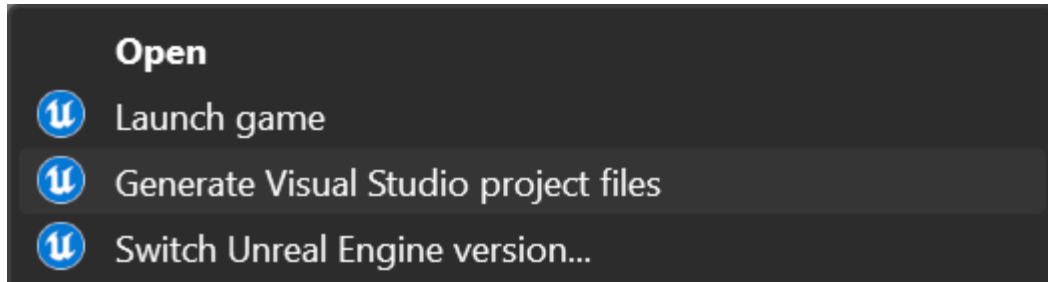


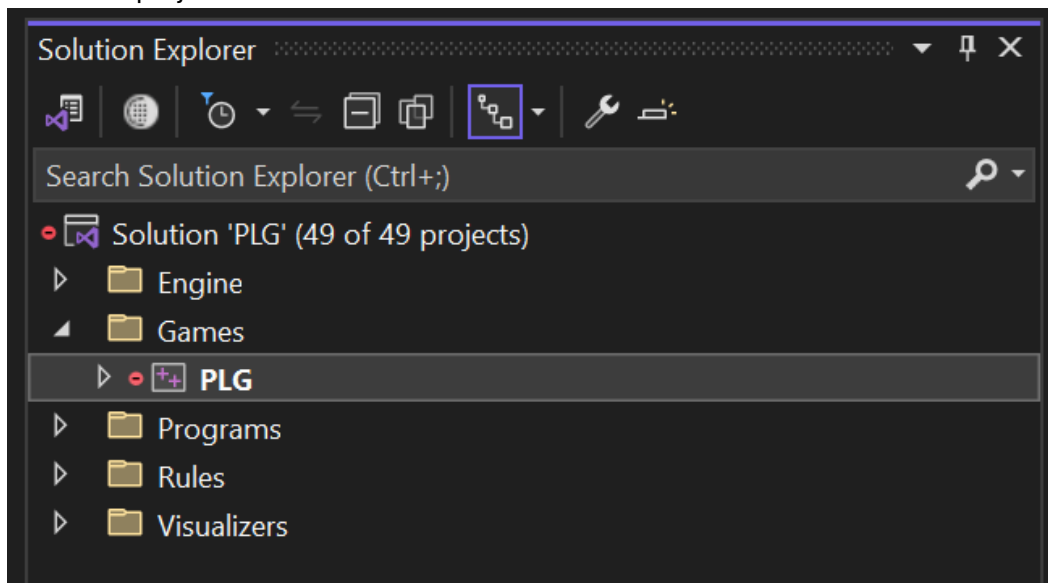
Graph to Dungeon plugin Unreal Engine 5.3.2 setup

This setup documentation was tested on Windows 11.

1. Install Unreal Engine 5.3.2 - <https://www.unrealengine.com/en-US/download>
2. Install Visual Studio 2022 - <https://visualstudio.microsoft.com/downloads/>
3. Generate Visual Studio Project Files



4. Build PLG project inside Visual Studio



5. Launch PLG.uproject
6. Open Graph to Dungeon window under **Windows->Graph to Dungeon**

