

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

2 Candy Theme

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

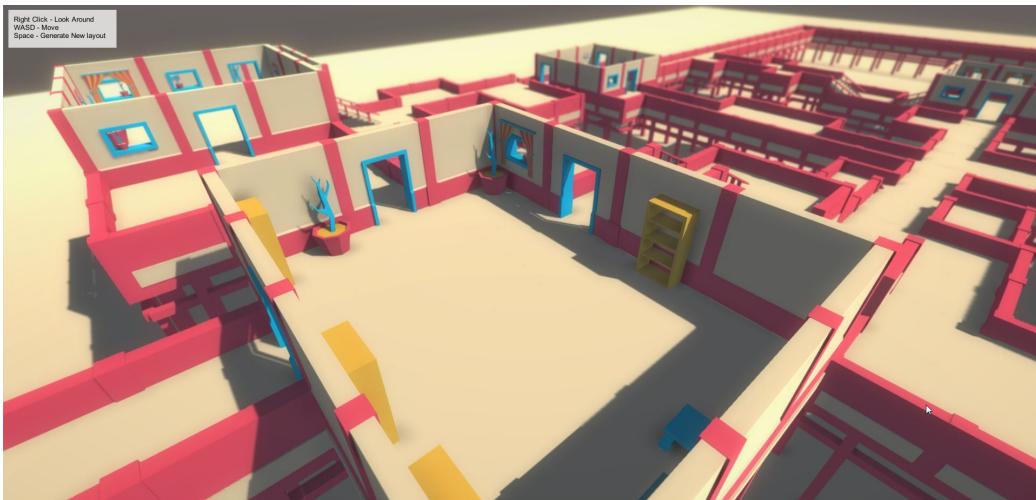


Figure 1: Level generated using the Candy Theme

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

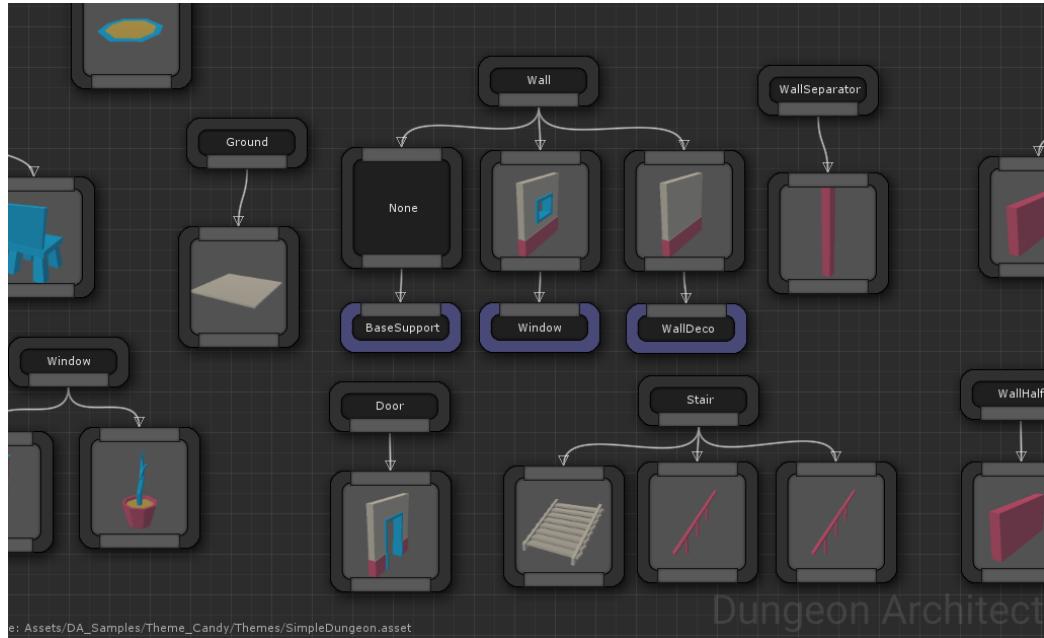


Figure 2: Free Candy Theme

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

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/Theme_Candy/Scenes/RuntimeGeneration

