

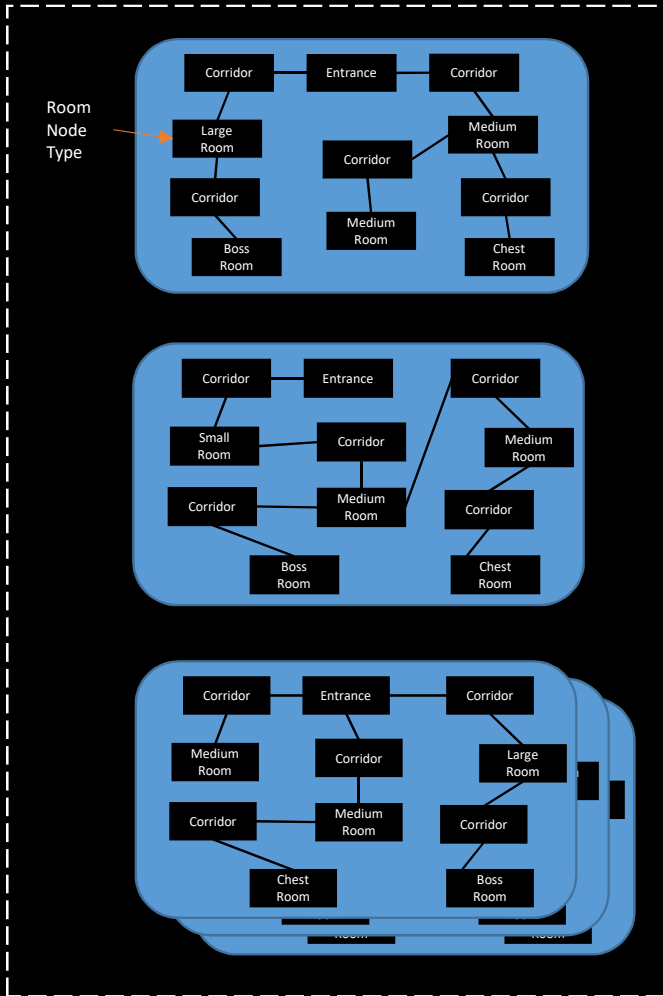
# Dungeon Creation Design



# Dungeon Creation Design

## Building The Dungeon For A Level

Specified Dungeon Room Node Graphs



A Random Room Node Graph Is Chosen From One Of Those Specified For The Level

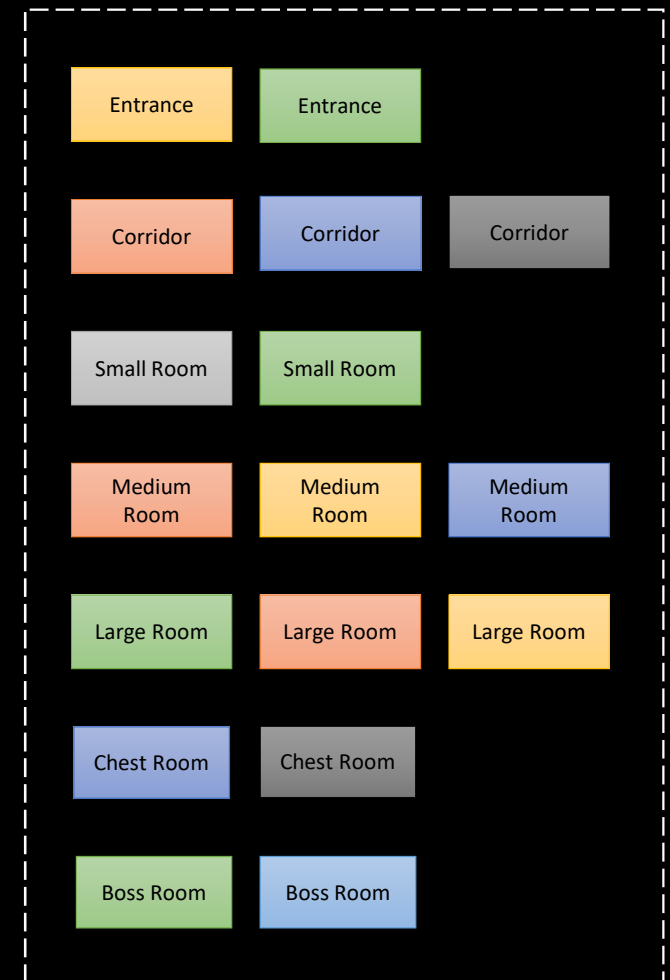
For The Randomly Selected Room Node Graph A Random Room Template Tilemap Is Chosen For Each Room Node Type

