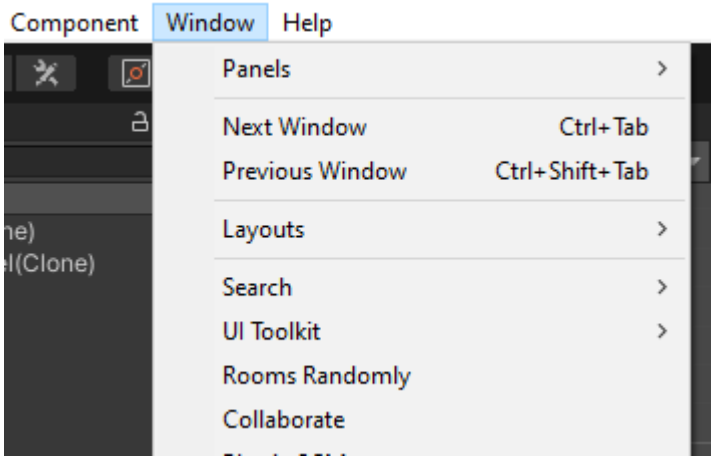
Contents

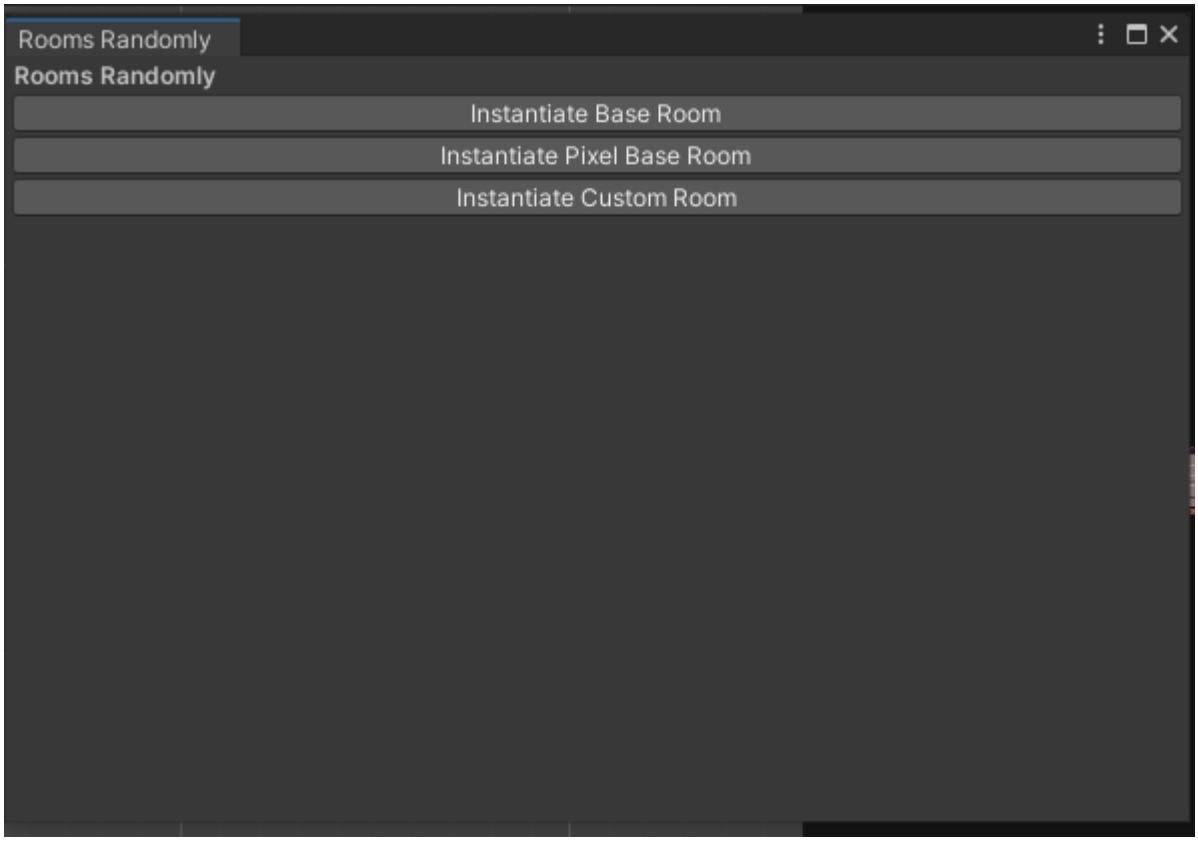
How to Import

Simply drag all folders into an empty scene in unity. There will be a short wait time whilst unity processes it.