3 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`

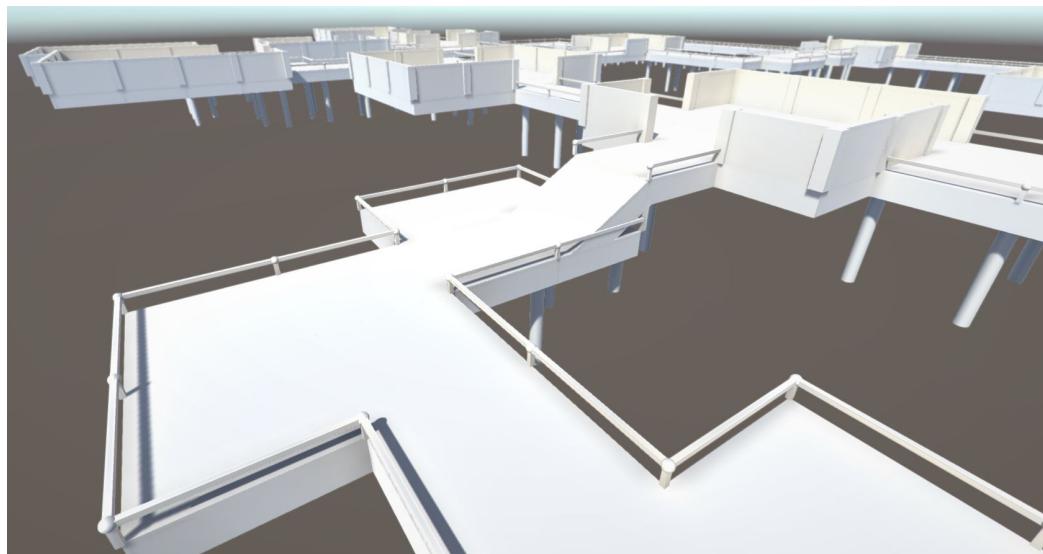


Figure 3: Simple Shapes Scene

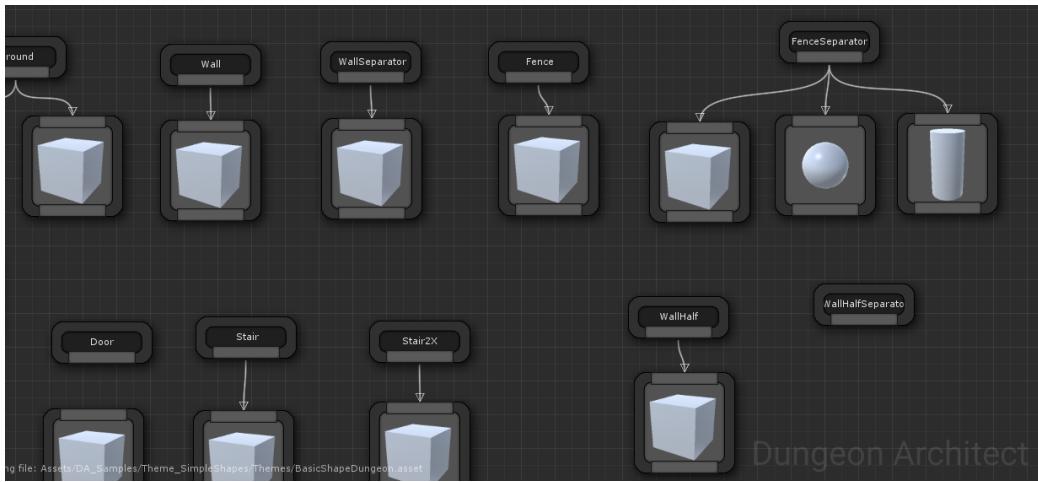


Figure 4: Theme File

4 MOBA Theme (MK4)

A theme created using ManufacturaK4's excellent Tower Defense and MOBA asset pack
I've designed a few themes around some paid art assets in the asset store.

