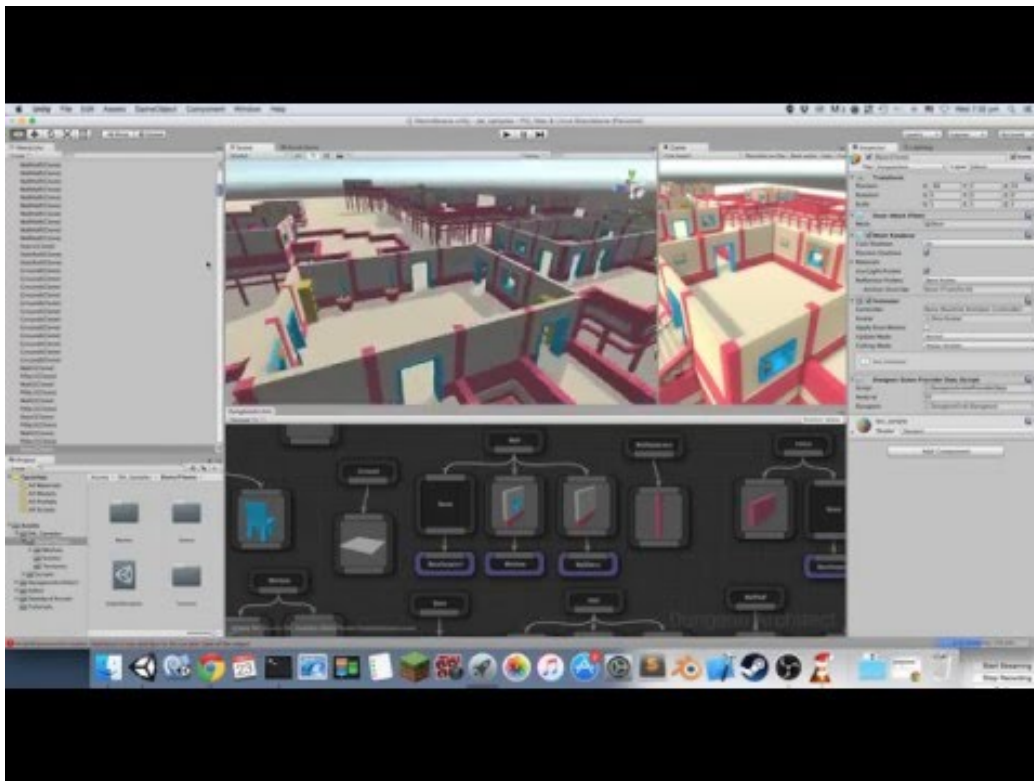# 1   Introduction

Dungeon Architect is a plugin for Unity that helps in streamlining the level creation process. It allows you to quickly create levels procedurally (or manually) by blocking out volumes and having the plugin build the environment automatically around it

