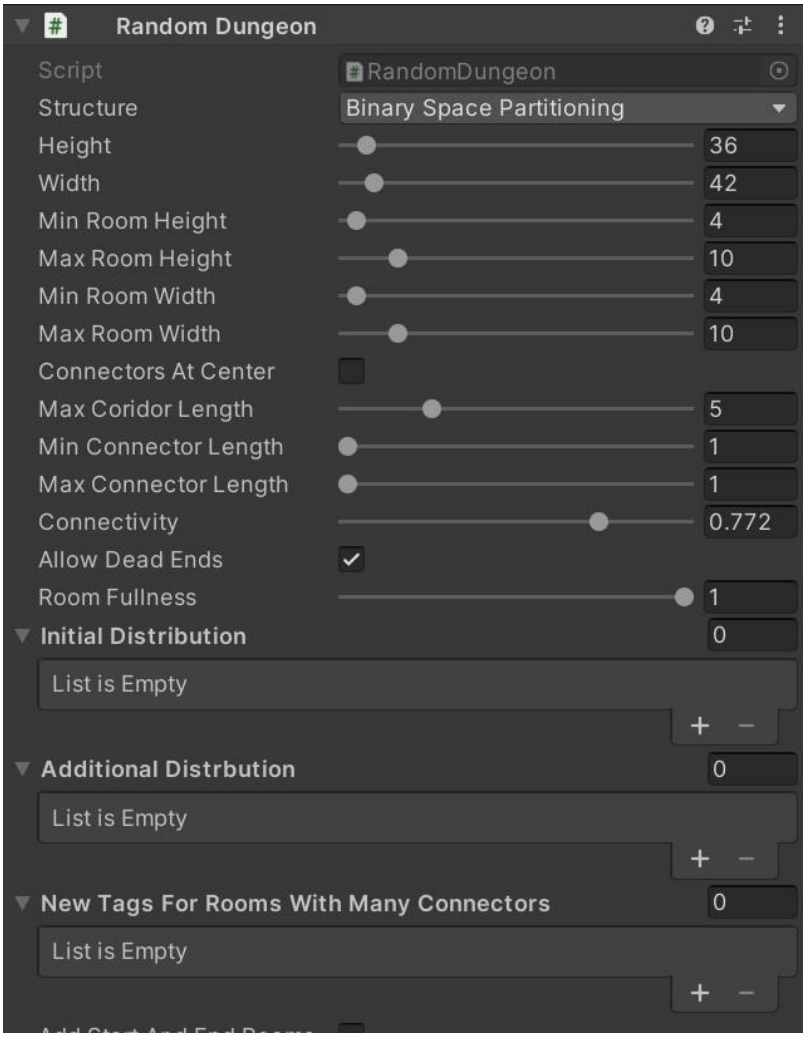
RandomDungeon

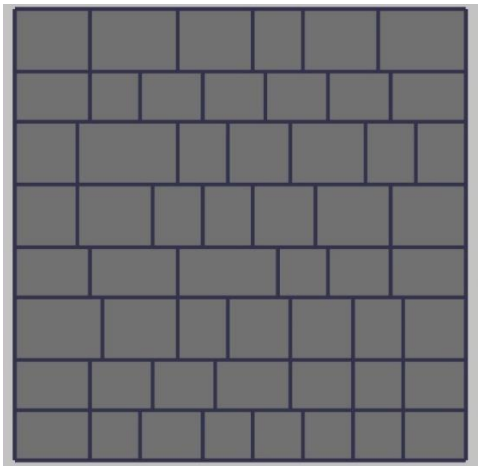
Random dungeon generates random Layout without any complicated structures. As a result you get a set of connected rooms with selected tags, and each door has tags of two adjacent rooms.