- 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_Thirdparty/Demos/Theme_K4_Moba/`

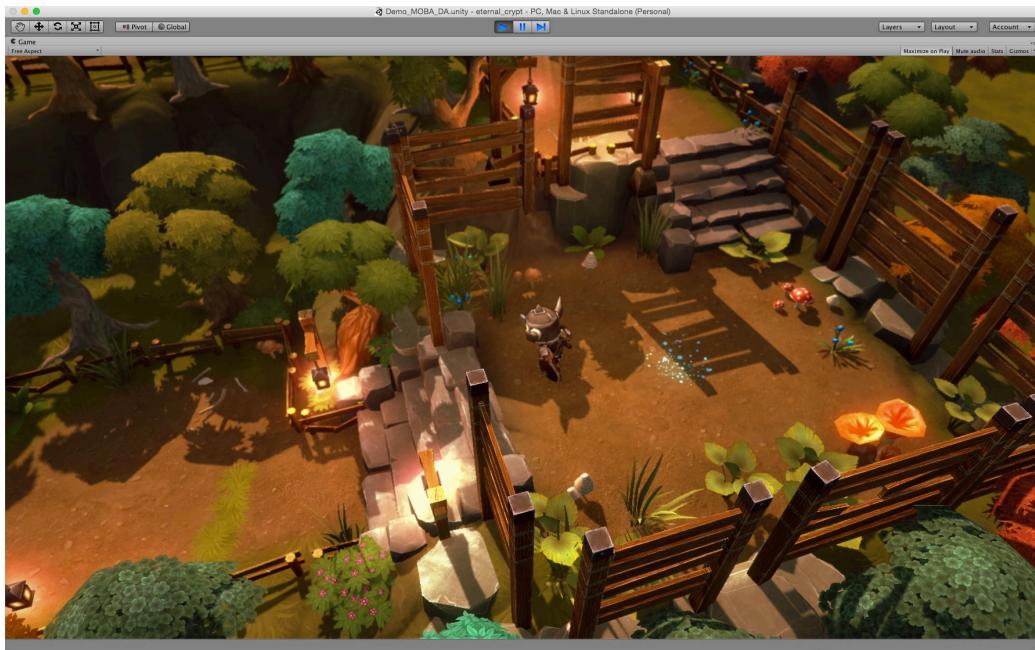


Figure 5: ManufacturaK4's Moba Scene (Content Not included)

5 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/`

5.1 Wooden Theme

Scene Location: `DungeonArchitect_Samples_Thirdparty/Demos/Theme_K4_Interiors/Scenes/01_Pal`

