

# Dungeon Architect Quick Start Demos

for Unity 5

## 1 Sample Content

Dungeon Architect comes with sample content to quickly get you started. It contain free modular assets (Candy) and pre-designed theme files for some of the famous modular assets in the asset store

**Sample content using free assets:** Already included in DA package under DungeonArchitect\_Samples folder

**Sample content using other paid assets in the Asset Store:** [DOWNLOAD](#)

## 2 Candy Theme

Dungeon Architect ships with a set of free modular assets to help you get started.

Explore the contents under DungeonArchitect\_Samples/Theme\_Candy/

The theme file used to generate the level is located here:

DungeonArchitect\_Samples/Theme\_Candy/Themes/CandyDungeonTheme.asset

### 2.1 Design Time Generation

This scene has a dungeon actor setup with the Candy theme.

Select the DungeonGrid actor and click “Build Dungeon” button. Change the **Seed** variable in the configuration to get a different layout

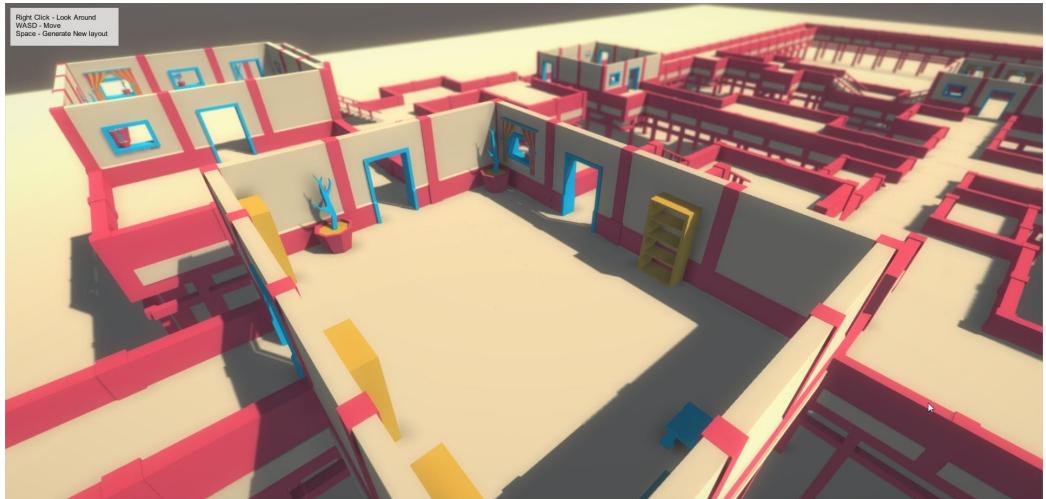


Figure 1: Level generated using the Candy Theme

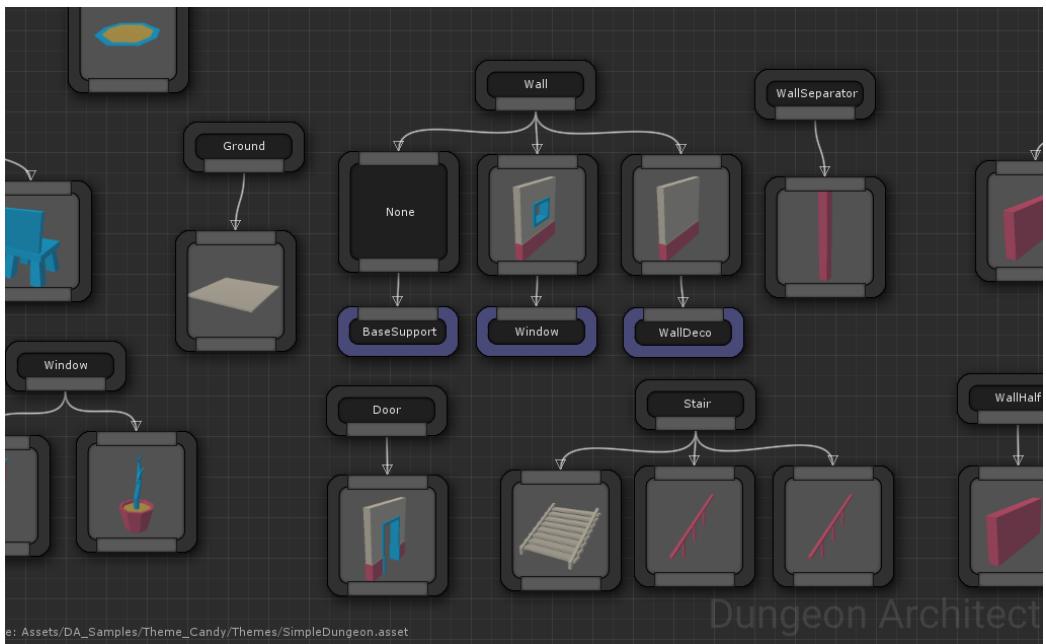


Figure 2: Free Candy Theme

Scene Location: DungeonArchitect\_Samples/Theme\_Candy/Scenes/DemoScene

## 2.2 Runtime Generation

This demo shows how you can build a new layout at runtime. Play the scene and use the following controls

- **Space:** Build a new dungeon layout
- **Right Mouse:** Look Around
- **WASD:** Move the camera

Scene Location: DungeonArchitect\_Samples/Demo\_Theme\_Candy/Scenes/\*

### **3   Outdoor Cliff Theme**

This demo showcases an outdoor scene using free assets by Kenny

The art is licensed under CC0 so it can be used with your commercial games



[View in Youtube](#)

#### **3.1   Cliffs**

Scene Location: DungeonArchitect\_Samples/Demo\_Theme\_OutdoorCliffs/Scenes/Demo\_OutdoorCliff

#### **3.2   Alternate Version**

An alternate version of the theme Scene Location: DungeonArchitect\_Samples/Demo\_Theme\_OutdoorCliff



Figure 3: Cliff Theme



Figure 4: Cliff Theme

## 4 Simple City Builder Demo

This example shows how you can build your own layout algorithms and swap the existing one out. A simple city layout is made in a grid based pattern and various theme files are used to decorate it

Explore the contents under `DungeonArchitect_Samples/DemoBuilder_SimpleCity/`

The Sample Builder code resides under `DungeonArchitect/Scripts/Builder/SimpleCity`

### 4.1 City Theme #1

Scene Location: `DungeonArchitect_Samples/DemoBuilder_SimpleCity/Scenes/SimpleCityRealtimeScene`

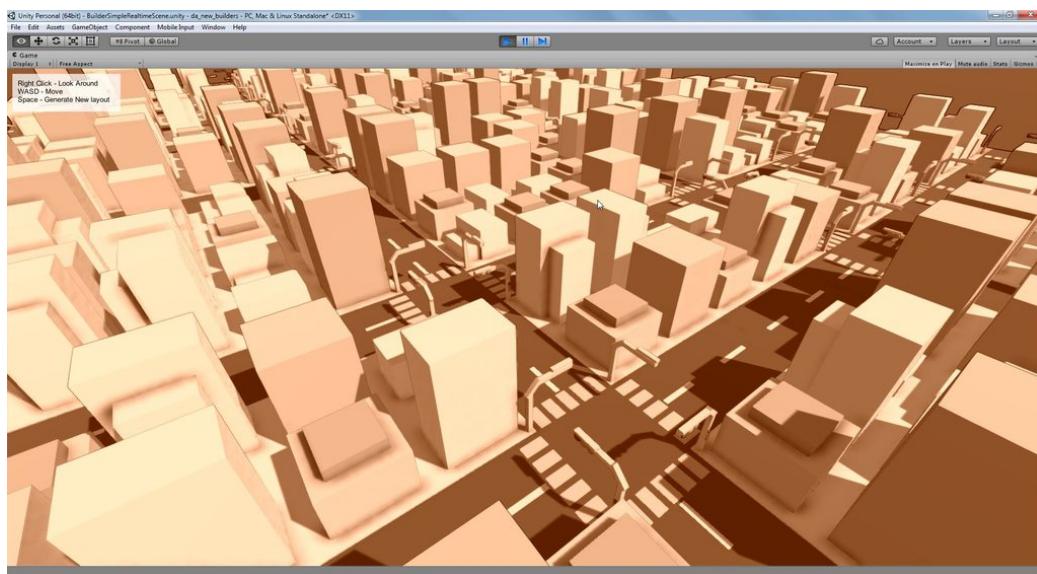


Figure 5: Simple City Theme 1

### 4.2 City Theme #2

Scene Location: `DungeonArchitect_Samples/DemoBuilder_SimpleCity/Scenes/SimpleCityScene`