How to Bring up the window

Simply click on the 'window' tab and you will see 'rooms randomly' in the drop-down menu. Click on it and it will bring up the custom window.





Whenever you press one these buttons you will receive a notification to help let you know that you have successfully instantiated a room.

How to use

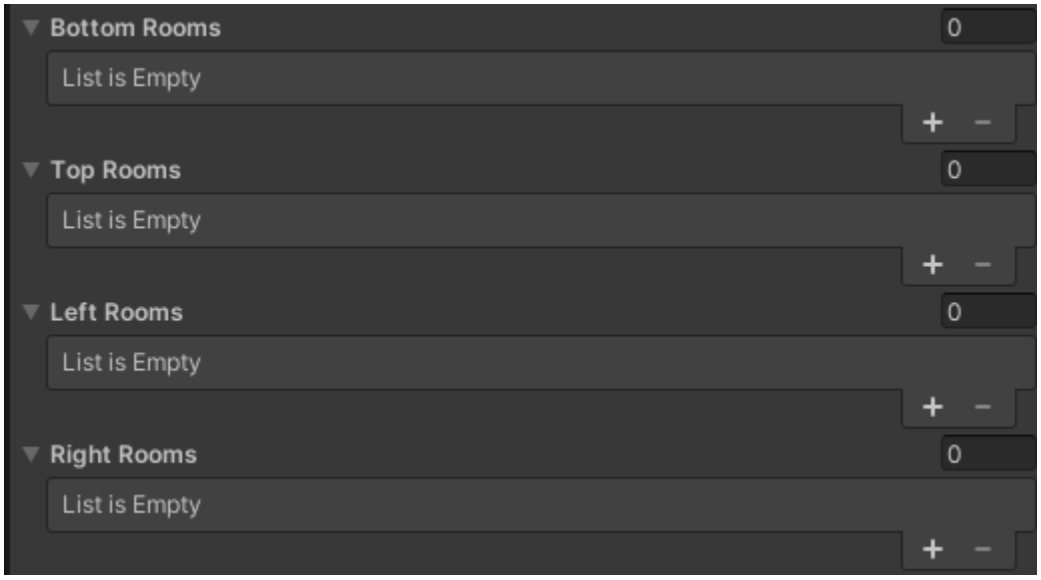
There are three buttons here, Insatiate base room, Instantiate Pixel base room and Instantiate Custom Room. These three buttons pull prefabs from the ‘Recourses folder’. The first two buttons work as examples of how this tool works.

The three buttons are:
- The base room uses simple white rooms and a boss spawn.
- The pixel room makes use of 8-bit assets and a chest spawn that spawns in chests throughout the rooms.
- Custom room will instantiate a base with the name ‘Custom room’ and a Room template with the name ‘Room templates Custom’. Examples of which can be found in the ‘Custom rooms folder.’

