

Procedural Dungeons

Version 1.0

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Overview

This asset allows you to create various dungeons using separate rooms. You can set different options to get a dungeon that you need.

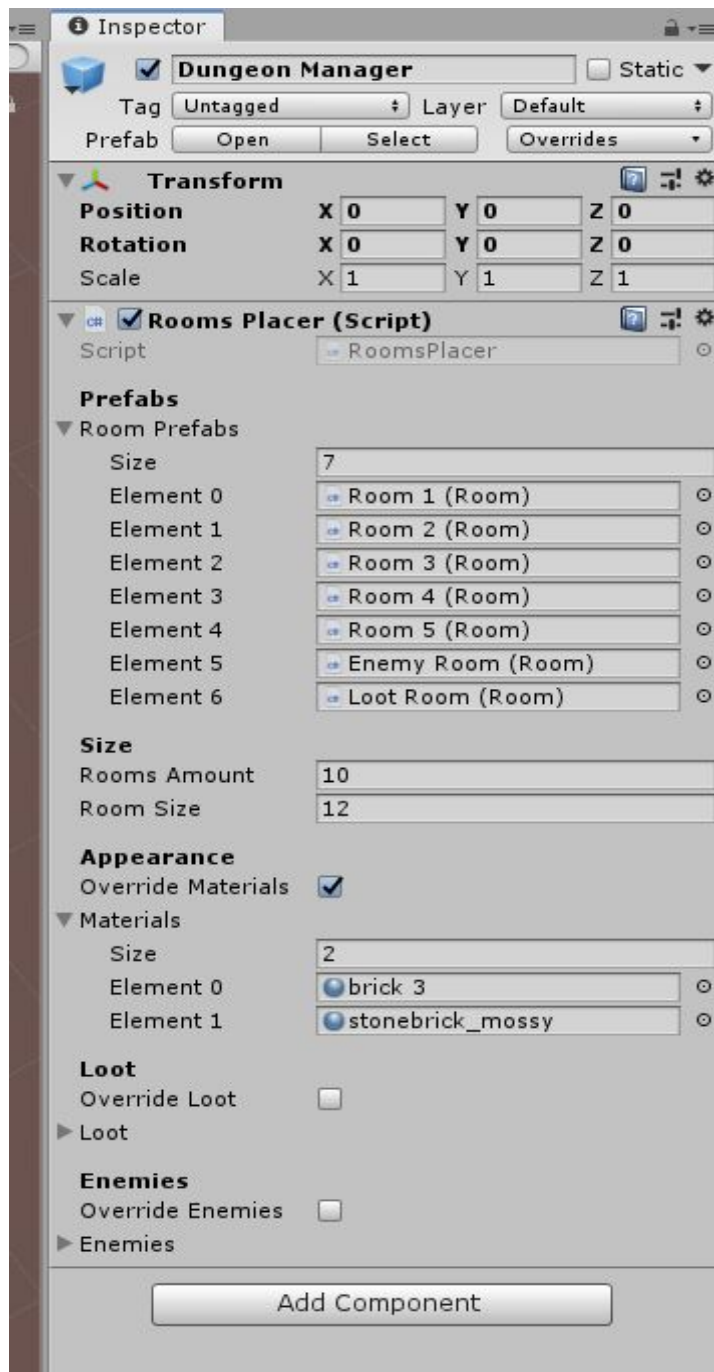
All rooms within a dungeon can be visited. There will be no doors to emptiness or locked pathways.

You can also generate rooms with enemies and loot. Set rooms appearance as you like just within a few clicks.

Quick Introduction

Room Placer

Open the **Dungeon Demo** scene and find the **Dungeon Manager** object. It has the **Room Placer** script which is responsible for a dungeon generation.



Room Prefabs

Put here any room prefabs you want to be used during the generation process.

Rooms Amount

Amount of rooms you want to generate.

Rooms Size

Room size in Unity units. Keep in mind that all rooms must be square.

Override Materials

Every room can have it's own materials set. But enabling this option you can force all rooms to use another set of materials.