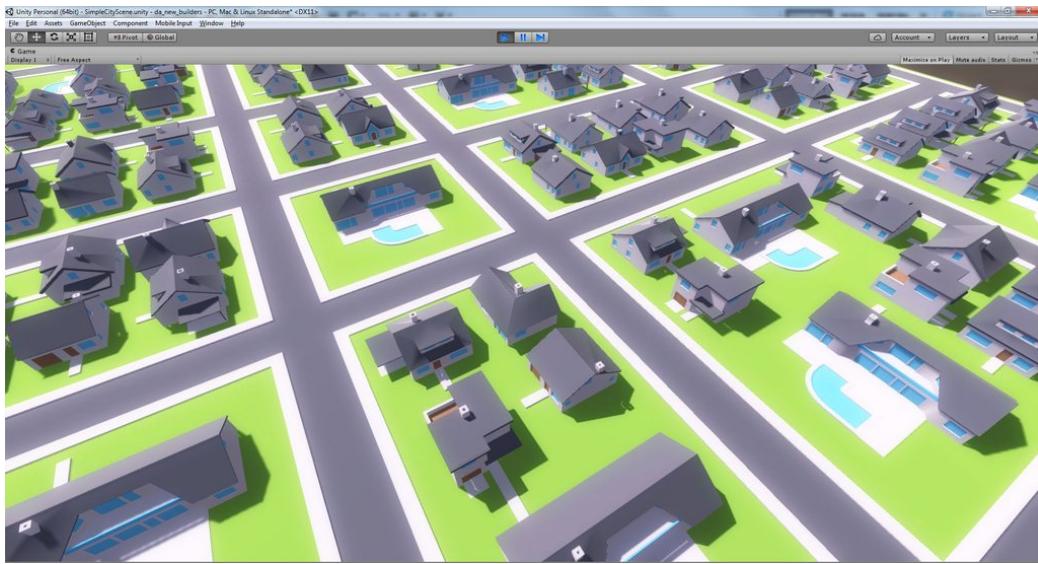


Figure 6: Simple City Theme 2

### 4.3 Stronghold Theme #1

A marker emitter is attached to the builder to extend it by emitting wall markers around the city bounds. This lets the theme files decorate the level as a medieval stronghold

Scene Location: `DungeonArchitect_Samples/DemoBuilder_SimpleCity/Scenes/StrongholdBasic`

### 4.4 Stronghold Theme #2

An alternative version of the above theme

Scene Location: `DungeonArchitect_Samples/DemoBuilder_SimpleCity/Scenes/StrongholdMedieval`

The art assets is licensed under CC0 and can be used with commercial games

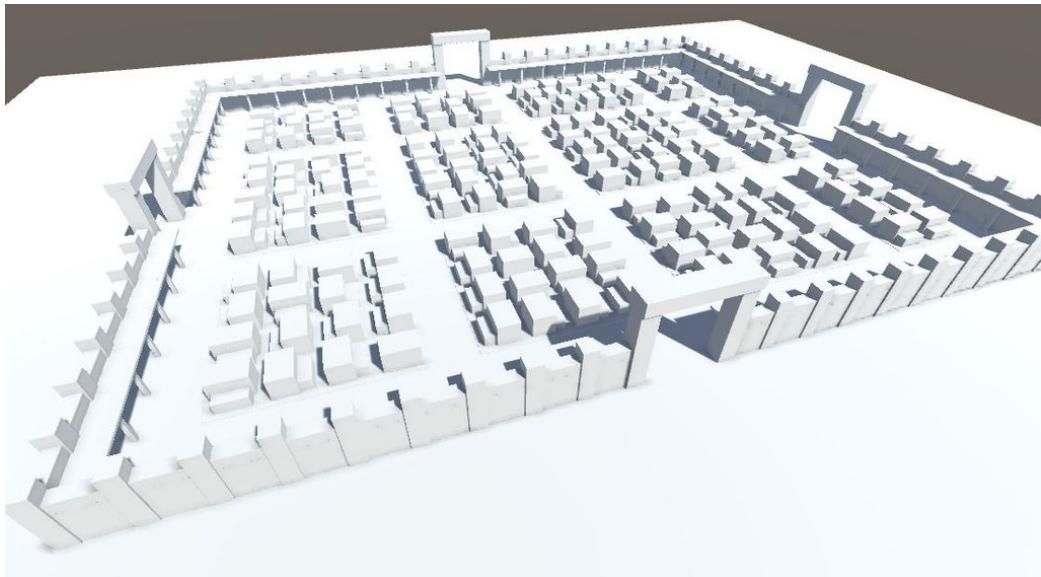


Figure 7: Stronghold Theme 1



Figure 8: Stronghold Theme 2

## 5 MOBA Theme (MK4)

A theme created using ManufacturaK4's excellent Tower Defense and MOBA asset pack

- Import the Tower Defense and MOBA asset pack into your project before opening the demo scenes
- Download the theme files from here and extract it into your project's Asset folder
- Explore the contents under DungeonArchitect\_Samples\_Thridparty/Demos/Theme\_K4\_Moba/

### 5.1 Summer Mode

Scene Location: DungeonArchitect\_Samples\_Thridparty/Demos/Theme\_K4\_Moba/Scenes/Demo\_MOBA\_D

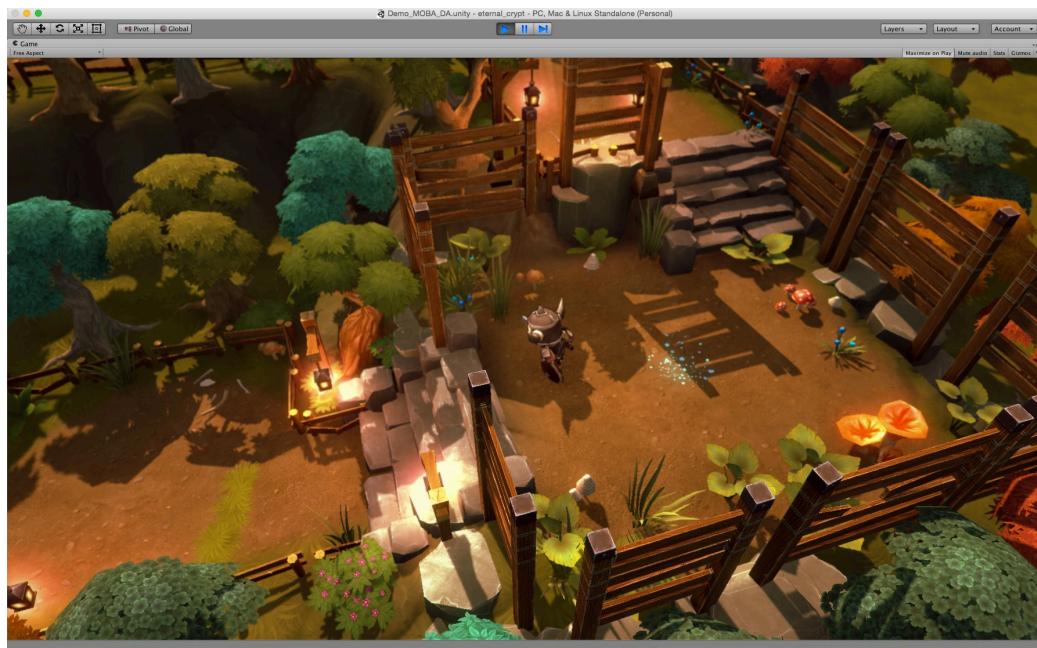


Figure 9: ManufacturaK4's Moba Scene (Content Not included)

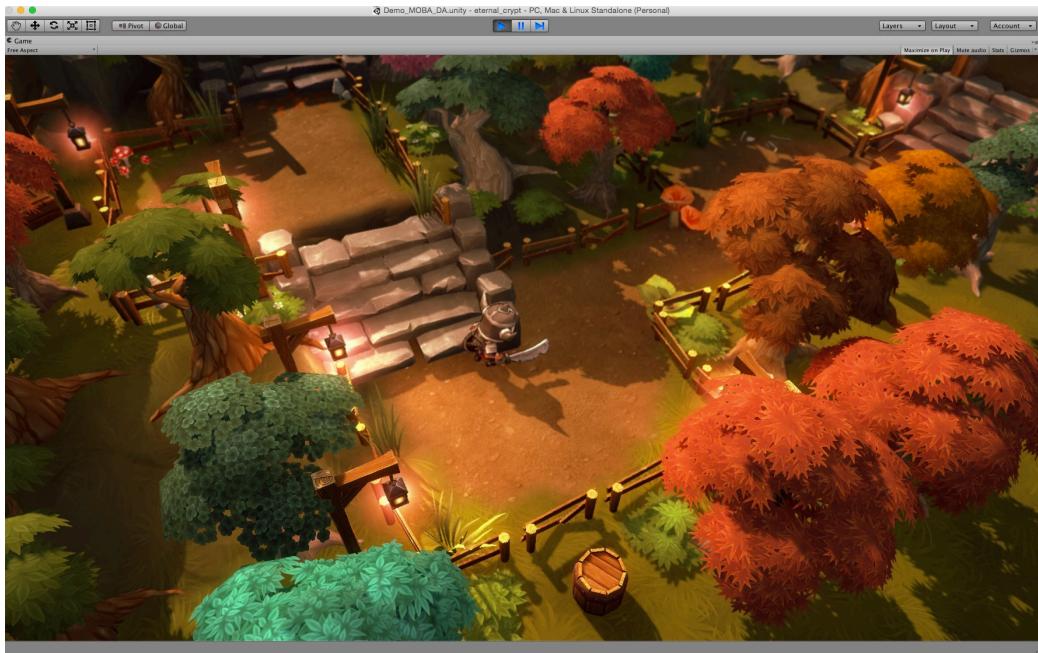


Figure 10: ManufacturaK4's Moba Scene (Content Not included)