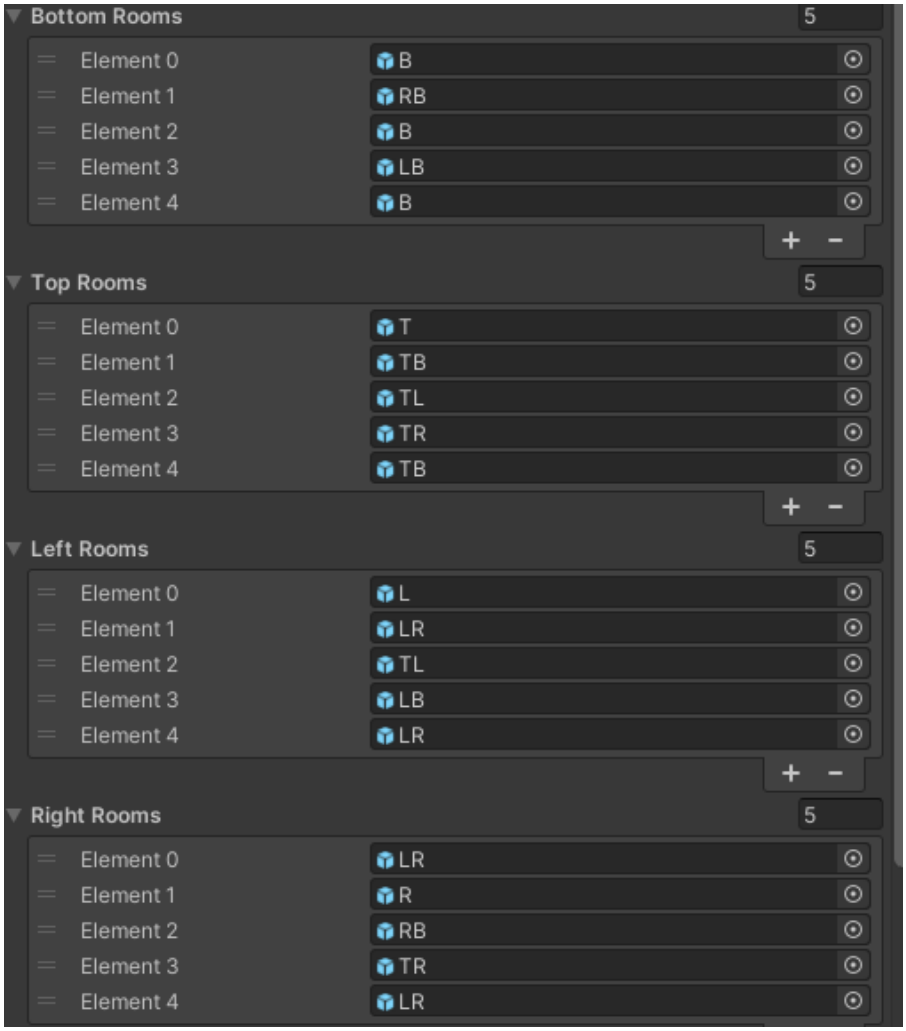
Upon spawning these all in direct your attention to room templates game object in the hierarchy.

List of rooms

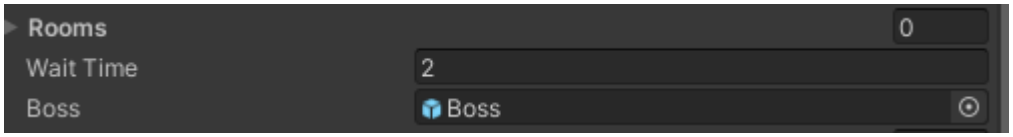
Here you will find a list of rooms



In list put as many rooms as you want that you want spawned in that direction, examples of rooms are provided in the prefabs and pixel prefabs folders



