XML Format For Tyrant’s Realm – Dungeons

Dungeon Pieces are:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Type** | **Corner** | **End** | **No Walls** | **Hallway** | **Single Wall (west side)** | **Box** |
| ID | 1 | 2 | 3 | 4 | 5 | 6 |
| Top Down 2D Image |  |  |  |  |  |  |

Note that ceiling and floor are always present in all views. Doors, holes , etc would be painted on. In general, collision detection will be on. However, if a wall does not have it (because of a door or because of a secret, then the XML will indicate it.

Note: Images shown above are in rotation 0. Each rotation from there is a 90 degree clockwise turn.

Dungeon Template:

<Dungeon Type=… Level =# ID= # Special=# Tileset=#>

<Grid X=# Y=#>

<Wall WallType=# WallRotation=#>

<Collision Type=# Direction=#> </Collision>

</Wall>

<Object ID=# HLoc=# VLoc=#></Object>

<Quest ID=#></Quest>

<FixedNPC >

<FNPC ID=# QtyMin=# QtyMax=# Boss=#></FNPC>

</FixedNPC>

<Effect ID=# HLoc=# Vloc=#></Effect>

</Grid>

<RandomNPC MinGroups=# MaxGroups=#>

<NPC ID=# QtyMin=# QtyMax=# Boss=#></NPC>

</RandomNPC>

</Dungeon>

Explanation of Attributes and Elements:

* Dungeon: Main Element for a Dungeon level. All other information for that dungeon level is contained inside.
  + Type: Dungeon Attribute to identify which of the 10 Dungeon types this level goes to. For example ‘Den’.
  + Level: Dungeon Attribute to identify what level this is. Ranges from 1-30.
  + ID: Dungeon Attribute that corresponds with the database identifier for this level. If not known, leave it 0.
  + Special=This attribute identifies if this is a normal dungeon or one that is associated with a quest. 0 means normal (which will be most of them). Any other number corresponds with the Quest ID.
  + Tileset=ID # for the walls and texture components
* Grid: Each square of the dungeon level
  + x: X or horizontal location for that grid square; starting at 0. 0 represents upper left corner of a 2D view of the level.
  + y: Y or vertical location for that grid square; starting at 0. 0 represents the upper left corner of a 2D view of the level.
* Wall: Each grid square will contain a wall sub-element.
  + Wall type is a number that corresponds with the ID in the table at the top of this document.
  + Wall Rotation is a number from 0-3. Each number represents 90 degrees of rotation from the default view.
* Collision: This element is a sub-element to Wall. A dungeon wall will have 0 or more of these where each represents a deviation from the default behavior of all walls are obstructions and all spaces are not. They will usually indicate a door or secret passage.
  + Type: Is a number that identifies what kind of collision change. 1=door type 1, 2=door type 2, 3=secret door, (additional options will be added later).
  + Direction: 0=north, 1=east, 2=south, 3=west
* Object: This will identify objects like boxes, chests and traps in the space. Any given Grid element may have 0 or more of these.
  + ID: This is the number that corresponds with the database identifier of the object.
  + Hloc: This is the horizontal location inside the grid space. 1=NW, 2=N, 3=NE, 4=W,5=Center,6=E,7=SW,8=S, 9=SE.
  + Vloc: This is the vertical location inside the grid space. 1=Floor, 2=Middle of the room, 3= Ceiling. For example, a chest may be 1, a torch on a wall may be 2 and a chandelier may be 3.