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2   Overview

A quick overview of the various features of Dungeon Architect
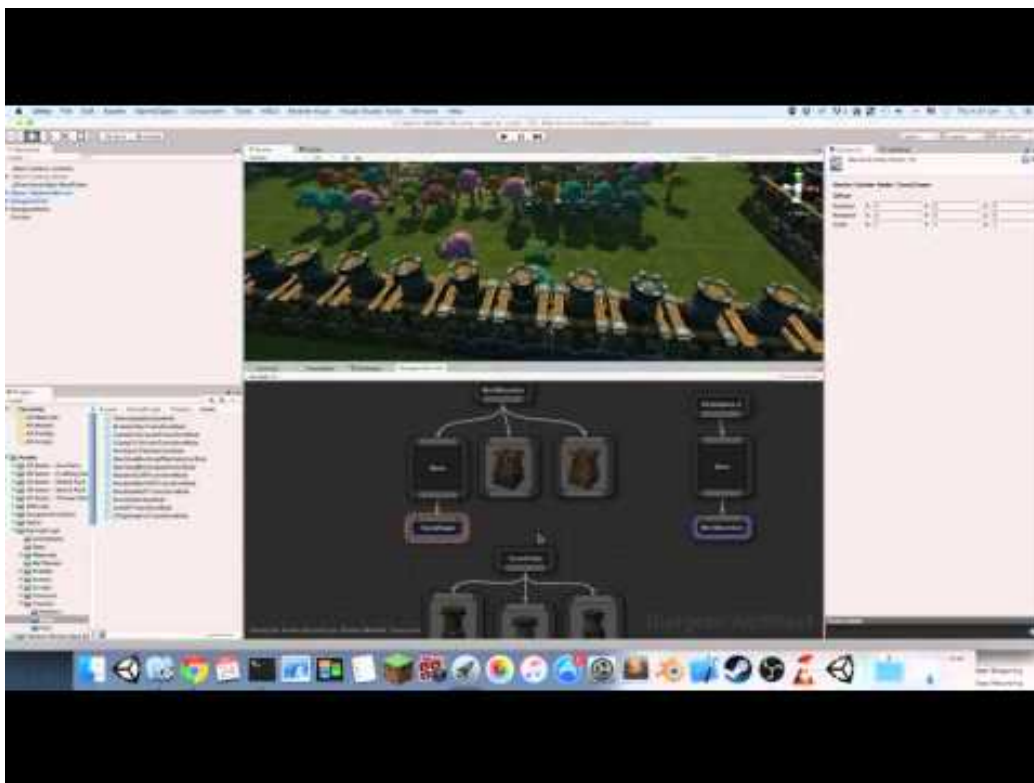
View in Youtube

3 Marker Emitters

Marker Emitters emit new markers into the scene. This gives you a lot of flexibility and the video explores various possibilities

2

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4   Selection Rule

A selection rule is a behavior script that is used to decide if the current node is to be attached to the scene. This rule replaces the default Probability property that is used for randomly deciding if visual node needs spawning based on a probability.
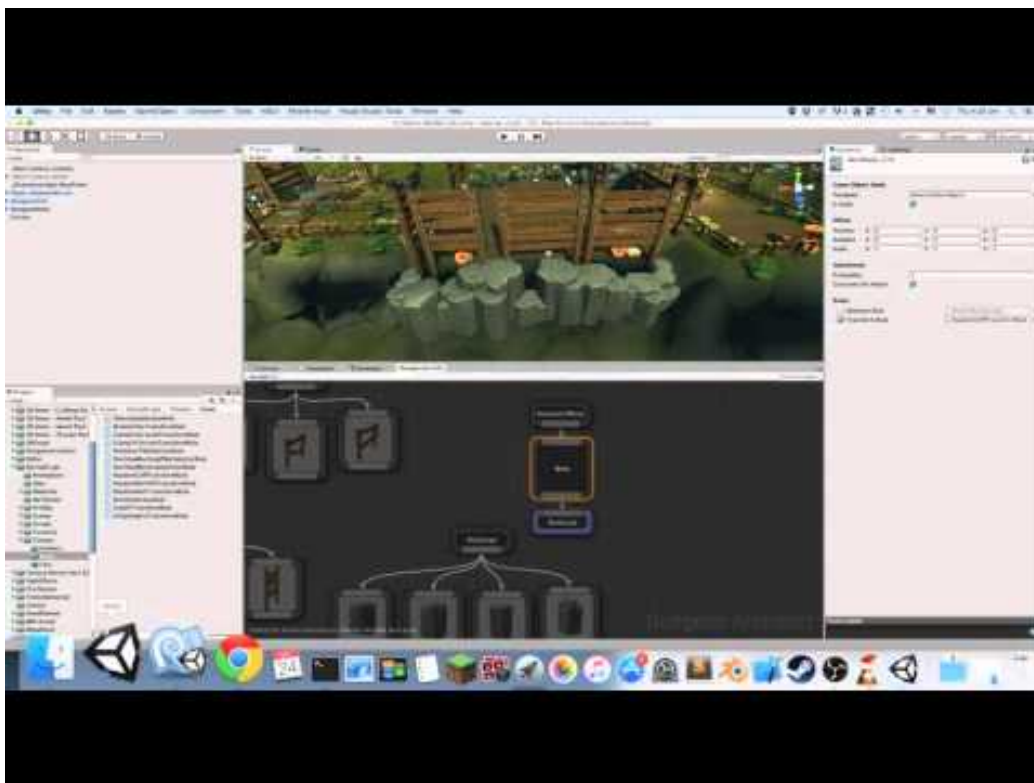
3

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5   Transform Rule

Dungeon Architect lets you specify offsets to your visual nodes to move/scale/rotate them from their relative marker locations.