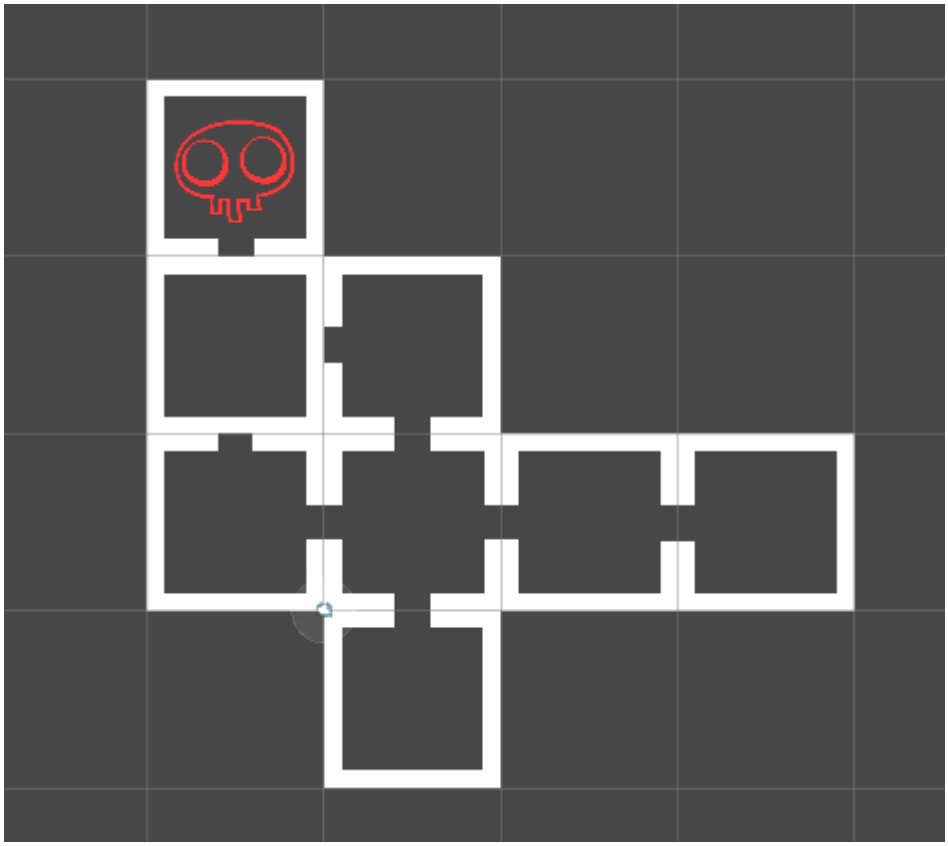
Boss Spawn



Next is the boss. The boss is spawned in the last room, simply load in whatever game object you want to be the boss.

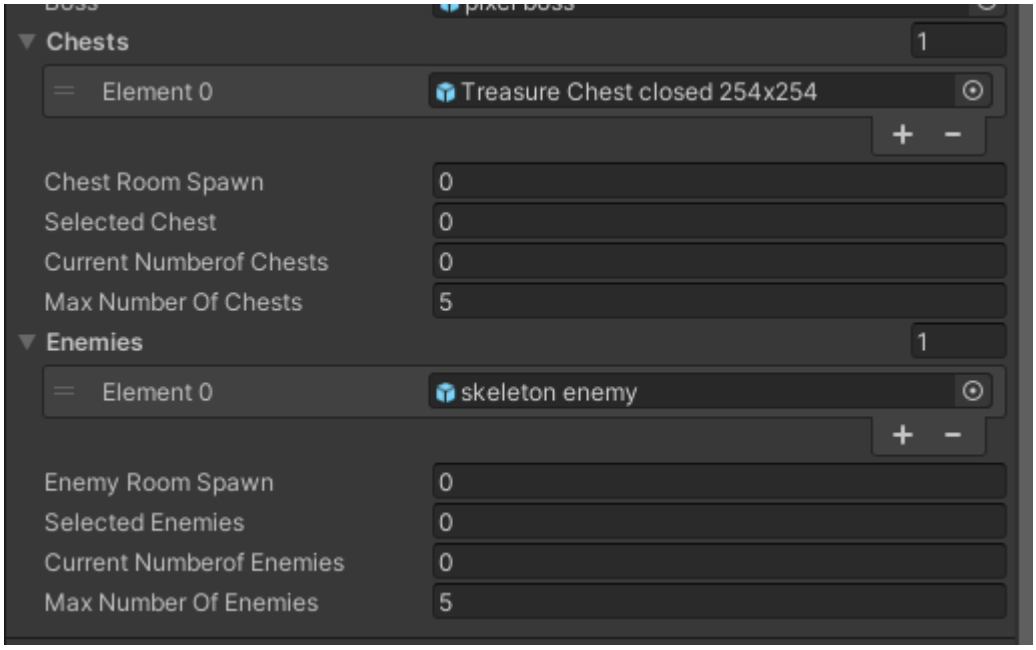
The wait time is the amount of time you want the boss to wait before spawning in. As if the rooms spend a long time generating the boss may not spawn in the last room generated.

Upon running you should get something that looks like this:



Chest and Enemy Spawn

This tool offers the ability to spawn in items within the generated rooms. They are done at random so can appear in any room so long as you put it on the list of items to be spawned in. These have been separated into two different functions for the sake of organisation and so that the user can put a cap on the amount of either one that is spawned in.