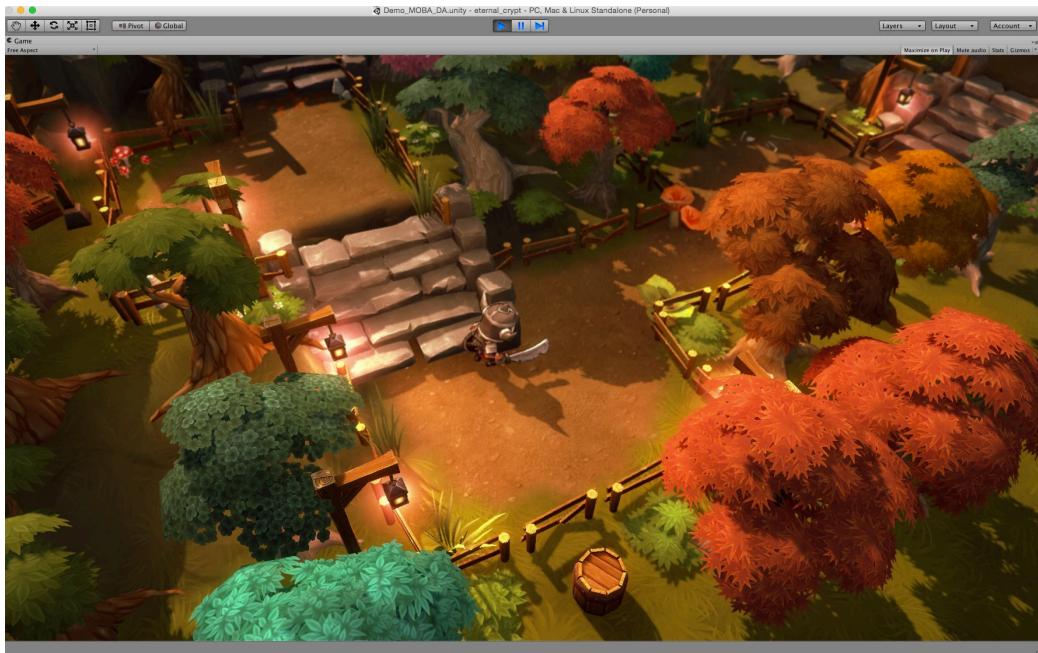


Figure 6: ManufacturaK4’s Moba Scene (Content Not included)

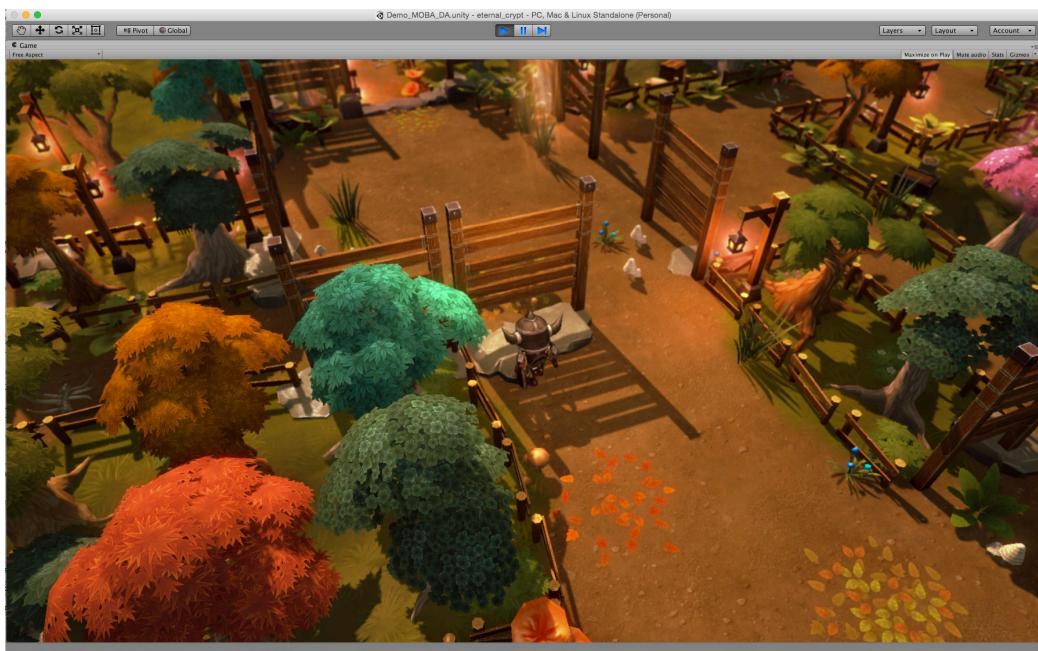


Figure 7: ManufacturaK4’s Moba Scene (Content Not included)