* Quest: This Grid sub-element will hold special quests for a dungeon. They may correspond with main quest lines or simply provide semi-generic obstacles such as riddles that block the player/party’s progress. This is an optional field for any dungeon or grid.
  + ID: Corresponds with the database identifier for the quest.
* FixedNPC: This Grid sub-element will identify special combats that always occur when the player party first enters this grid space. This is an optional field for any dungeon or grid.
* FNPC: This FixedNPC sub-element will identify the NPCs in the fixed combat. If a FixedNPC is present, then at least 1 or more FNPC’s must also be present.
  + ID: This is the NPC database identifier.
  + QtyMin: This is the minimum number of this npc that will be in the combat. 0 means that it is possible that this group may not be there. However, at least 1 group must have a number of 1 or more (no combats should be possible without at least 1 opponent).
  + QtyMax: This is the maximum number of this enemy type in the group. The max is 999. If QtyMin equals QtyMax, then this is the number of this NPC that will always be in the group.
  + Boss: This is either 0 (not a boss) or 1 (a boss).
* Effect: Effects are something we may add later. They will include animations, flame on torches or braziers, etc. This is an optional field for any grid square.
  + ID: This is the database identifier for the particular effect. 1= up stairs, 2=down stairs.
  + HLoc: This is the horizontal location in the grid for the effect. (See Object HLoc Attribute for exact options).
  + VLoc: This is the veritical location in the grid space for the effect. (See the Object VLoc Attribute for the exact options).
* RandomNPC: This is the basic information about the type and quantity of NPCs that parties will see in this dungeon level. If random combat is expected (which will be true of almost all levels), this there should be 1 or more sub-elements for NPC.
  + MinGroups: This attribute is a number from 1-12. It identifies how many groups of NPCs can be minimally had by a combat here. 1 will be the most common number, particularly at entry levels of a dungeon. So, for example, a 1 here means that at least 1 group of the sub-element NPC’s will be selected for the party to fight in a given combat.
  + MaxGroups: This attribute is a number from 1-12. It identifies the max number of groups an NPC can fight in a single round of combat here. So for example, a 3 here means that a player may have up to 3 groups of NPCs in a given random combat. They could be the same type of npc, but 3 different checks to the next NPC sub-element list will be made. If the Max and Min equal each other, then that means, that is exactly how many groups of NPCs that level will always have when a random combat is initiated.
* NPC: This RandomNPC sub-element will identify the NPCs in the random combat. If a RandomNPC is present, then at least 1 or more FNPC’s must also be present; generally a dungeon will have 4-10 groups here.
  + ID: This is the NPC database identifier.
  + QtyMin: This is the minimum number of this npc that will be in the combat. 0 means that it is possible that this group may not be there. However, at least 1 group must have a number of 1 or more (no combats should be possible without at least 1 opponent).
  + QtyMax: This is the maximum number of this enemy type in the group. The max is 999. If QtyMin equals QtyMax, then this is the number of this NPC that will always be in the group.
  + Boss: This is either 0 (not a boss) or 1 (a boss).

