Overview:

This is a 2D top-down dungeon game that uses procedural generation to automatically create new levels every time the player starts the game. Every time the dungeon is generated, it must spawn a boss room and a shop room. Items and enemies are placed after the dungeon itself is generated.

Dungeon Generation:

The dungeon is procedurally generated, connecting room prefabs by specified door spaces–these are just specially marked walls, which are deleted to create doors when a connection is made. You can specify a specific number of crawlers, which will creep out from the start room and attempt to place rooms, and control the possible range of rooms spawned per crawler. There are many types of rooms, including variations of the L shape, and standard rectangular rooms. The boss and shop rooms are specially designed to include their respective unique features–a boss, and places to specifically spawn shop items, respectively.

Item Generation:

Money items, such as coins, are randomly spawned on the floor tilemap of each room once the dungeon itself has been fully generated. You can specify a range of items to randomly spawn in each room. Buff items, like healing items and stat increase items, are randomly chosen and spawned in the shop in predefined locations.

Enemy Generation:

Enemies are randomly spawned on the floor tilemap of each room once the dungeon itself has been fully generated. You can specify a range of enemies to randomly spawn in each room. Enemies include a basic melee enemy and a ranged enemy with homing missiles. The boss is manually placed in the boss room, and is a ranged enemy.