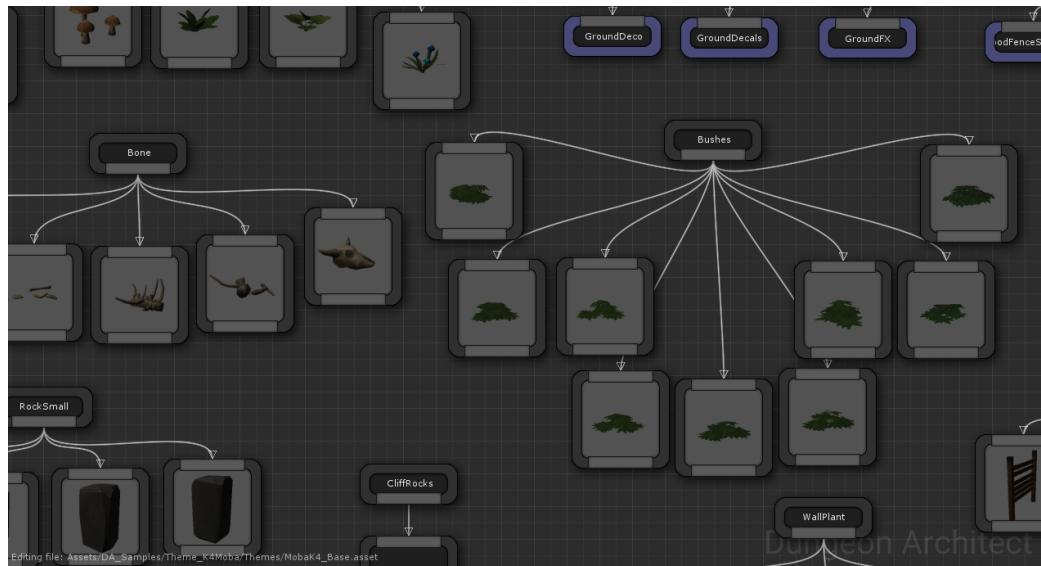


Figure 8: Theme File Fragment

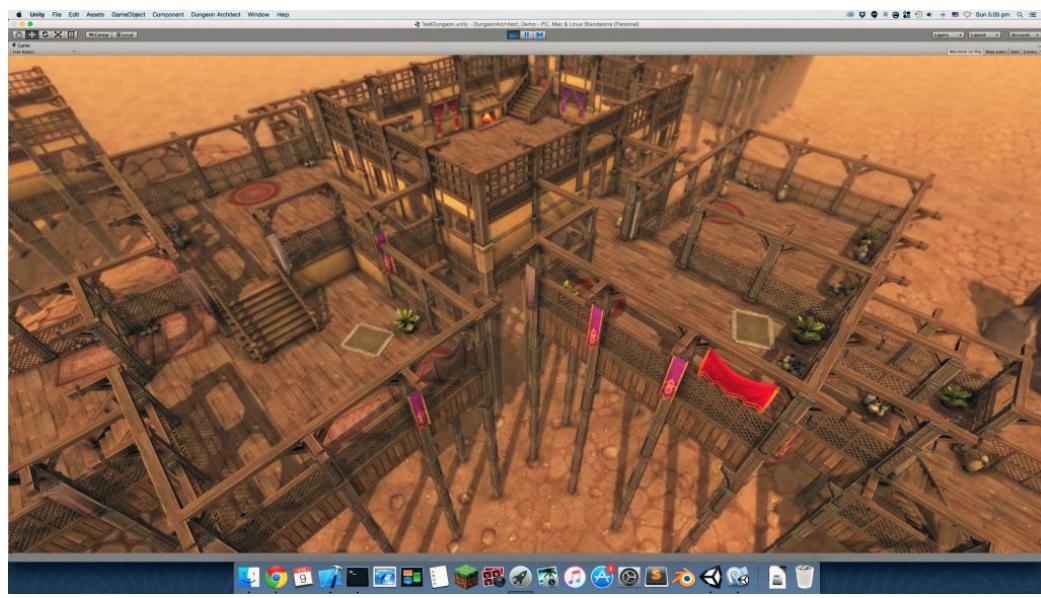


Figure 9: Wooden Theme (Content Not included)



Figure 10: Wooden Theme (Content Not included)