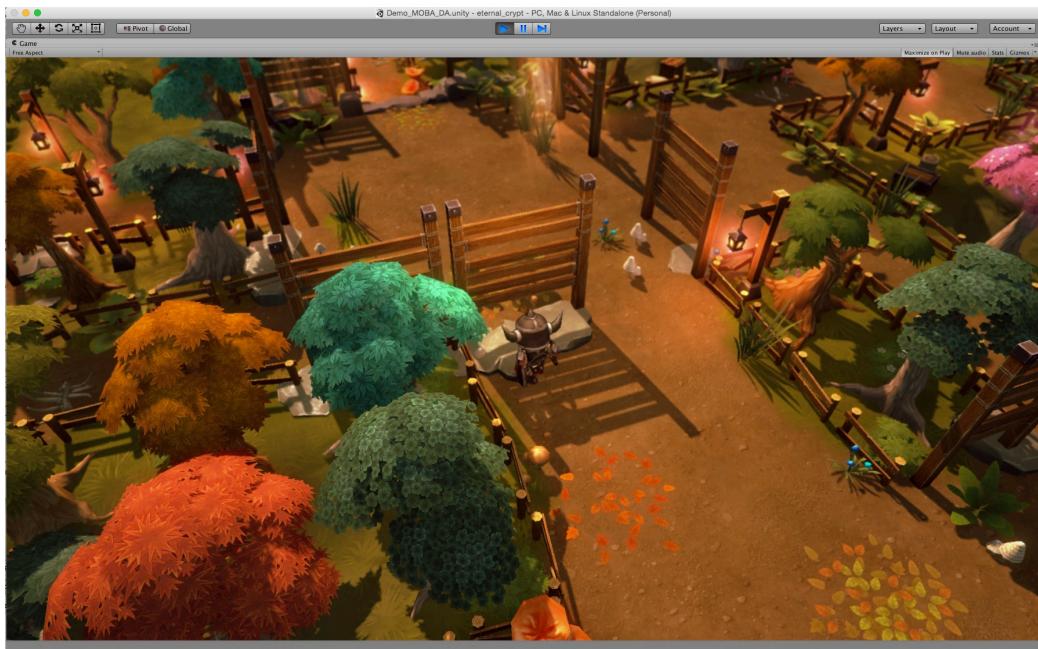


Figure 11: ManufacturaK4's Moba Scene (Content Not included)

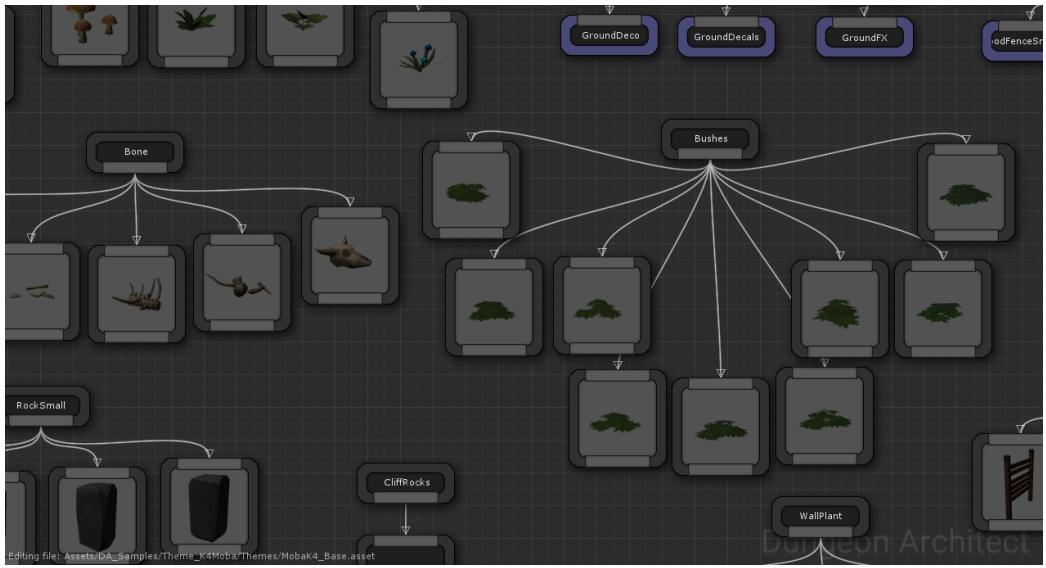


Figure 12: Theme File Fragment

## 5.2 Winter Mode

The assets come with winter textures as well (however it doesn't come with winter materials and an easy way to switch between the two). With DA you can do that easily

Scene Location: [DungeonArchitect\\_Samples\\_Thridparty/Demos/Theme\\_K4\\_Moba/Scenes/Demo\\_MOBA\\_D](#)

After the scene is generated, a dungeon listener script automatically fires that replaces the summer materials with winter ones. This script is reusable on your other projects



Figure 13: ManufacturaK4's Moba Winter Scene (Content Not included)

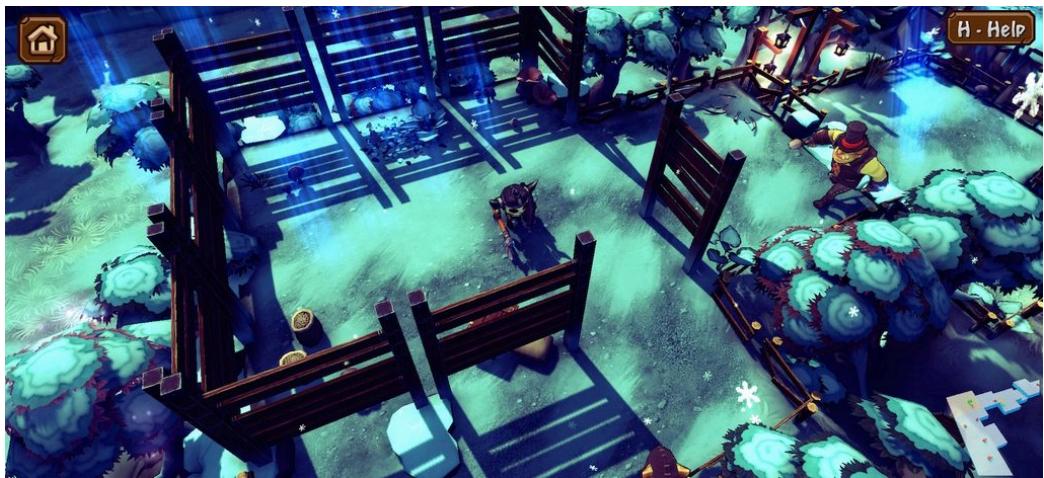


Figure 14: ManufacturaK4's Moba Winter Scene (Content Not included)

## 6 Village Interiors (3DForge)

A theme created using 3DForge's awesome Village Interior Kit asset pack



[View in Youtube](#)

- Import the Village Interior Kit asset pack into your project before opening the demo scenes
- Download the theme files from here and extract it into your project's Asset folder
- Explore the contents under DungeonArchitect\_Samples\_Thirdparty/Demos/Theme\_3DF\_VillageIn



Figure 15: Village Interior Kit Theme (Content Not included)

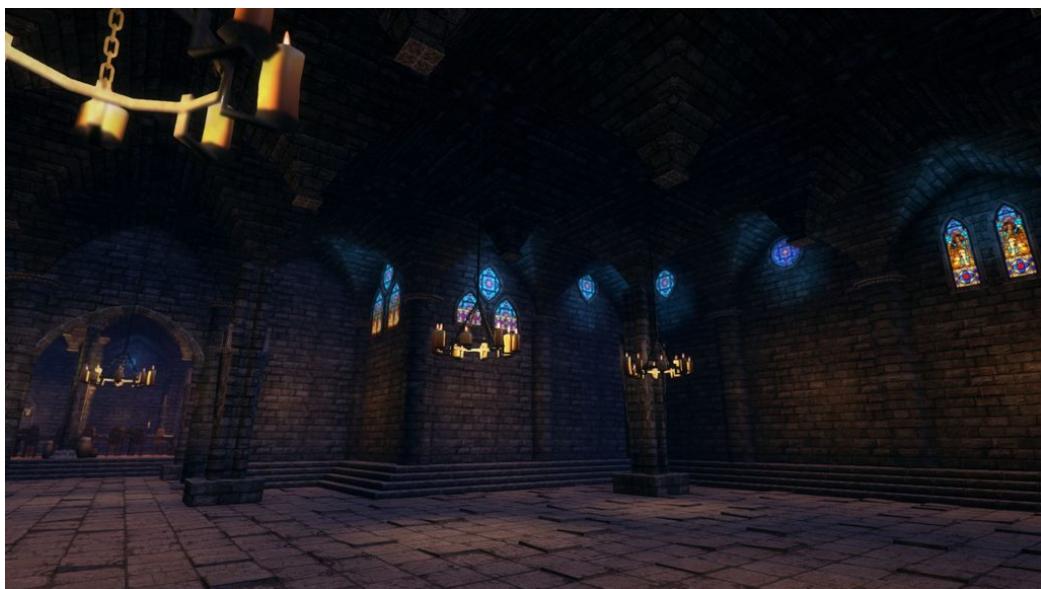


Figure 16: Village Interior Kit Theme (Content Not included)



