HOW TO USE

Just put the "Dungeon generator" script on a game object and, when that game object is created, the dungeon will be generated around its location.

There is already a GameObject called "Dungeon Generator" that already has this script.

You have to change the wall and floor tiles in the script (You have to create those tiles, there are some sample tiles already created in the prefabs folder).

SCRIPT PROPERTIES

Width and Height: An invisble rectangle will be created with these dimensions, the are equivalent to Unity units (like meters in Unity).

Tile size: The size of your tiles, this size depends on the pixels per unit that you have given to your tile sprites (if the pixels per unit make the Sprite's size 1 unit it's easier), or it cand depend on the transform of the tile prefab (if the pixels per unit make the Sprite 1 unit, just write the size of your tile here). Example: Tile pixels = 16x16 → Pixels per unit = 16. Transform → transform.x = 2, transform.y = 2 → tile size = 2. (TILES MUST BE SQUARES, RECTANGLES DO NOT COUNT)

Percentage: This value goes from 0 to 100. When the rectangle is created, you can select how much of the rectangle are you want to be floor tiles. For example, if you select 50, half of the area of the rectangle will be floor tiles.

Walls and Floors: The prefabs of your walls and floor, they can be as many as you want, the program will select randomly from those prefabs to create. If you don't want that to be random, just go to the script where the "Instantiate" function is called, and write your own rules (There are three places where this function is called).

RECOMMENDATIONS

-Select high values for width and height and a low percentage, this will create better maps/dungeons (The floor will never reach the side limits).

-Create individual tiles indpendent from any tilemap. Just take the sprites and create separate prefabs. You can use tilemap tiles, but is more difficult: go to the code and where the walls and floors are created change the function from "Instantiate…" to "GameObject go = Instantiate…" and then write "go.transform.parent = tilemapName" where your tilemapName is your referenced tilemap.

-Better if you do not use 100 or 0 with large rectangles, the code will automatically change those values to 90 and 10. This can be changed in the code, but the algorithm can crash if you dont have a good PC, if you make a game and the game requires a lot of load time or power, average players won't like it.