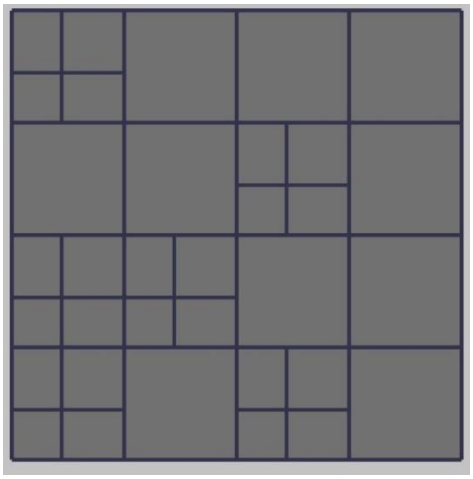
Parameters:

Striucture - determines layout structure.

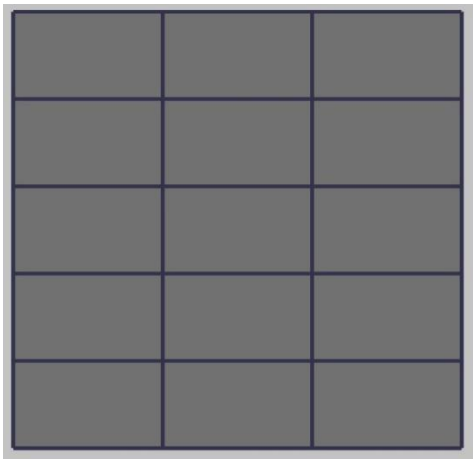
BinarySpacePartitioning



QuadSpacePartitioning



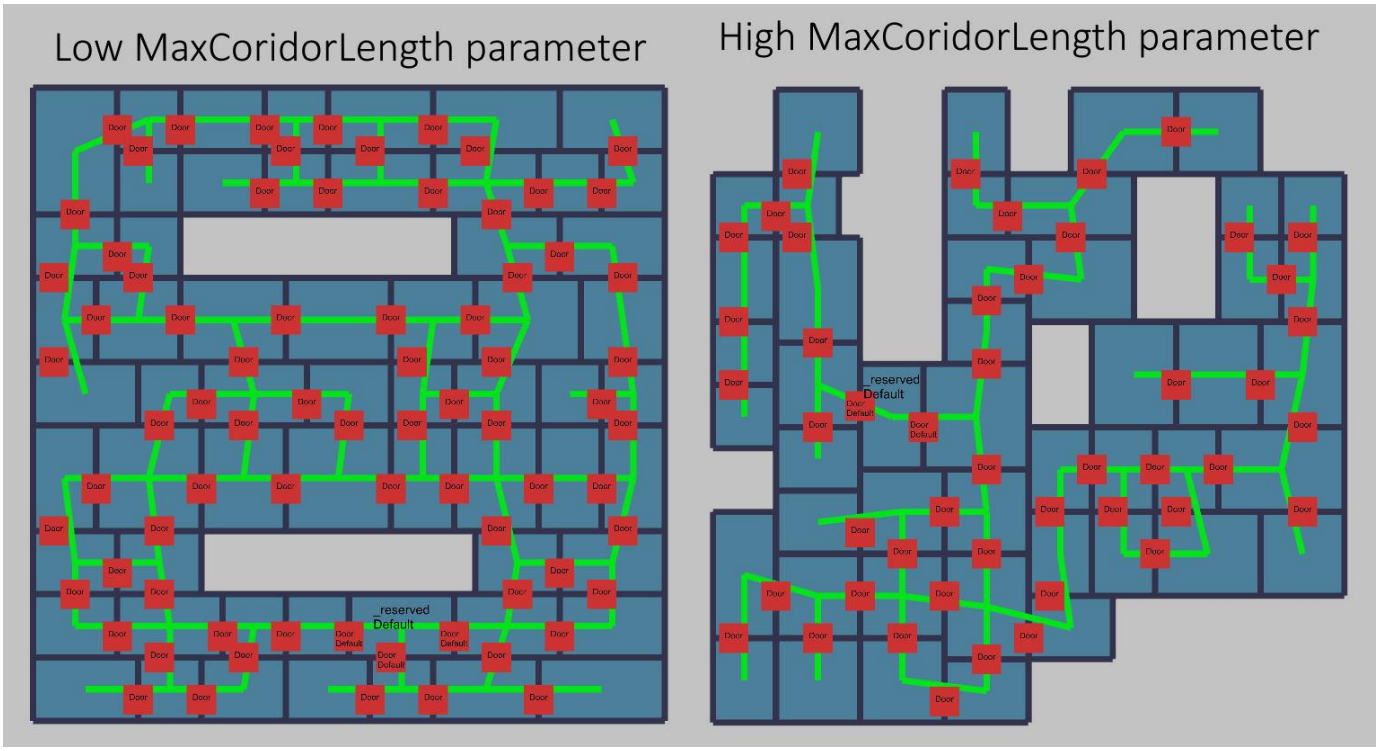
SimilarRooms - splits layout onto rooms with size MaxWidth x MaxHeight



