Creating map main function list

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| --- | --- | --- | --- |
| Function name | Describe | Process | Remark |
| Room | 宣告變數 | 宣告Meshcolider, food, weapon, enemy變數 |  |
| PlaceRoom | 生成食物.武器.敵人和房間物件 | 隨機生成食物.武器.敵人，以及用 instantiate來生成房間物件 | 房間生成設定 |
| PlaceEndRoom | 房間生成調整 | 1. 列出未用過的出口 2. PositionRoomAtExit: 3. 重設下一個的房間位置跟旋轉 4. 對接房間 5. 刪除對接位置的牆壁 6. DeltaAngle，計算房間旋轉的差異 7. 用Euler把目標房間180度旋轉 8. RoomPositionOffset儲存兩個房間之間的位置差 | 房間生成設定 |
| PlaceStartRoom | 在終點房間設置完後，生成玩家初始位置 | 在終點房間設置完後，playerStartingPosition變數儲存玩家初始位置 | 生成玩家初始位置 |
| PlaceSpecialRoom | 放置物資房間 | 隨機生成武器 | 生成武器設定 |
| CheckRoomOverlap | 判別是否房間重疊 | 1. 縮小邊界-2.15f 2. OverlapBox計算碰撞( collisions)的數目 3. 測Game Object(Room)是不是與parent重疊 |  |
| AddExitsToList | 紀錄出口總數目 | 以list.Insert()加入新出口 |  |

Creating map main function list

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| --- | --- | --- | --- |
| Function name | Describe | Process | Remark |
| Room | Declare variable | Declare Meshcolider, food, weapon, enemy |  |
| PlaceRoom | Build the food weapon, enemy and room prefab | Randomly create food weapon, enemy.  Build the room prefab by instantiate. | Setting of the creating object |
| PlaceEndRoom | Adjust set of room | 1. List unused room exit 2. PositionRoomAtExit: 3. Reset the rotation and location room 4. Connect rooms 5. Delete the connecting wall 6. DeltaAngle calculate the rotation of the room 7. Rotate 180 degree by Eulr 8. RoomPositionOffset stores the distance between the rooms | Setting of the creating object |
| PlaceStartRoom | After build the end room, creating player’s initial location | After build the end room, playerStartingPosition stores player’s initial location | player’s initial location |
| PlaceSpecialRoom | Set the material room | Randomly create the weapons in special room | Setting of creating weapon |
| CheckRoomOverlap | Distinguish if the room overlaps or not | 1. Expand bound of room -2.15f 2. OverlapBox lists the number of collisions 3. Distinguish Game Object(Room) overlapping with parent object |  |
| AddExitsToList | List the number of exit | Insert new exit into list by list.Insert() |  |