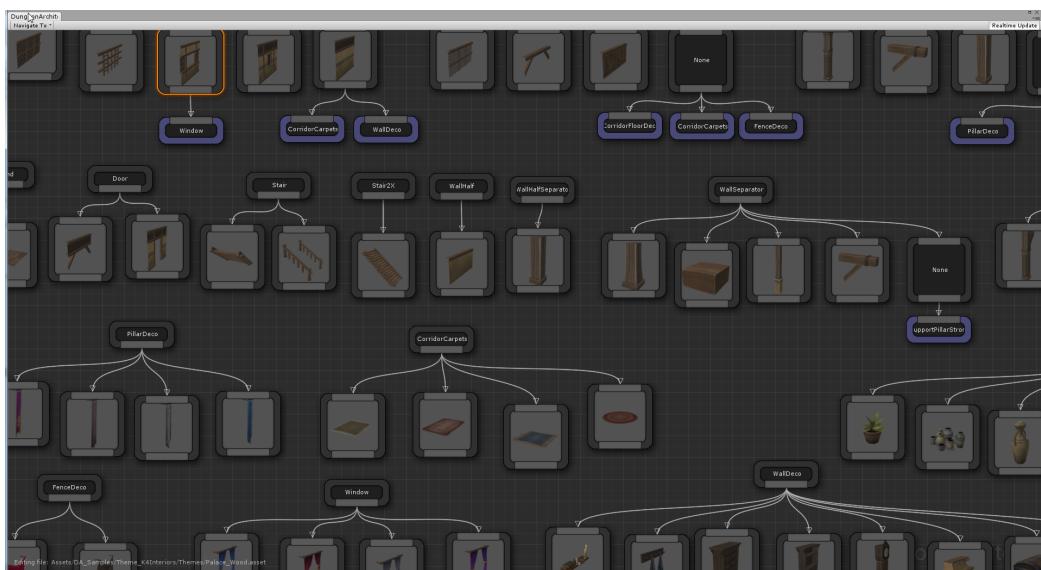


Figure 11: Theme File

5.2 Stone Theme

Scene Location: DungeonArchitect_Samples_Thirdparty/Demos/Theme_K4_Interiors/Scenes/02_Palace

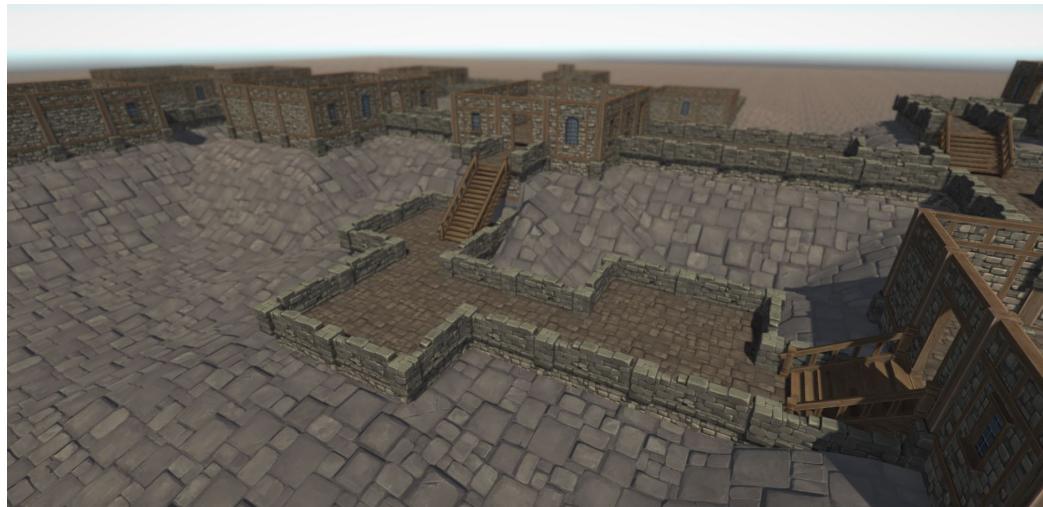


Figure 12: Stone Theme (Content Not included)