Width and Height - set Layout width and height.

Min Room Width and Max Room Width, Min Room Height and Max Room Height - select target room sizes. Maximum value must be more than 2 times bigger than Minimum. It ensures that all the produced rooms will be in specified range.

Max Coridor Length - target maximum length of rooms in a row without any branching path.

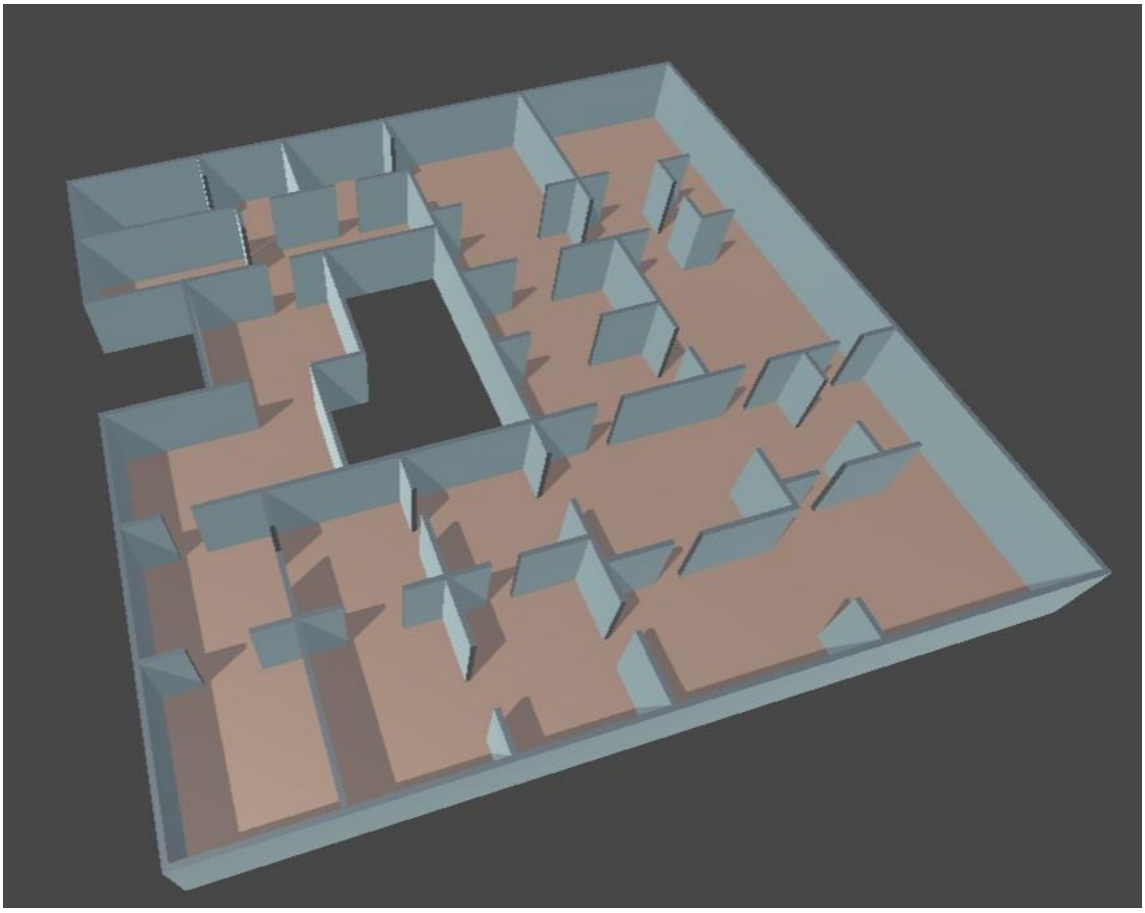


This parameter is not very reliable, because small dead ends near each room will

be considrered branching, however in combination with other parameters it has bigger effect.

