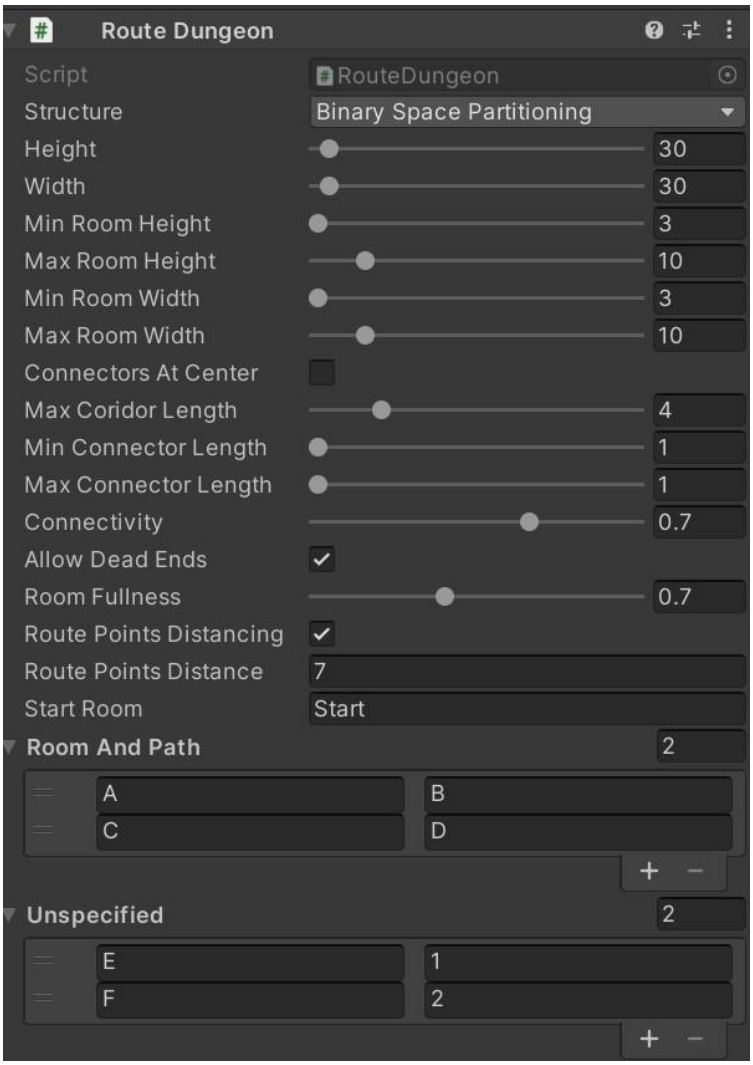
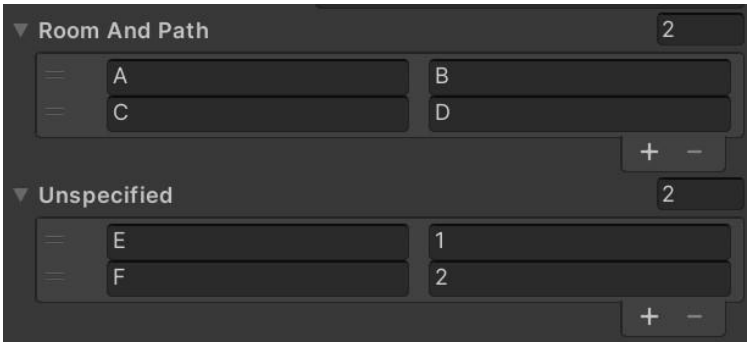
Route dungeon



This layout generator has the same structure generation as Random Dungeon, but instead of randomly assigning tags it assigns some target rooms and build roads to them.

If we build dungeon with default parameters:



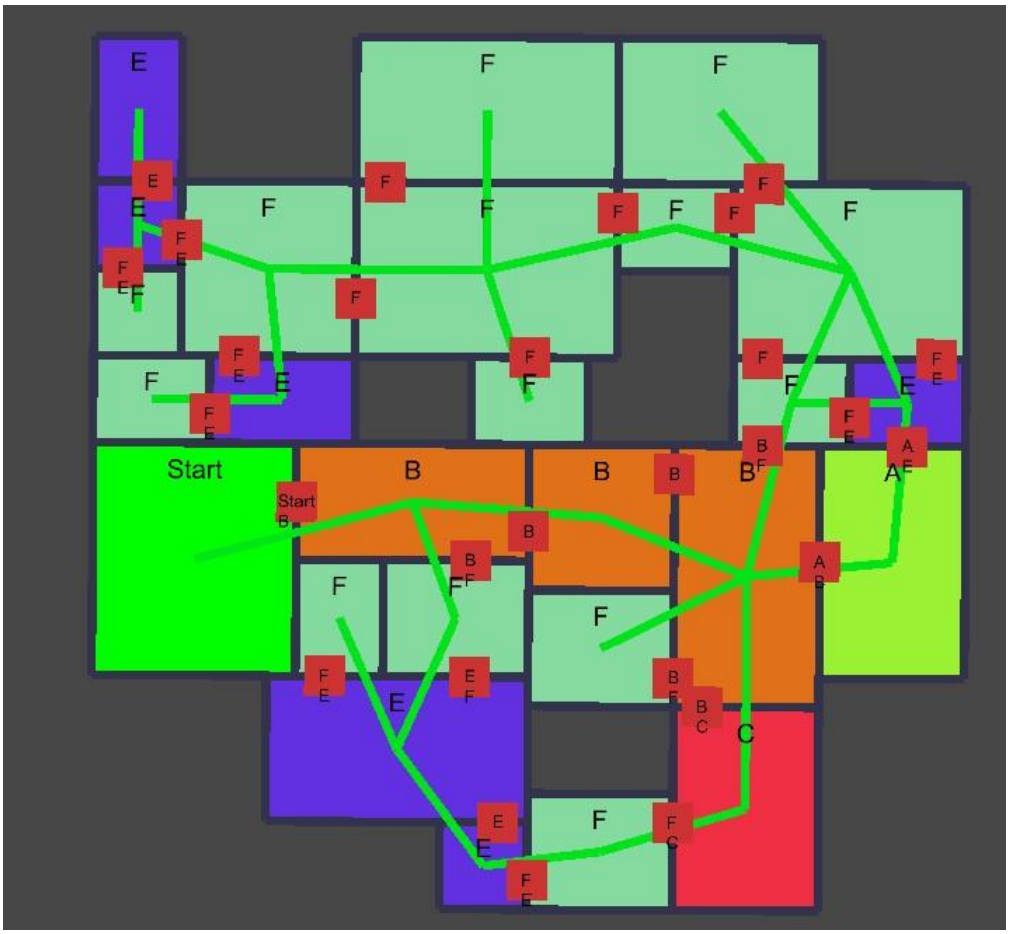
As a result we will get dungeon like this:

It has "B" route from "Start" to "A", and route from "Start" to "C" that goes only through "D" rooms, and all rooms set above - "A" and "B"

And the rest of the rooms get tags from Unspecified list, with provided relative chances

Parameter Route Points Distance sets minimal distance between all important route rooms: Start, A, and C - distance between their centers is at least equals given value, or more.

If parameter Route Points Distancing is disabled - distance checks will only be performed between Start room and each route room separaetely, in this example rooms A and C can spawn near each other in some cases.


Start
Start
A
B
C
E
F