Figure 17: Village Interior Kit Theme (Content Not included)

## 7 Village Exteriors (3DF) and Gaia (Adam)

A theme created using 3DForge's awesome Village Exterior Kit asset pack and placed on a terrain generated using Adam's beautiful Gaia terrain generator

- Import the Village Exterior Kit asset pack into your project before opening the demo scenes
- Import Gaia asset pack into your project before opening the demo scenes
- Download the theme files from here and extract it into your project's Asset folder
- Explore the contents under DungeonArchitect\_Samples\_Thirdparty/Demos/Theme\_3DF\_VillageEx

## 7.1 Simple Village Theme



[View in Youtube](#)

A village theme created using the default grid builder. The theme file places random houses near the layout of the dungeon, making it look like a small village

Scene Location DungeonArchitect\_Samples\_Thirdparty/Demos/Theme\_3DF\_VillageExterior\_Gaia/Sc

## 7.2 Farm House Theme

A grid dungeon with a house placed inside each room of the dungeon. This makes the individual houses connected with pathways

Scene Location DungeonArchitect\_Samples\_Thirdparty/Demos/Theme\_3DF\_VillageExterior\_Gaia/Sc

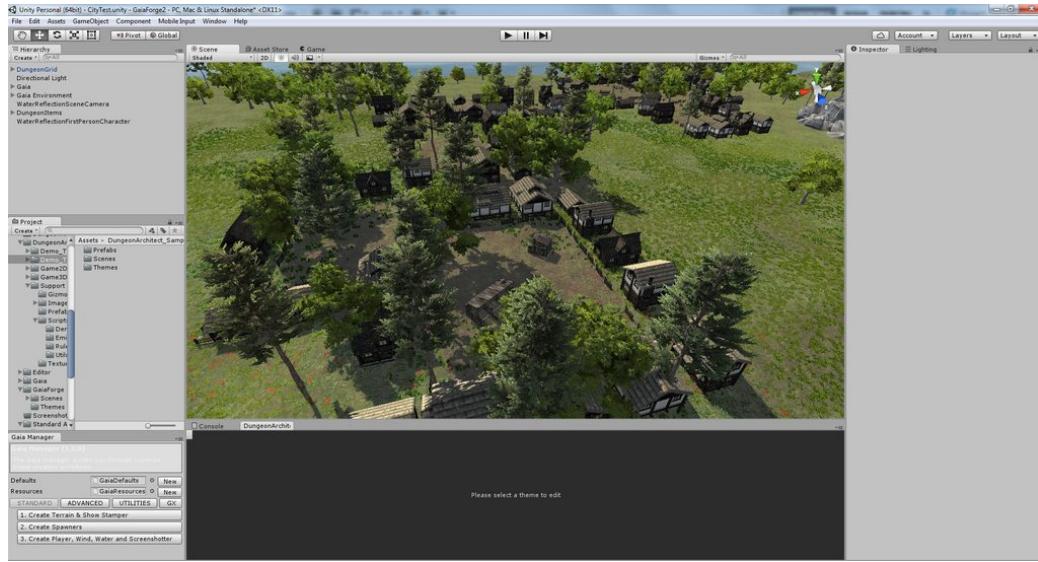


Figure 18: Village theme (Content Not included)

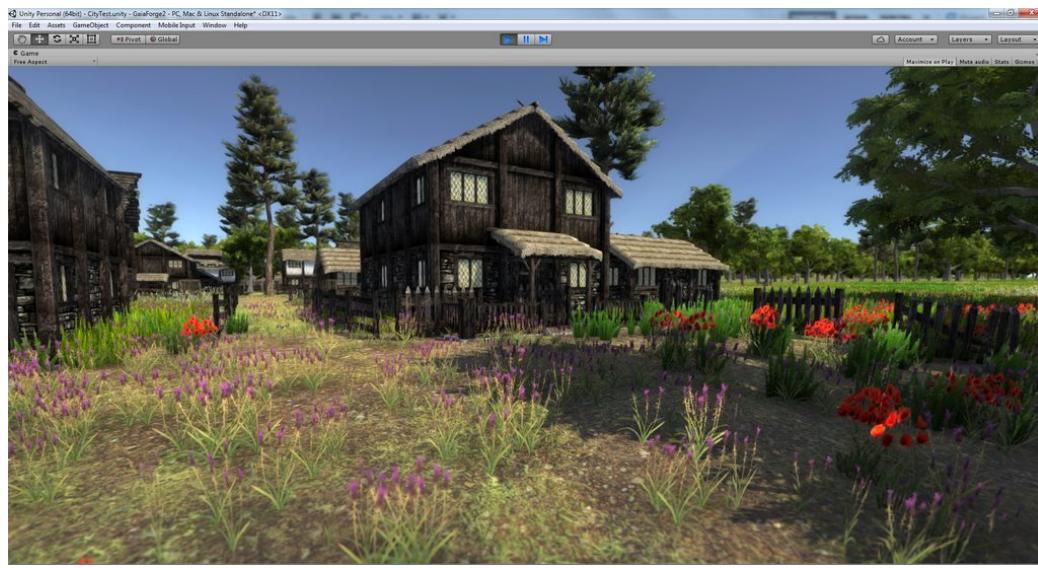


Figure 19: Village theme (Content Not included)



Figure 20: Village theme (Content Not included)

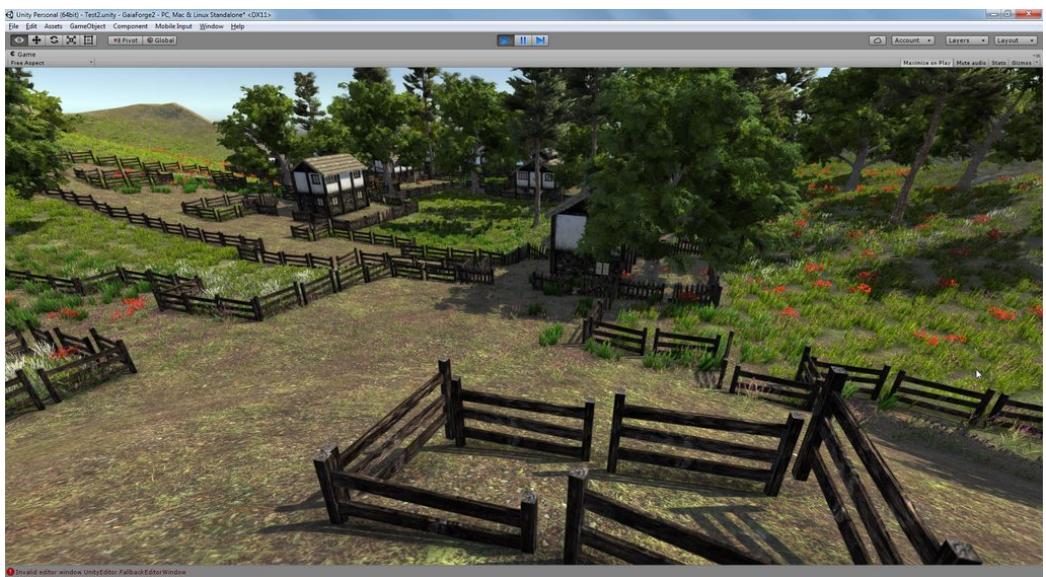


Figure 21: Farmhouse theme (Content Not included)