Override Loot

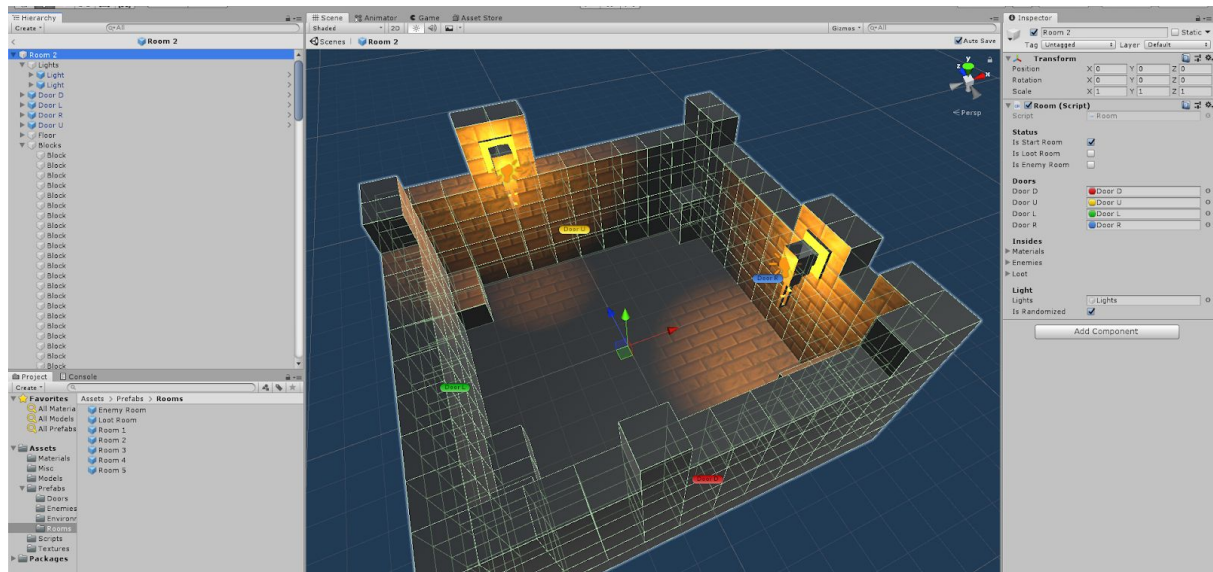
Same logic as for materials

Override Enemies

Same logic as for materials

Room

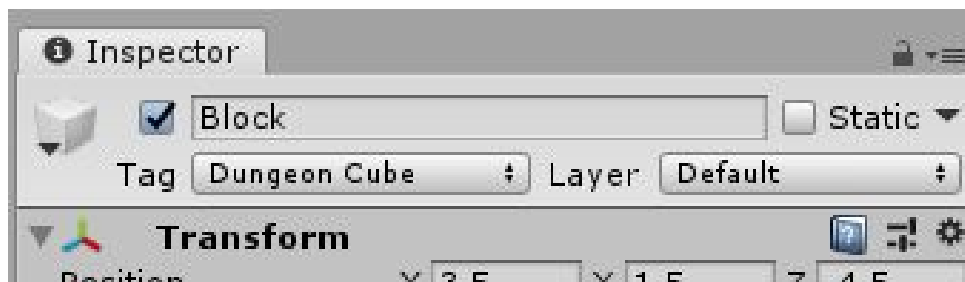
Go to Prefabs/Rooms and open any room prefab.



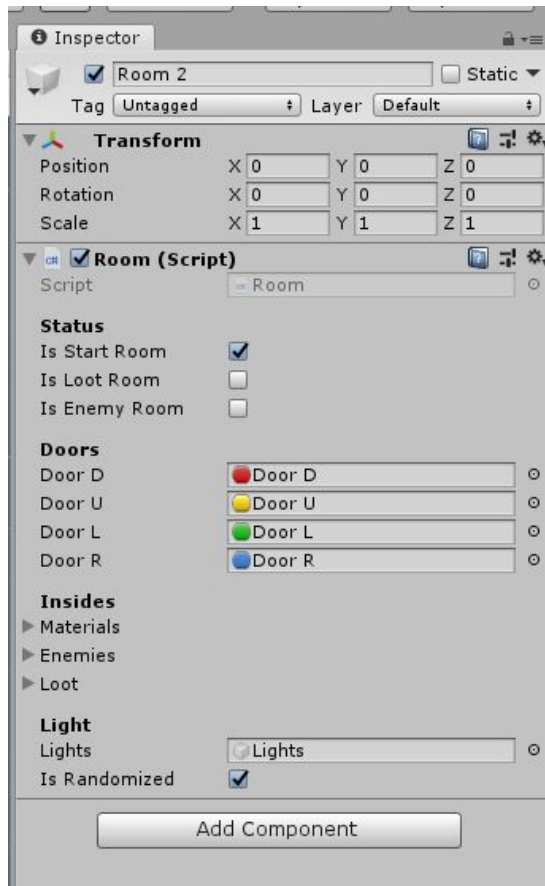
As you can see it consists of a few main elements. Every room should have at least one **Door**. It's just a group of cubes that will be or will not be removed during the generations process.

IMPORTANT!

Every cube inside doors, floor or walls must have a Dungeon Cube tag attached to it.



Let's see at the **Room** script.



Is Start Room

Defines if this room **could be** a spawn point for a player.

Is Loot Room

Spawn a random loot inside this room.

Is Enemy Room

Spawn a random enemy inside this room.

Light, Is Randomized

Removes or not a random amount of lamps from the room.

Put new materials to the room's material variable to see changes immediately.

You can easily generate your own rooms. Just do not forget to make them square and put some doors inside it.

Keep in mind that you have to set at least one room as a start room. But of course you can remove that check if you are going to use the generated dungeon in some different way.