DUNGEON LEVEL

These Are Processed By The Dungeon Builder To Generate A Level For The Dungeon

GENERATED DUNGEON

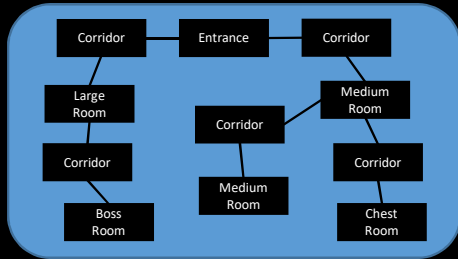
Specified Room Templates



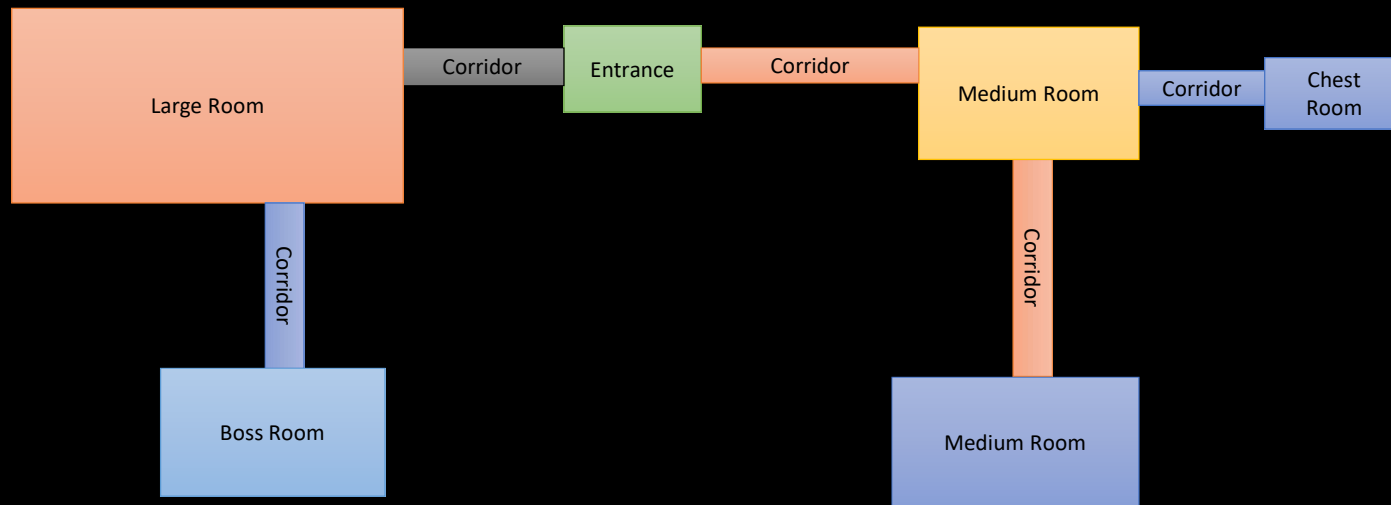
# Dungeon Creation Design

## The Generated Dungeon

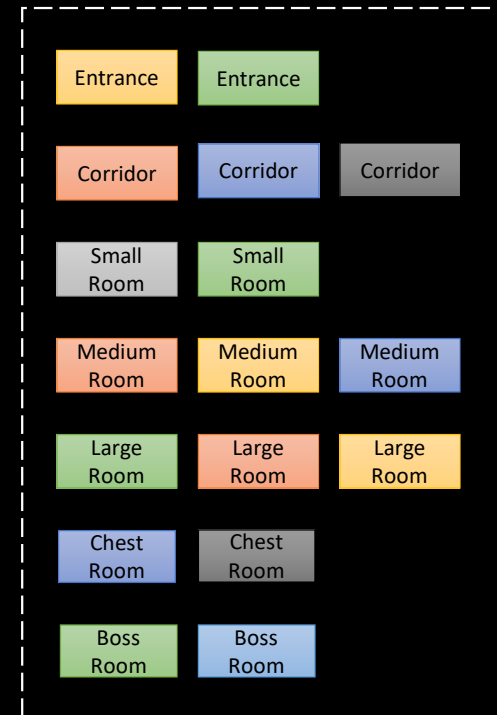
Selected Dungeon Room Node Graph



GENERATED  
DUNGEON



Specified Room Templates



# Dungeon Creation Design

## Custom Node Editor

We need an easy way to create and save dungeon room node graphs.

The most logical way would be to use a tool that allows us to visually create room nodes and connect them together.

What we need is a custom node editor !

Luckily Unity is very flexible, and allows us to create our own editor tools.

So that's what we are going to do in this section of the course – build our own custom room node editor!

Although we are interested in building a room node editor, node editors like this are useful for lots of other purposes in Unity.

For example you could use a similar node editor to build a dialogue system.

Or you could use a node editor to build a skill progression tree or a crafting tree for RPGs.