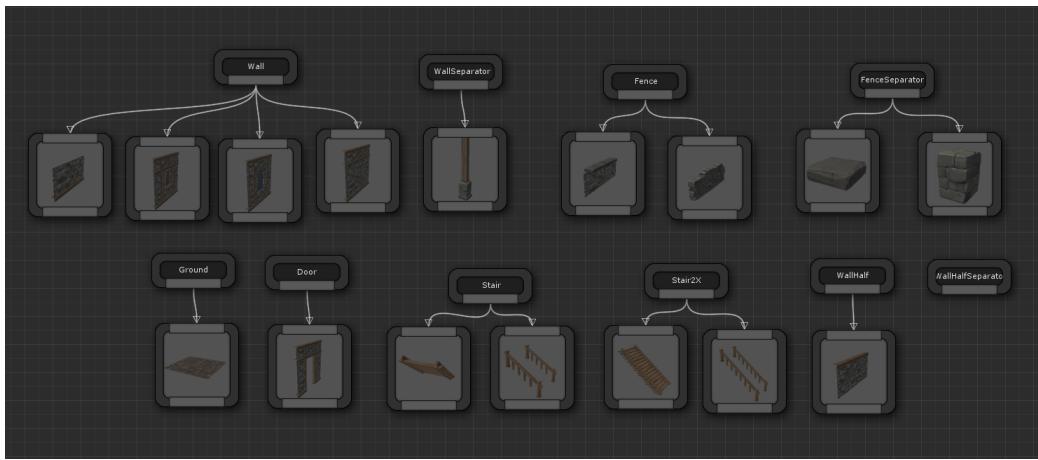


Figure 13: Theme File

5.3 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 14: Multiple Themes (Content Not included)

6 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 15: TaD Sewer Scene (Content Not included)



Figure 16: TaD Sewer Scene (Content Not included)

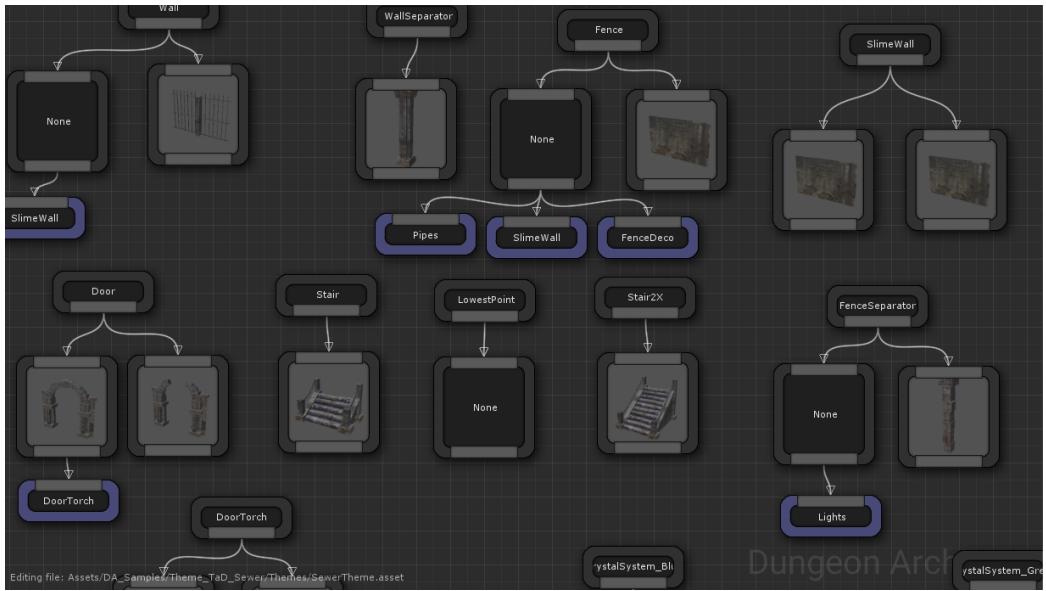


Figure 17: Theme File

7 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 18: Mana Station's MultiStory Dungeons Scene (Content Not included)



Figure 19: Mana Station's MultiStory Dungeons Scene (Content Not included)



Figure 20: Mana Station’s MultiStory Dungeons Scene (Content Not included)