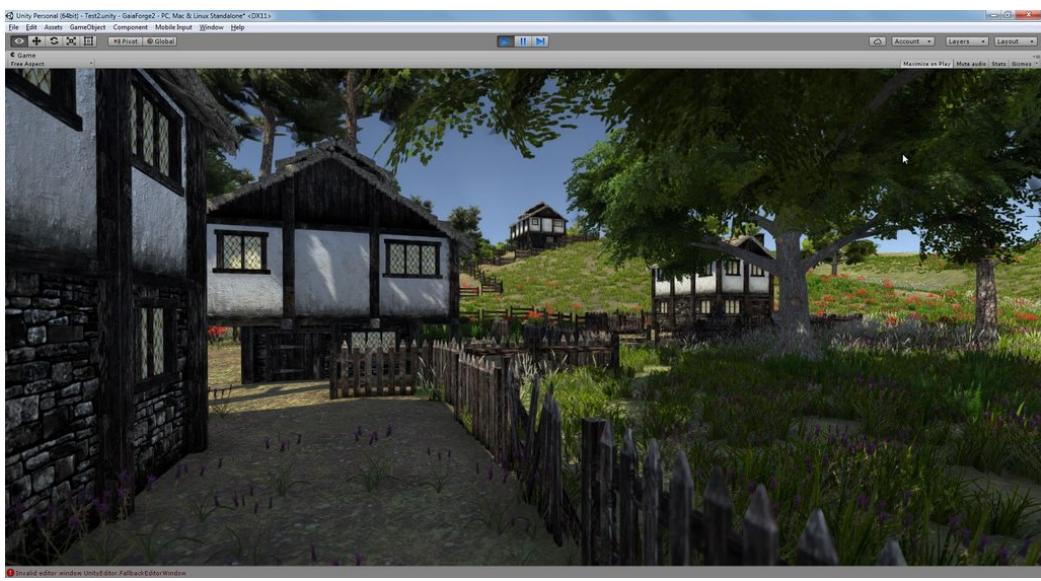
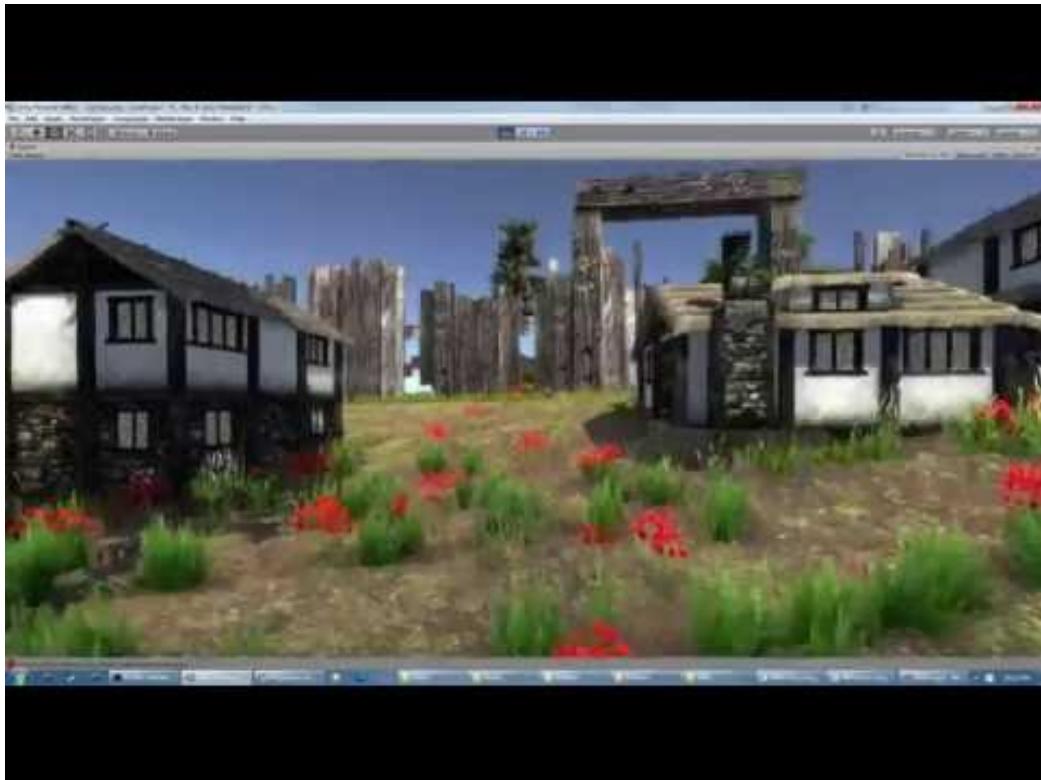


Figure 22: Farmhouse theme (Content Not included)

### 7.3 Stronghold Theme



[View in Youtube](#)

This demo uses the city dungeon builder and a village with walls

Scene Location `DungeonArchitect_Samples_Thirdparty/Demos/Theme_3DF_VillageExterior_Gaia/Sc`

## 8 Interiors Theme (MK4)

A theme created using ManufacturaK4's excellent Top-Down Interiors asset pack

- Import the Top-Down Interiors asset pack into your project before opening the demo scenes
- Download the theme files from here and extract it into your project's Asset folder
- Explore the contents under `DungeonArchitect_Samples_Thirdparty/Demos/Theme_K4_Interiors/`



Figure 23: Stronghold theme (Content Not included)

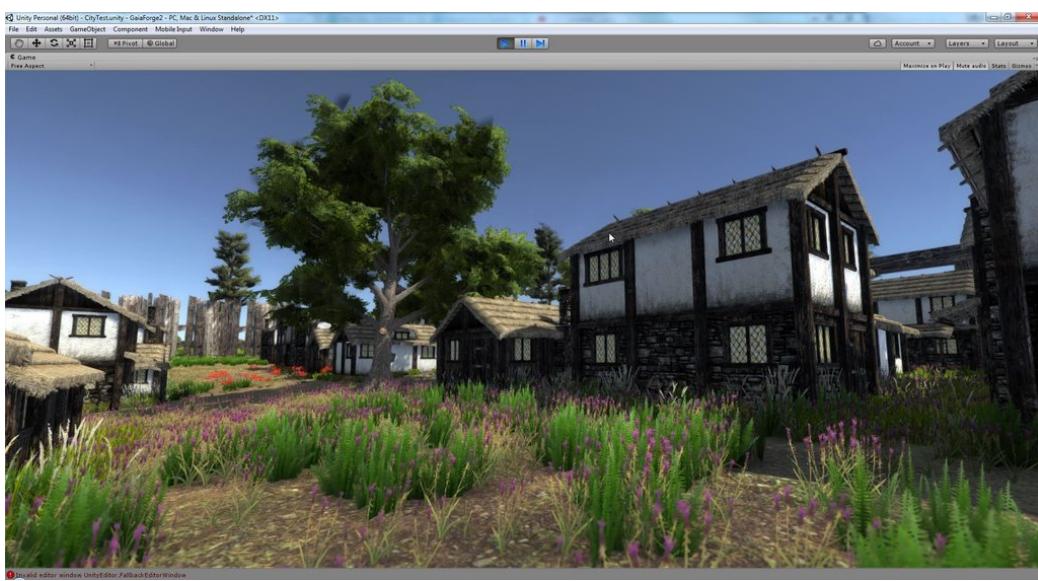


Figure 24: Stronghold theme (Content Not included)

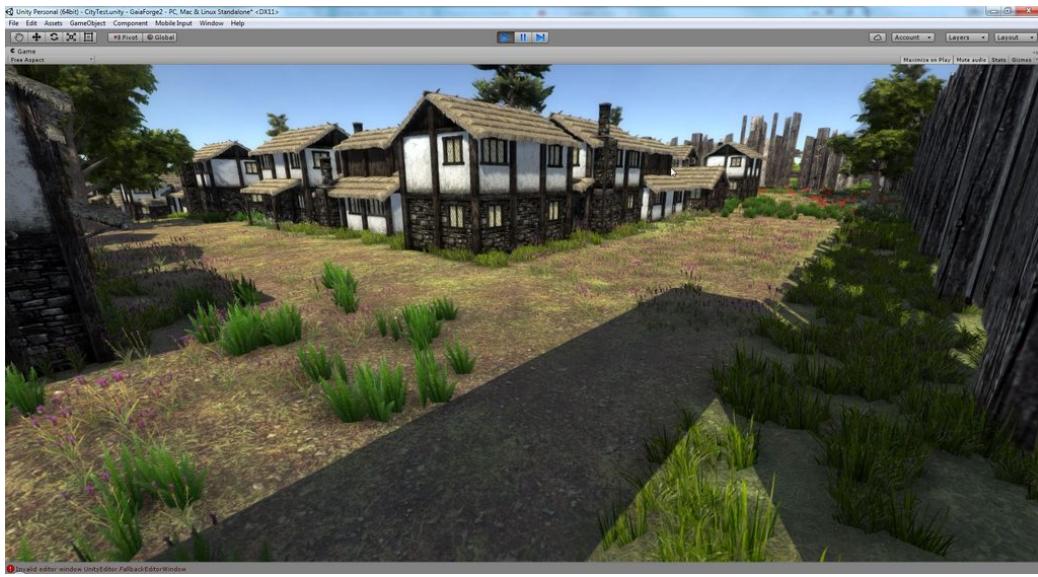


Figure 25: Stronghold theme (Content Not included)

## 8.1 Wooden Theme

Scene Location: DungeonArchitect\_Samples\_Thirdparty/Demos/Theme\_K4\_Interiors/Scenes/01\_Pal