However, if you want a more dynamic way of applying offsets (based on scripts), you can do so with a *Transform Rule*. This can be very useful to add variations to your levels for certain props

4

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6 Paint Mode

Dungeon Architect allows you to paint your own dungeon layouts with an editor extension. This gives you more artistic control as you are no longer restricted by what the procedural algorithm creates for you
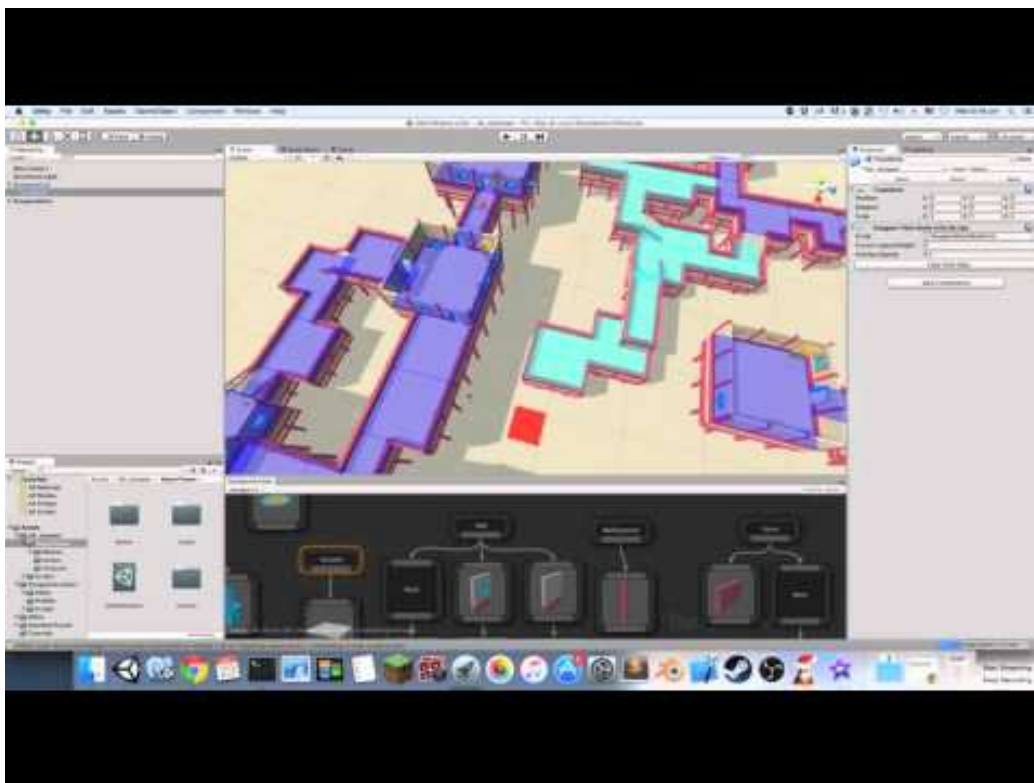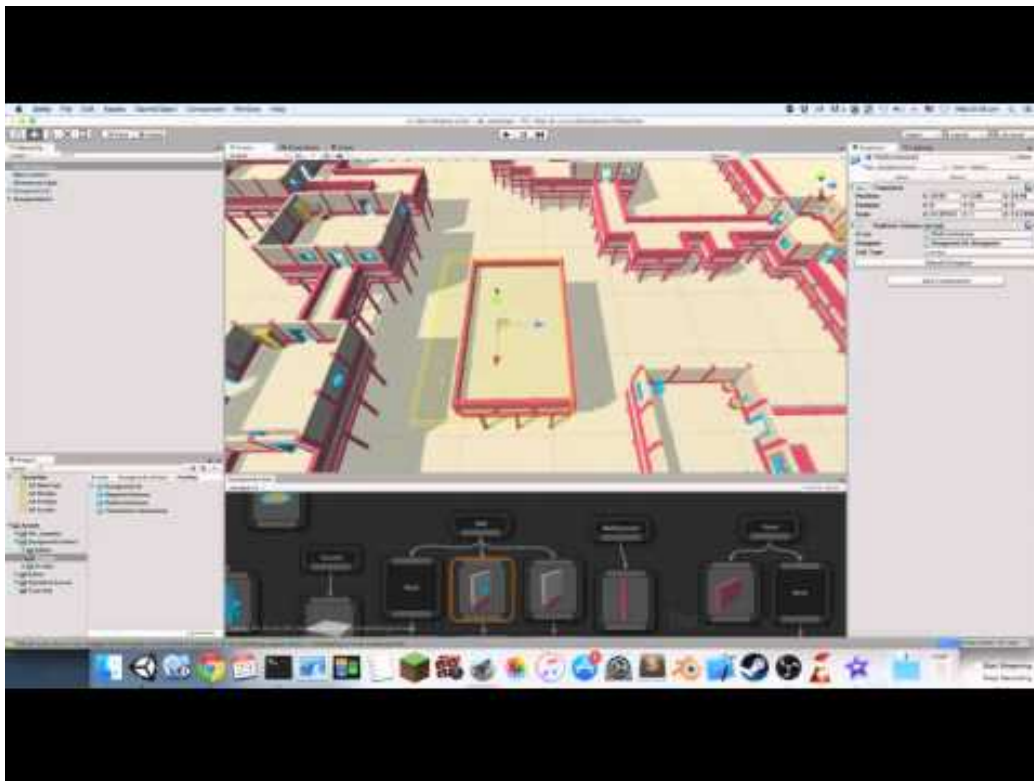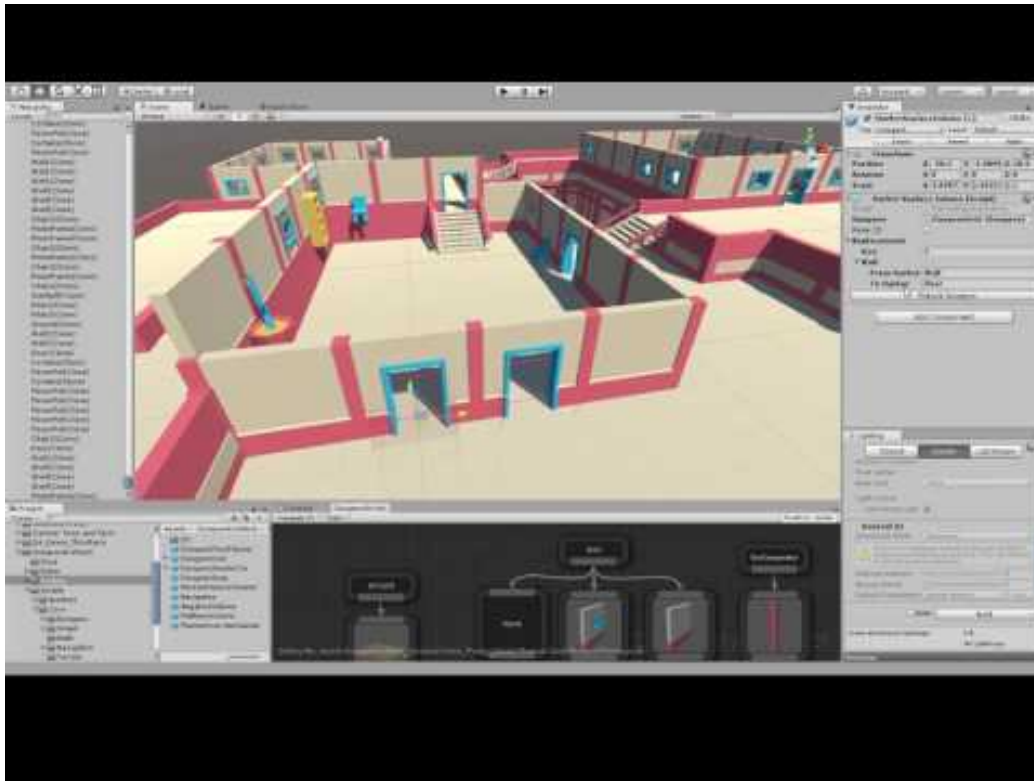
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7   Volumes