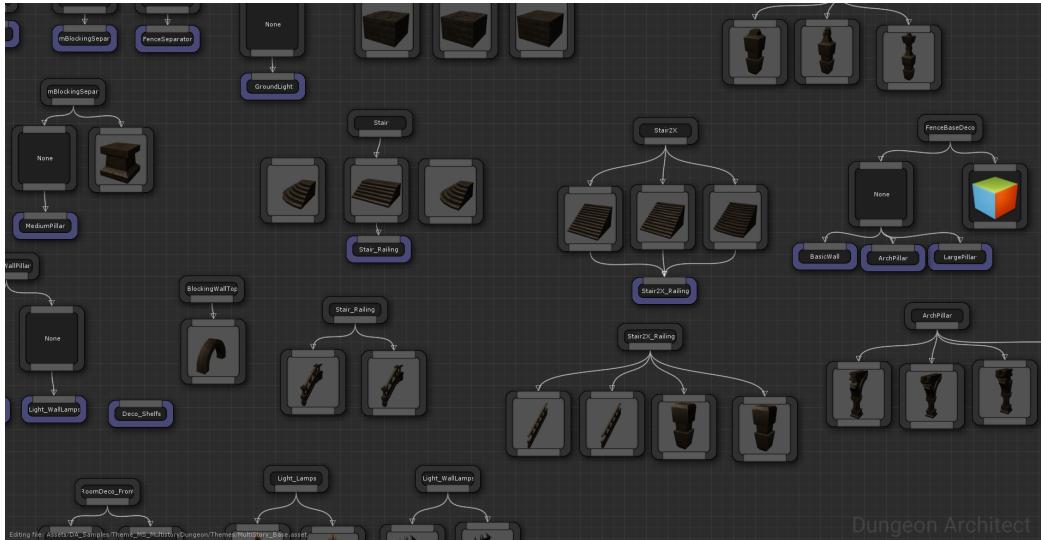


Figure 21: Theme file

8 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`



Figure 22: ManufacturaK4's Top-Down Dungeons Scene (Content Not included)



Figure 23: ManufacturaK4's Top-Down Dungeons Scene (Content Not included)

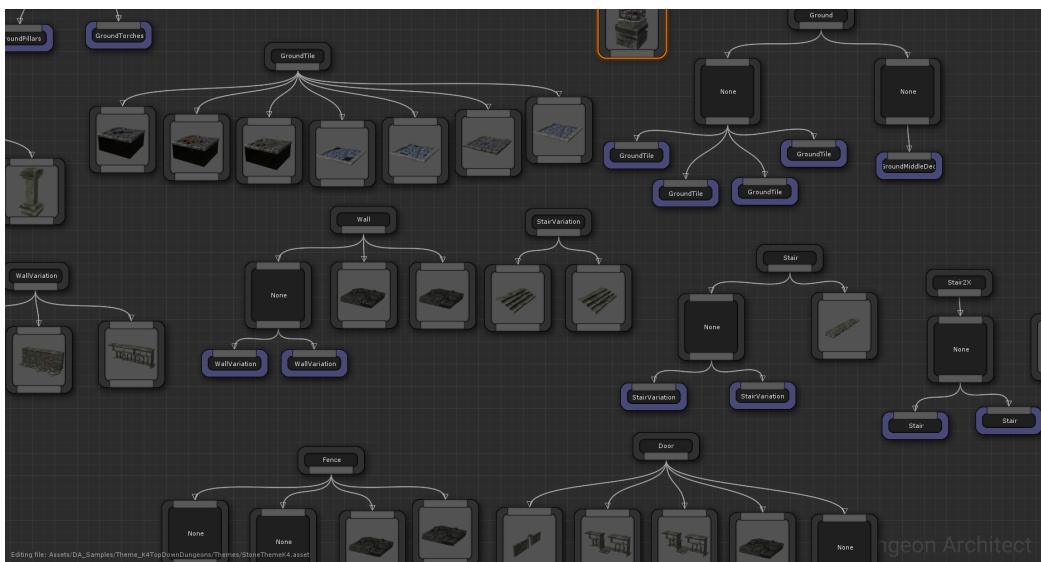


Figure 24: Theme file