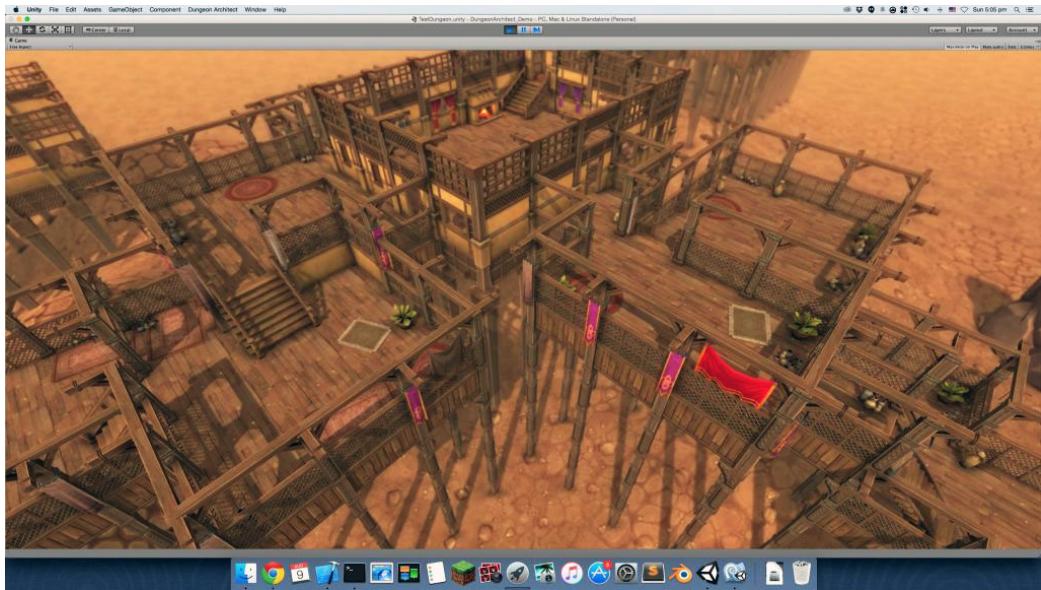


Figure 26: Wooden Theme (Content Not included)



Figure 27: Wooden Theme (Content Not included)

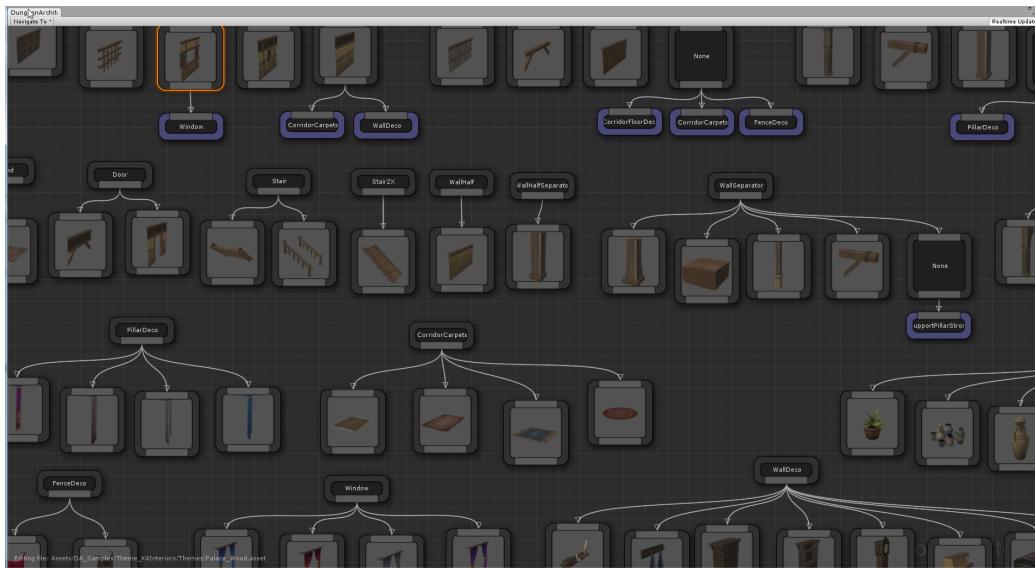


Figure 28: Theme File

## 8.2 Stone Theme

Scene Location: `DungeonArchitect_Samples_Thirdparty/Demos/Theme_K4_Interiors/Scenes/02_Pal...`

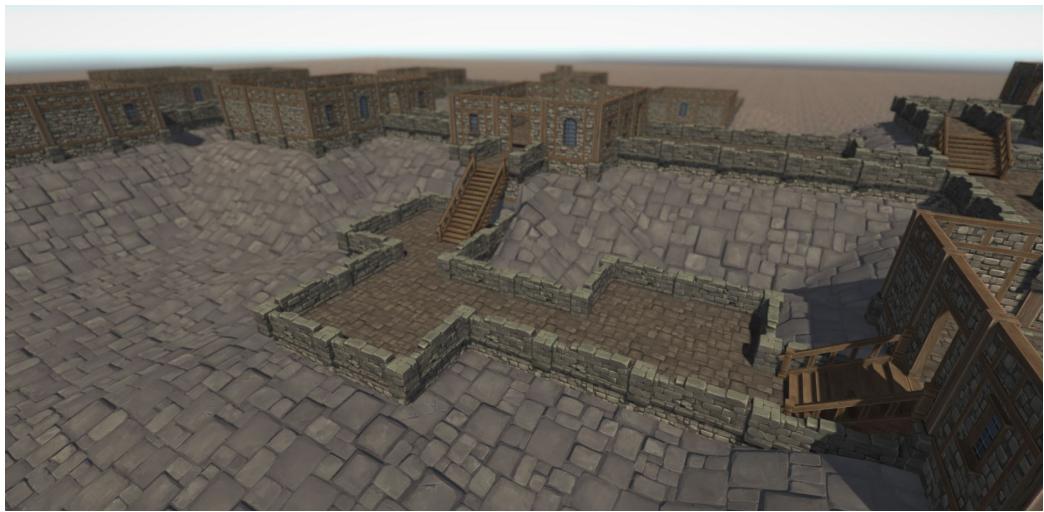


Figure 29: Stone Theme (Content Not included)

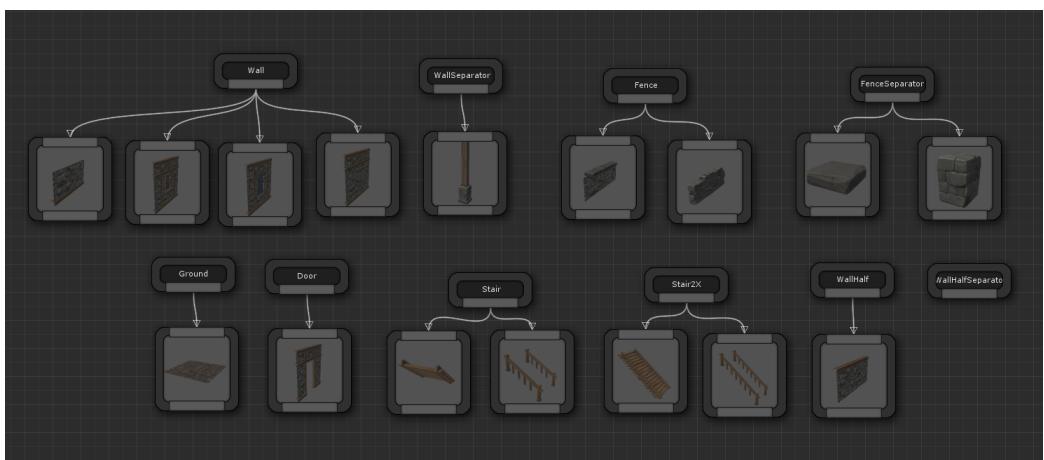


Figure 30: Theme File

### 8.3 Mixed Theme

Scene Location: DungeonArchitect\_Samples\_Thirdparty/Demos/Theme\_K4\_Interiors/Scenes/03\_Sto

This sample shows how you can mix two different themes using a *Theme Override Volume*



Figure 31: Multiple Themes (Content Not included)

## 9 TaD Sewer (3DForge)

A theme created using 3DForge's excellent TaD Sewer Kit asset pack

- Import the TaD Sewer Kit asset pack into your project before opening the demo scenes
- Download the theme files from here and extract it into your project's Asset folder
- Explore the contents under DungeonArchitect\_Samples\_Thirdparty/Demos/Theme\_3DF\_TaDSewer/



Figure 32: TaD Sewer Scene (Content Not included)



Figure 33: TaD Sewer Scene (Content Not included)