Dungeon Architect provides various volumes to help you influence your dungeon as per your requirements

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A marker replacement volume gives you a low level control on the generated dungeon (e.g. to replace a wall with a door etc)
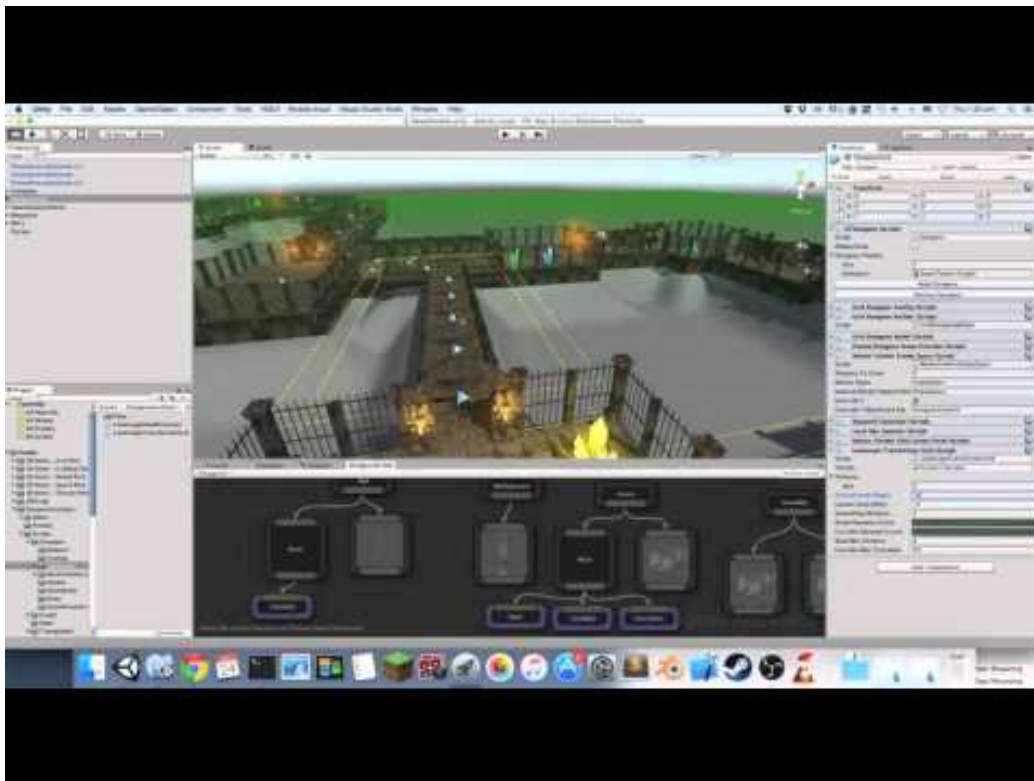
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8   Terrain Modifier

