8 responses

What did you like about the generation tool?

It’s pretty good for generating items and traps. Like the room generation

Procedural generation of unique levels

Interesting layouts with connecting corridors potentially overlapping

1.Nice scaling and balance

2.Good consideration for different game items and mechanics

Having the ability to not spawn traps in small rooms, variance in room sizes, it feels like it has the ability to avoid being "samey"

being an absolute idiot and setting ridiculous values then otherwise recommended. The ability to customise pretty everything in the game.

It seemed easy to use and most of the parameters were intuitive

the pathfinding of the generation tool is quite interesting

PG system, unique, great for random generation

What elements did you not like about the generation tool?

Not having a preview

Having only one tile is another negative

Limits of the size of dungeon

Rooms being too grid-like and similar in shape

1. Lack of a custom editor/Over reliance on tool tips

2. Hard to customise dungeon shape to fit pre existing project.

n/a

At the moment, tooltips are hidden by the mouse, and its largely because it can only be edited within Unity. But then again, it could be a hard job to implement a separate window.

The icon for the player in the minimap in the demonstration was too small; while using larger map sizes the player becomes almost impossible to see in such a small map.

None

More elements to manipulate but can be overwhelming

Were any of the parameters poorly explained?

Min axis size was poorly explained (how the size of room vs whole area)

Make tool tip bold if can (more certain areas that are important)

Max Axis size, too many words, waaay too many words

The "Fraction Of..." variables could maybe have a more explanatory name, such as "MinSizeForItems"

Spawned Section, could be renamed better

Don't really get Fraction parameters too much.

You could have written 'width' and 'height' for the x length and y length parameters. 'Fraction of room with items' should be renamed to 'Minimum size of rooms for items to spawn' or similar. Same with 'Fraction of room with traps'.

the tool tips seems kinda long to read

Fractions of Room with Items, Chance of Room Divide Again (From Designer perspective it is valuable to know the ins and outs of the system to better manipulate the params)

What features did you want added in the future?

Boss room option

Having toggle to change corridor size

Having a preview feature for generation

Tile mapping

Enemy spawning

Shop room option

Resting room for player

Have an option for random list for spawning things such as stairs

Enemies - enemy placement algorithms?

More variation in room size and shapes?

Algorithm to ensure item/trap placement makes sense?

Works with an existing tilemap.

Not having to read tooltips to get it to work

Add options for percentage-based items and traps per cell instead of object pool, have an option to limit the room axis ratio to reduce the number of long/tall rooms, maybe use animation curve for min/max values

Maybe separating this tool out of Unity, although that's hard to implement.

Colours?

If an endgame is implemented, change how many rooms is in the game.

Support for different types of floor tiles, instead of just 1x1 squares (bigger/smaller squares, different rectangle sizes, maybe even hexagons?)

Maybe a feature that could be added would be broken paths that would lead the player to a dead end forcing the player to go back and find another path.

Spirits to create better distinction between the objects

Were there any features that you felt were unnecessary?

This felt good. Good job Odin

n/a

Nope, it has just about everything I would expect in a proc gen editor tool. Everything seemed in place.

there was none