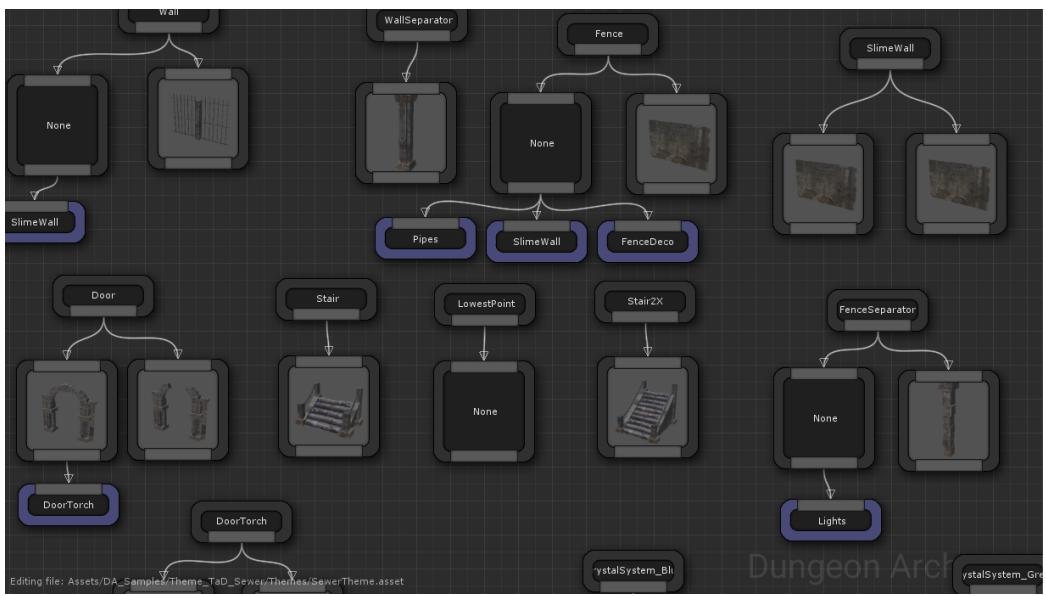


Figure 34: Theme File

## 10 MultiStory Dungeon (MS)

A theme created using Mana Stations's excellent Multistory Dungeons asset pack

- Import the Multistory Dungeons asset pack into your project before opening the demo scenes
- Download the theme files from here and extract it into your project's Asset folder
- Explore the contents under `DungeonArchitect_Samples_Thirdparty/Demos/Theme_MS_Multistory`



Figure 35: Mana Station's MultiStory Dungeons Scene (Content Not included)



Figure 36: Mana Station's MultiStory Dungeons Scene (Content Not included)



Figure 37: Mana Station's MultiStory Dungeons Scene (Content Not included)



Figure 38: Theme file

## 11 TopDown Dungeon (MK4)

A theme created using ManufacturaK4's excellent Top-Down Dungeons Mobile asset pack

- Import the Top-Down Dungeons Mobile asset pack into your project before opening the demo scenes
- Download the theme files from here and extract it into your project's Asset folder
- Explore the contents under `DungeonArchitect_Samples_Thirdparty/Demos/Theme_K4_TopDownDun...`

## 12 Isaac Builder

This sample demos the new Isaac builder that creates levels like the ones found in Binding of Isaac

The awesome art from Daniel was used for the 2D sprites: 2D Hand Painted - Dungeon Tileset

- Download the samples from here
- Import the asset 2D Hand Painted - Dungeon Tileset



Figure 39: ManufacturaK4’s Top-Down Dungeons Scene (Content Not included)



Figure 40: ManufacturaK4’s Top-Down Dungeons Scene (Content Not included)

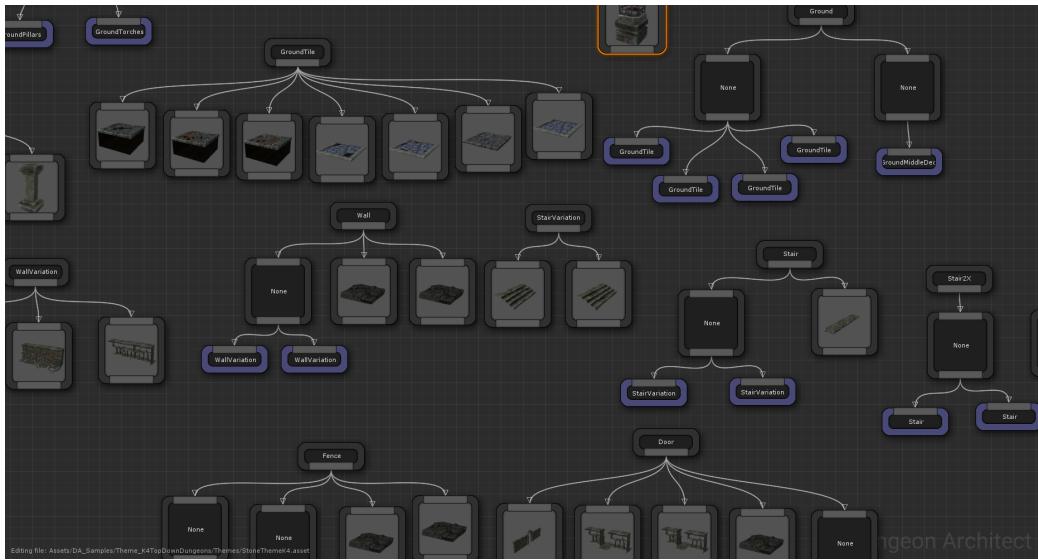


Figure 41: Theme file

Scene File: DemoIsaac

There is also a theme for the grid builder

Scene File: DemoGrid

## 13 Simple Shapes Theme

Another example of a theme generated using simple basic shapes

Explore the contents under `DungeonArchitect_Samples/Theme_SimpleShapes/`

Scene Location: `DungeonArchitect_Samples/Theme_SimpleShapes/Scenes/BasicShapesDemo`

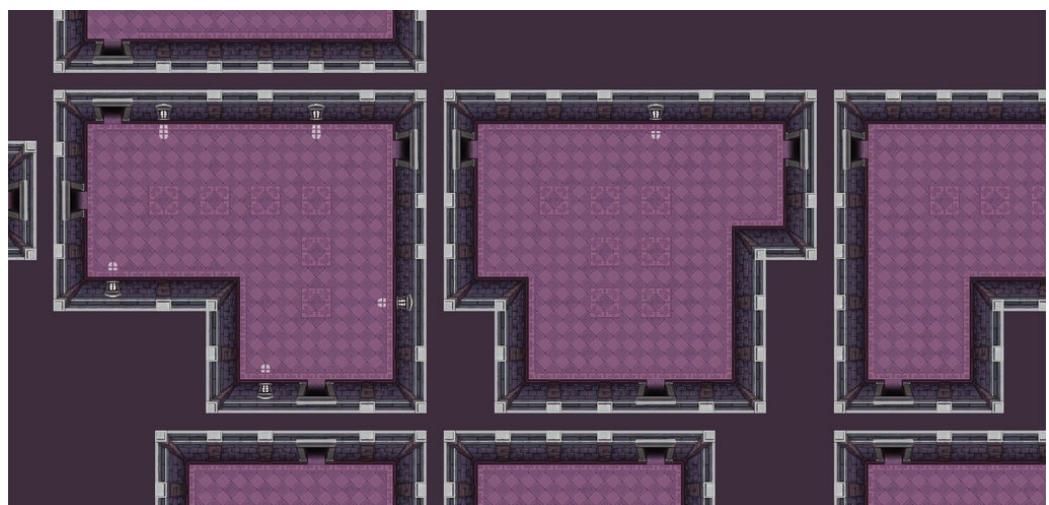


Figure 42: Isaac Builder (Content Not included)