Dungeon architect can also modify the landscape when it builds the dungeon. Starting with an empty terrain, it can modify its height and paint it in intresting ways.
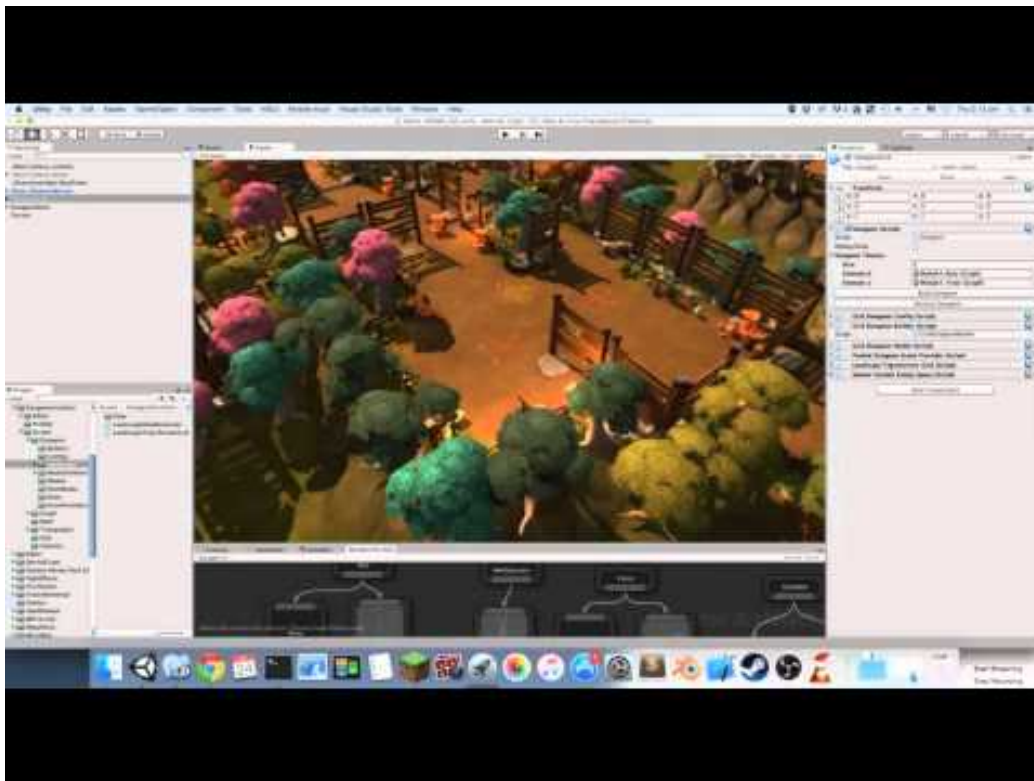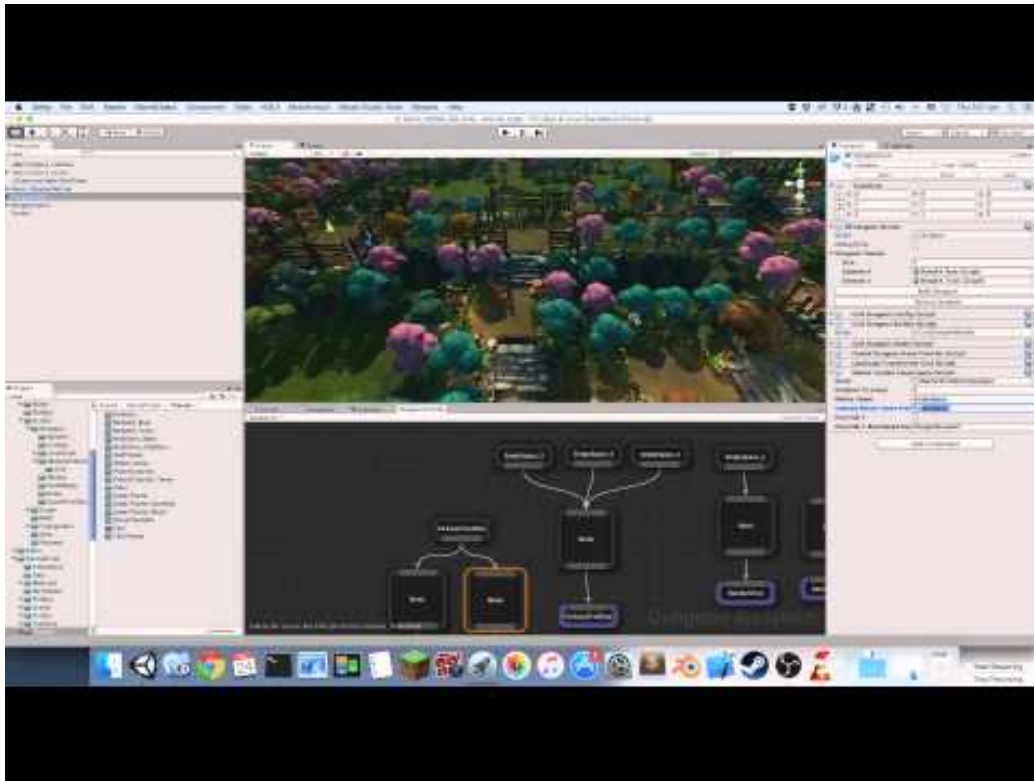
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9   Event Listener

