

Route dungeon

The screenshot shows the 'Route Dungeon' settings panel. It features a list of parameters on the left and their corresponding values or controls on the right. The parameters include 'Script' (set to 'RouteDungeon'), 'Structure' (set to 'Binary Space Partitioning'), 'Height' (30), 'Width' (30), 'Min Room Height' (3), 'Max Room Height' (10), 'Min Room Width' (3), 'Max Room Width' (10), 'Connectors At Center' (unchecked), 'Max Coridor Length' (4), 'Min Connector Length' (1), 'Max Connector Length' (1), 'Connectivity' (0.7), 'Allow Dead Ends' (checked), 'Room Fullness' (0.7), 'Route Points Distancing' (checked), 'Route Points Distance' (7), and 'Start Room' (Start). Below these are two expandable sections: 'Room And Path' and 'Unspecified', each with a count of 2. The 'Room And Path' section contains four input fields labeled A, B, C, and D. The 'Unspecified' section contains two input fields labeled E and F, each with a corresponding numerical value (1 and 2 respectively).

Parameter	Value/Control
Script	RouteDungeon
Structure	Binary Space Partitioning
Height	30
Width	30
Min Room Height	3
Max Room Height	10
Min Room Width	3
Max Room Width	10
Connectors At Center	<input type="checkbox"/>
Max Coridor Length	4
Min Connector Length	1
Max Connector Length	1
Connectivity	0.7
Allow Dead Ends	<input checked="" type="checkbox"/>
Room Fullness	0.7
Route Points Distancing	<input checked="" type="checkbox"/>
Route Points Distance	7
Start Room	Start
Room And Path	2
A	B
C	D
Unspecified	2
E	1
F	2

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:

This screenshot shows a close-up of the 'Room And Path' and 'Unspecified' sections of the settings panel. The 'Room And Path' section is expanded, showing four input fields labeled A, B, C, and D. The 'Unspecified' section is also expanded, showing two input fields labeled E and F, each with a corresponding numerical value (1 and 2 respectively). The counts for each section are 2.

Section	Count	Field 1	Field 2
Room And Path	2	A	B
		C	D
Unspecified	2	E	1
		F	2

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 separately, in this example rooms A and C can spawn near each other in some cases.