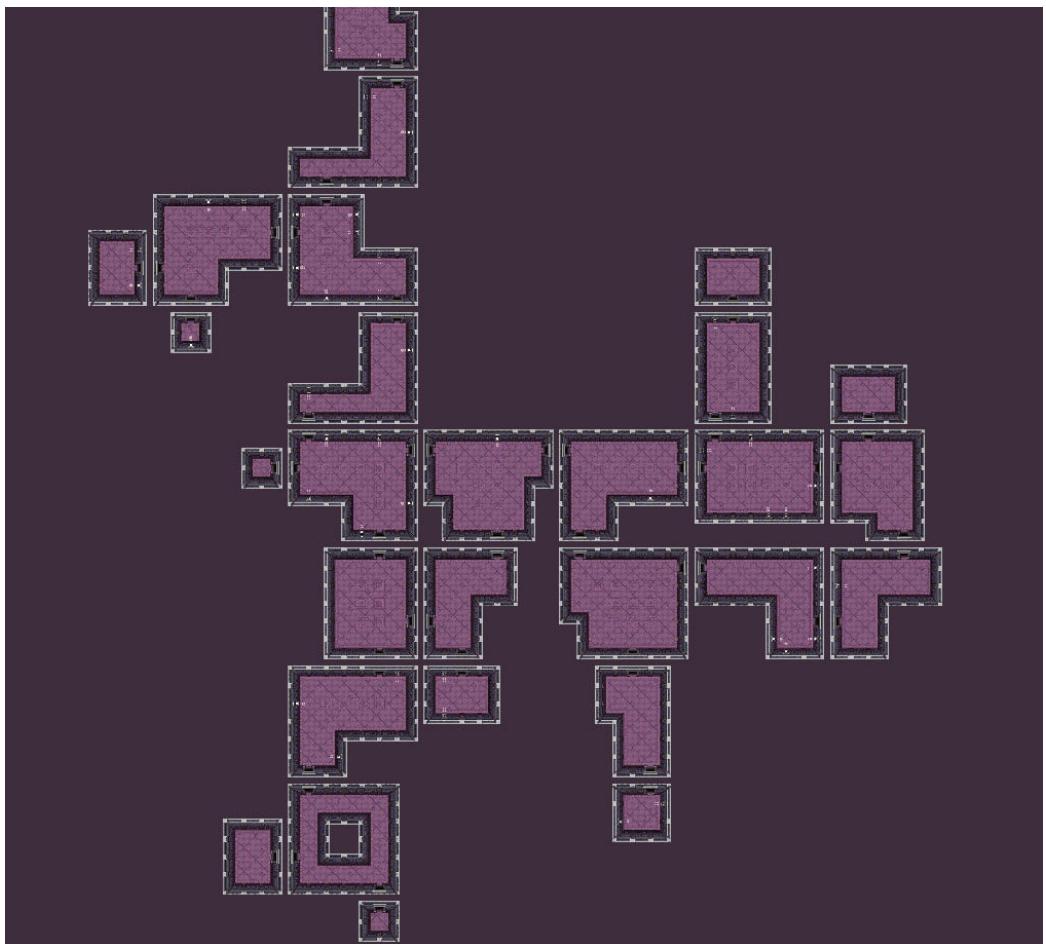


Figure 43: Isaac Builder (Content Not included)

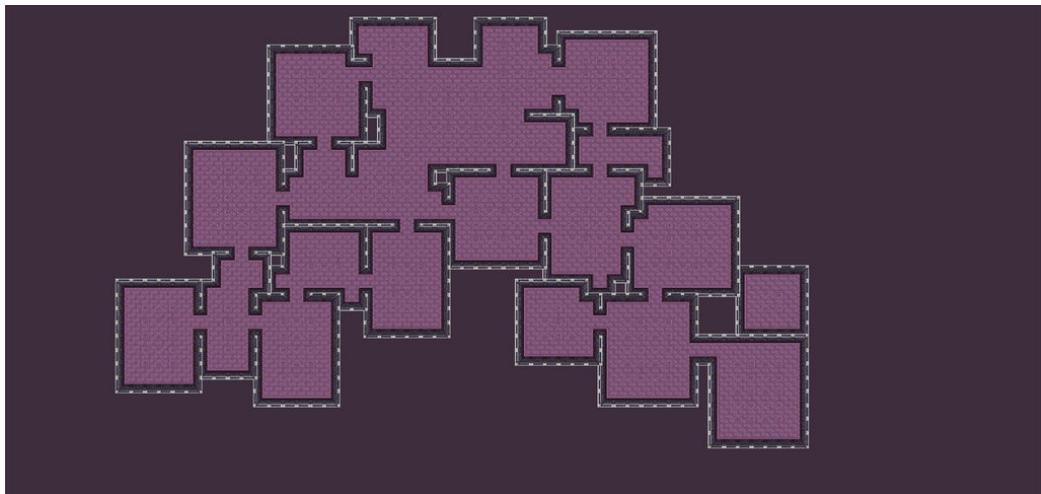


Figure 44: Isaac Builder (Content Not included)

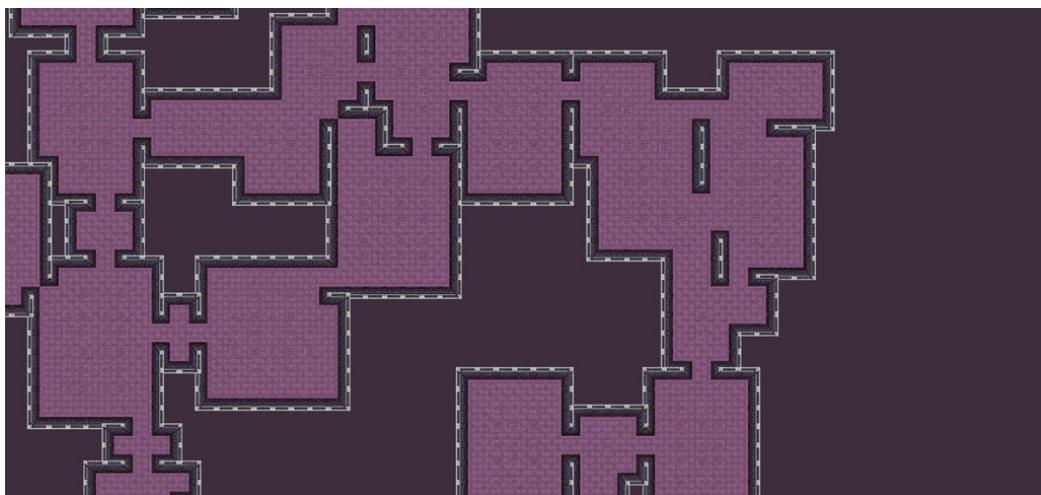


Figure 45: Isaac Builder (Content Not included)

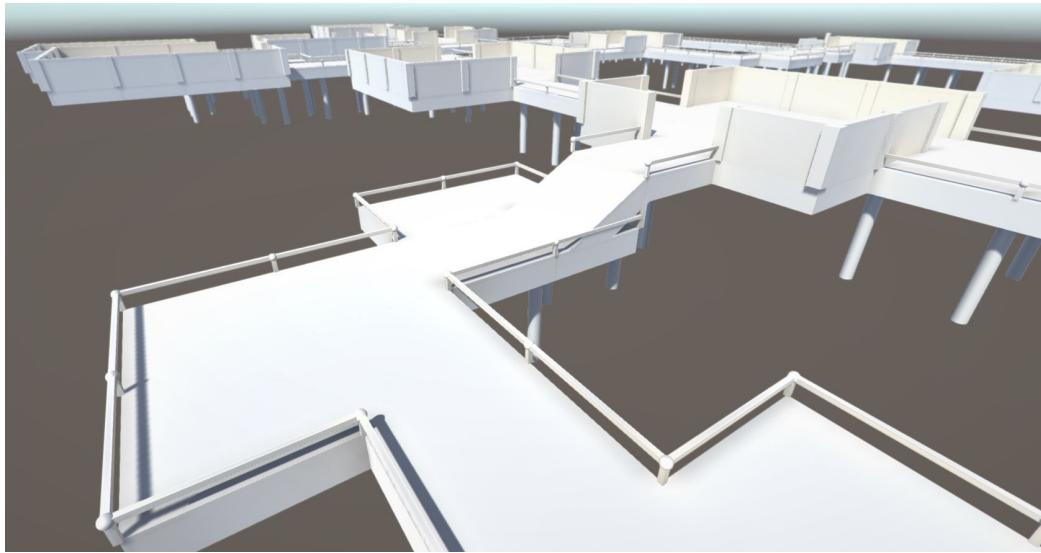


Figure 46: Simple Shapes Scene

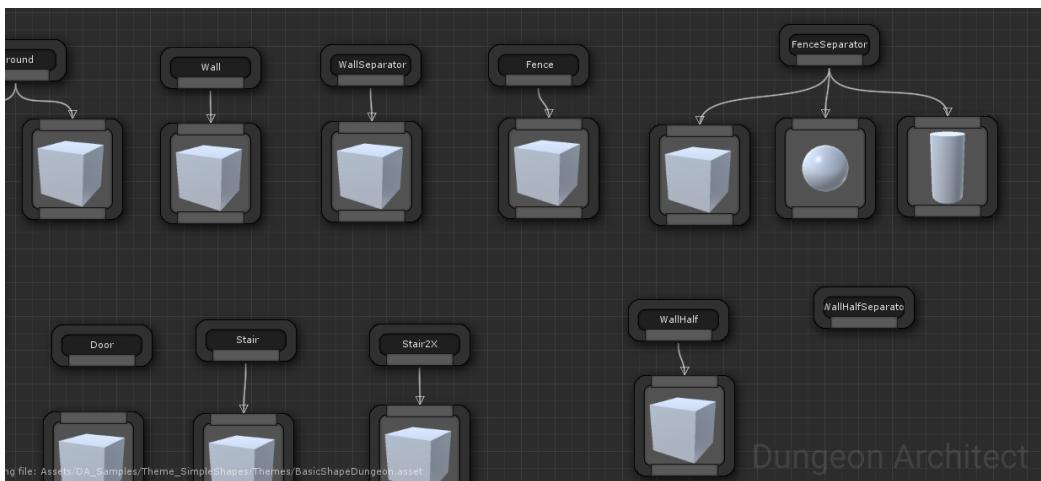


Figure 47: Theme File