Listen to various events while the dungeon is being built, so you can query the model
and add your own content (e.g. NPCs, assign special rooms etc)

View in Youtube

10   Marker Emitter Scripts

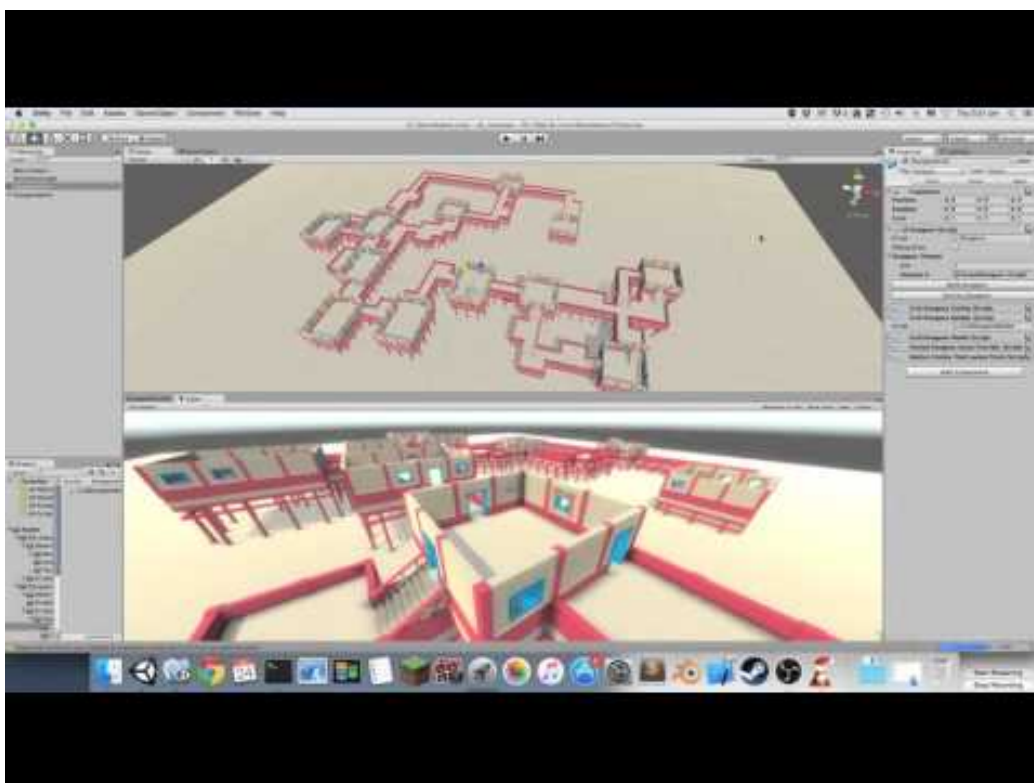Marker Emitters are behavior scripts that lets you emit your own markers anywhere in the map

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11   Custom Dungeon Builders

The Default dungeon builder used to create the layout is swappable and you can provide your own implementation

This is useful if you want to use your own algorithm for generating the layout of your dungeons. You are not limited to a grid based system.

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