel-like. Excellent!

Version 4 allows you to specify different materials for each direction of wall/floor/roof.



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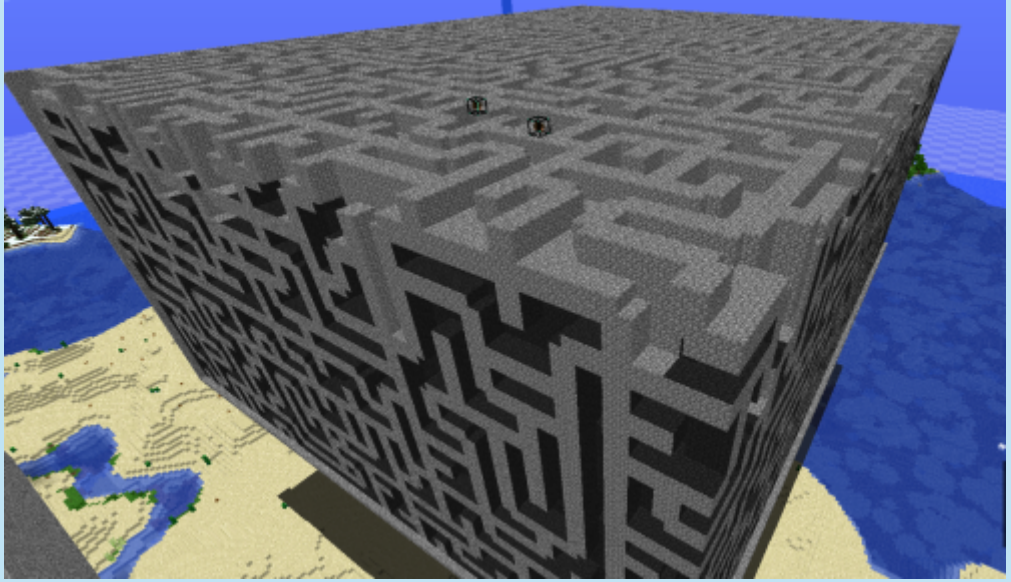
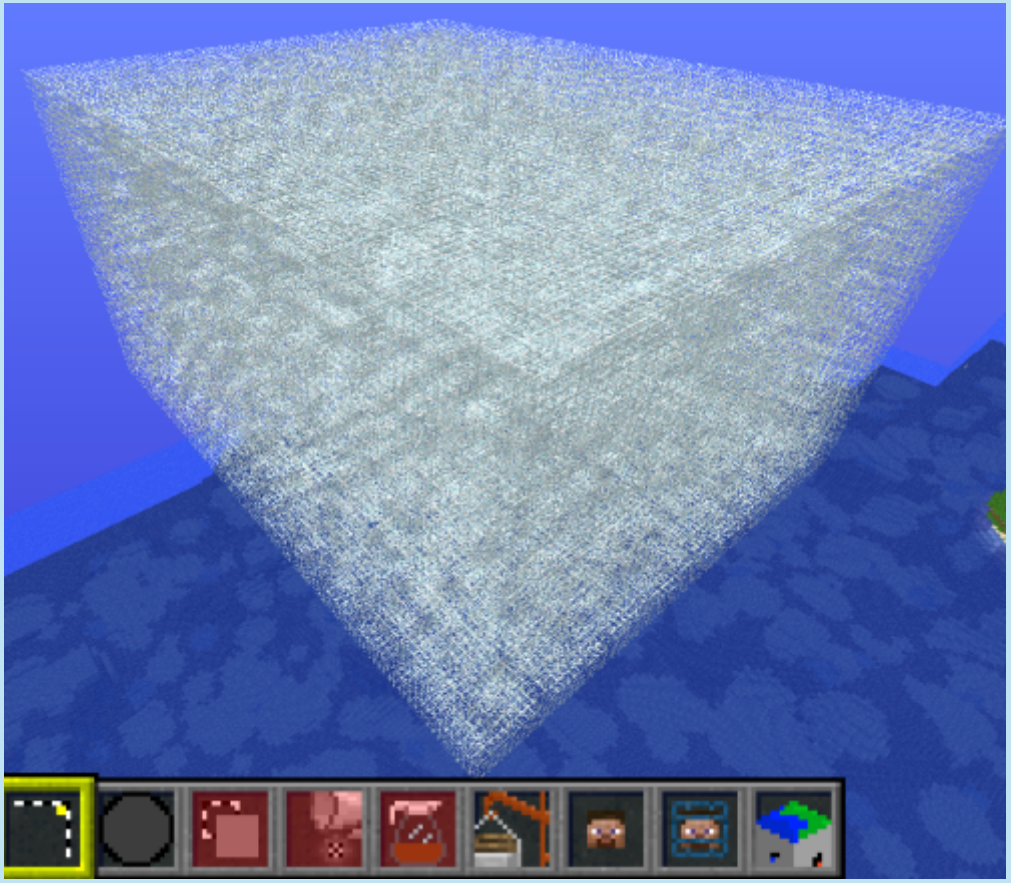
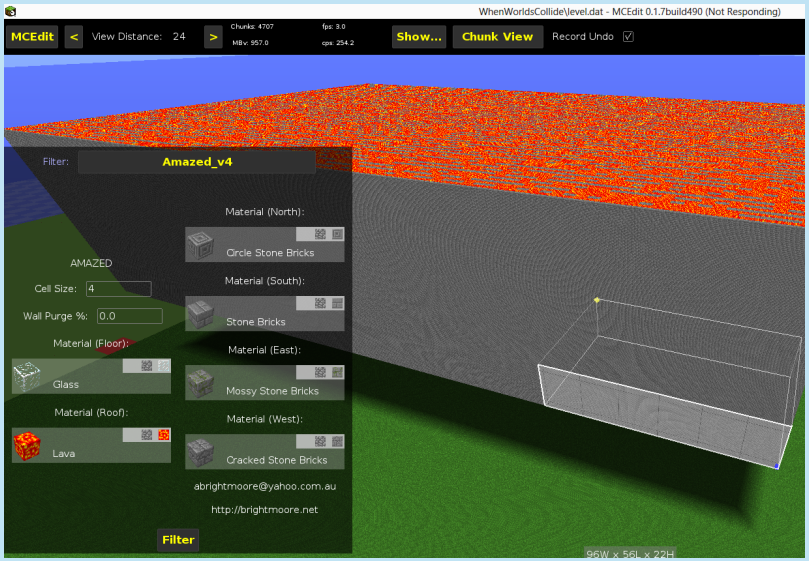
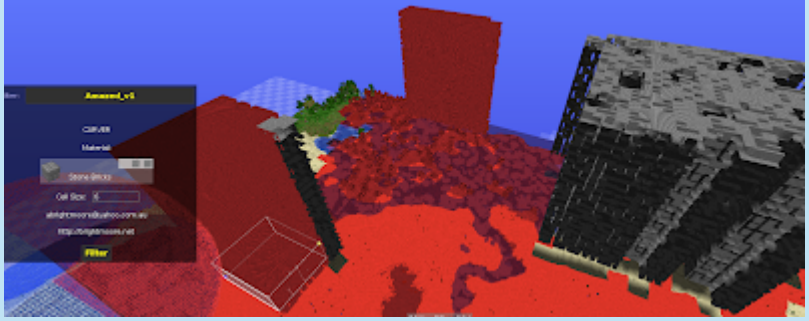





WhenWorldsCollide\level.dat - MCEdit 0.1.7build490 (Not Responding)
MCEdit
<
View Distance: 24
>
Chunks: 4707
MBv: 957.0
fps: 3.0
cps: 254.2
Show...
Chunk View
Record Undo
Filter:
Amazed_v4
AMAZED
Cell Size: 4
Wall Purge %: 0.0
Material (Floor):
Glass
Material (Roof):
Lava
Material (North):
Circle Stone Bricks
Material (South):
Stone Bricks
Material (East):
Mossy Stone Bricks
Material (West):
Cracked Stone Bricks
abrightmoore@yahoo.com.au
http://brightmoore.net
Filter
96W x 56L x 22H



Amazed_v1.py (11k)	Adrian Brightmoore, Jul 28, 2013, 12:01 AM	v.4	
Amazed_v2.py (12k)	Adrian Brightmoore, Jul 28, 2013, 6:38 PM	v.2	
Amazed_v3.py (12k)	Adrian Brightmoore, Jul 30, 2013, 9:43 PM	v.1	
Amazed_v4.py (13k)	Adrian Brightmoore, Aug 10, 2013, 7:37 AM	v.1	

Comments

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