In the future, additional elements or attributes may be needed. For example, an element for audio may be permitted either for a specific grid space or for the dungeon. This template should work for initial scripting though.

Example Dungeon Level:

<Dungeon Type=Den Level =1 ID= 0 Special=0 Tileset=1>

<Grid X=0 Y=0>

<Wall WallType=1 WallRotation=0>

</Wall>

</Grid>

<Grid X=1 Y=0>

<Wall WallType=5 WallRotation=1>

</Wall>

</Grid>

<Grid X=2 Y=0>

<Wall WallType=1 WallRotation=1>

</Wall>

</Grid>

<Grid X=3 Y=0>

<Wall WallType=2 WallRotation=0>

</Wall>

<Effect ID=1 HLoc=2 Vloc=0></Effect>

</Grid>

<Grid X=4 Y=0>

<Wall WallType=1 WallRotation=0>

</Wall>

</Grid>

<Grid X=5 Y=0>

<Wall WallType=5 WallRotation=1>

</Wall>

<FixedNPC >

<FNPC ID=1005 QtyMin=1 QtyMax=1 Boss=0></FNPC>

<FNPC ID=1000 QtyMin=3 QtyMax=3 Boss=0></FNPC>

</FixedNPC>

</Grid>

<Grid X=6 Y=0>

<Wall WallType=1 WallRotation=1>

</Wall>

<Object ID=10000 HLoc=2 VLoc=0></Object>

</Grid>

<Grid X=0 Y=1>

<Wall WallType=5 WallRotation=0>

</Wall>

</Grid>

<Grid X=1 Y=1>

<Wall WallType=3 WallRotation=0>

</Wall>

</Grid>

<Grid X=2 Y=1>

<Wall WallType=5 WallRotation=2>

<Collision Type=1 Direction=2> </Collision>

</Wall>

</Grid>

<Grid X=3 Y=1>

<Wall WallType=4 WallRotation=0>

<Collision Type=1 Direction=4> </Collision>

</Wall>

</Grid>

<Grid X=4 Y=1>

<Wall WallType=1 WallRotation=3>

</Wall>

</Grid>

<Grid X=5 Y=1>

<Wall WallType=5 WallRotation=3>

<Collision Type=1 Direction=3> </Collision>

</Wall>

</Grid>

<Grid X=6 Y=1>

<Wall WallType=1 WallRotation=2>

</Wall>

</Grid>

<Grid X=0 Y=2>

<Wall WallType=5 WallRotation=0>

</Wall>

</Grid>

<Grid 1=# Y=2>

<Wall WallType=5 WallRotation=3>

</Wall>

</Grid>

<Grid X=2 Y=2>

<Wall WallType=1 WallRotation=2>

</Wall>

</Grid>

<Grid X=3 Y=2>

<Wall WallType=2 WallRotation=2>

</Wall>

</Grid>

<Grid X=4 Y=2>

<Wall WallType=1 WallRotation=0>

</Wall>

</Grid>

<Grid X=5 Y=2>

<Wall WallType=5 WallRotation=1>

<Collision Type=1 Direction=1> </Collision>

</Wall>

</Grid>

<Grid X=6 Y=2>

<Wall WallType=1 WallRotation=2>

</Wall>

</Grid>

<Grid X=0 Y=3>

<Wall WallType=4 WallRotation=0>

</Wall>

</Grid>

<Grid X=1 Y=3>

<Wall WallType=2 WallRotation=0>

</Wall>

</Grid>

<Grid X=2 Y=3>

<Wall WallType=2WallRotation=0>

<Collision Type=1 Direction=2> </Collision>

</Wall>

</Grid>

<Grid X=3 Y=3>

<Wall WallType=2 WallRotation=3>

<Collision Type=1 Direction=4> </Collision>

</Wall>

</Grid>

<Grid X=4 Y=3>

<Wall WallType=3 WallRotation=0>

</Wall>

</Grid>

<Grid X=5 Y=3>

<Wall WallType=3 WallRotation=0>

</Wall>

</Grid>

<Grid X=6 Y=3>

<Wall WallType=5 WallRotation=2>

</Wall>

</Grid>

<Grid X=0 Y=4>

<Wall WallType=1 WallRotation=3>

</Wall>

</Grid>

<Grid X=1 Y=4>

<Wall WallType=1 WallRotation=2>

<Collision Type=1 Direction=2> </Collision>

</Wall>

</Grid>

<Grid X=2 Y=4>

<Wall WallType=2 WallRotation=2>

<Collision Type=1 Direction=4> </Collision>

</Wall>

</Grid>

<Grid X=3 Y=4>

<Wall WallType=6 WallRotation=0>

<Collision Type=3 Direction=2> </Collision>

</Wall>

</Grid>

<Grid X=4 Y=4>

<Wall WallType=1 WallRotation=3>

<Collision Type=3 Direction=4> </Collision>

</Wall>

</Grid>

<Grid X=5 Y=4>

<Wall WallType=5 WallRotation=3>

</Wall>

</Grid>

<Grid X=6 Y=4>

<Wall WallType=1 WallRotation=2>

</Wall>

<Effect ID=2 HLoc=6 Vloc=0></Effect>

</Grid>

<RandomNPC MinGroups=1 MaxGroups=3>

<NPC ID=1000 QtyMin=1 QtyMax=4 Boss=0></NPC>

<NPC ID=1001 QtyMin=1 QtyMax=3 Boss=0></NPC>

<NPC ID=1002 QtyMin=1 QtyMax=3 Boss=0></NPC>

<NPC ID=1003 QtyMin=1 QtyMax=2 Boss=0></NPC>

<NPC ID=1004 QtyMin=1 QtyMax=2 Boss=0></NPC>

</RandomNPC>

</Dungeon>