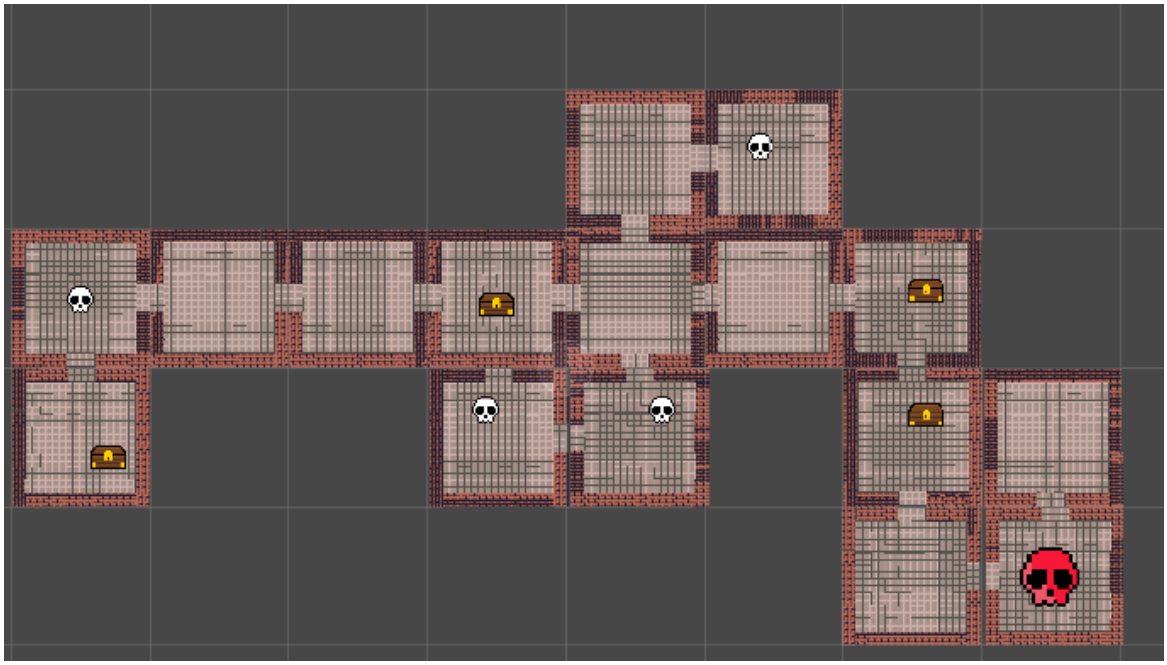


Out of these provided variables the only ones you need to worry about are ‘Chests’, Max number of chests, ‘Enemies’ and ‘Max number of enemies’

Within Chests and Enemies respectively you can load in any amount of game objects into here.

Then you declare the maximum amount of each you want to spawn in the rooms.
The other integers are left public so you can observe how they work whilst running. Any changes to the value of them will be overwritten by the script.

At the end you should have something that looks like this:



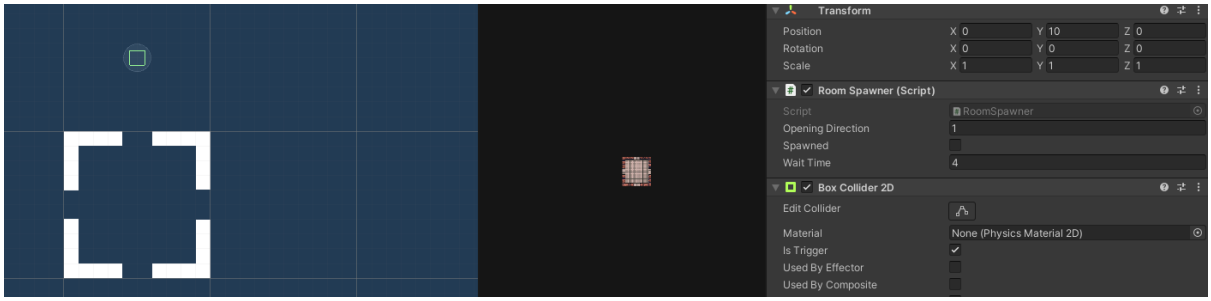
Customisation

You are free to customise this tool however you want!

It is intended for you to be able to add in your own rooms.

In order to do this, you must understand how to build rooms for it. Each room has a spawn point located about 10 units away from the centre. Each spawn point also has a value equal to the direction it needs a door in.

It is advised that you use the various rooms that have been provided as examples as a basis for creating the rooms.



As can be seen here the entry rooms top spawn point has an opening direction value of 1, meaning that it requires a room with a door that opens to the bottom of it.

The values of opening directions work as follows:

1 = bottom door

2 = top door

3 = left door

4 = right door

Credits

This tool makes use of assets from Zhiko Minchev, they can be found for free on this page on the asset store: https://assetstore.unity.com/packages/2d/environments/2d-dungeon-pixel-art-tileset-171343