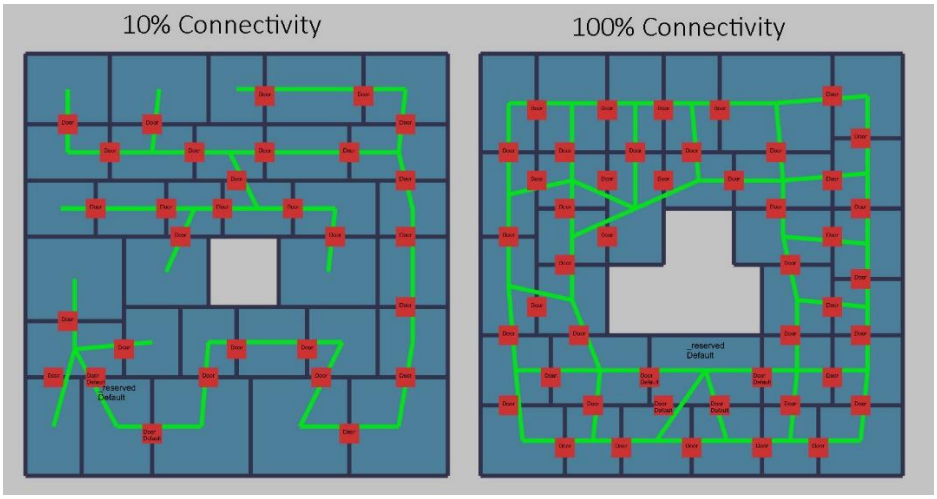
Connectors at center - if true, firstly attempts to place connector at the center of border between two rooms.

Min Connector Length and Max Connector Length - doors size between rooms. Min Connector Length must be lesser by 2 than Min Room Width and Min Room Height.
Dungeon with different length connectors:

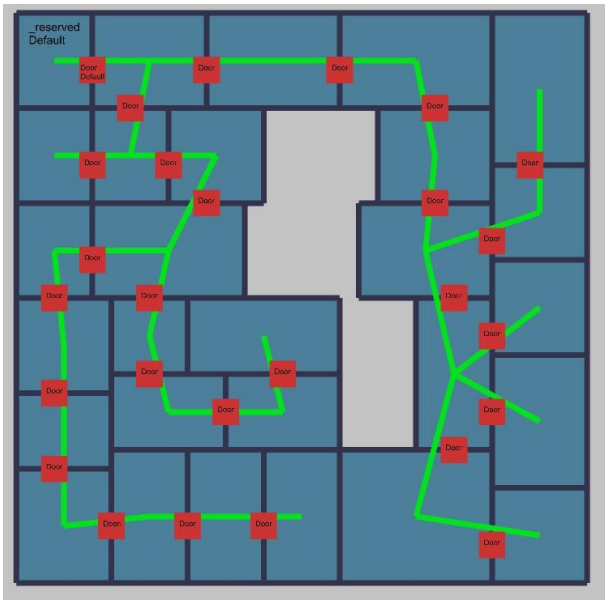


Connectivity - how much of possible connectors should be included. 1.0 = each room has connector to all adjacent rooms. Regardless of this parameter, dungeon

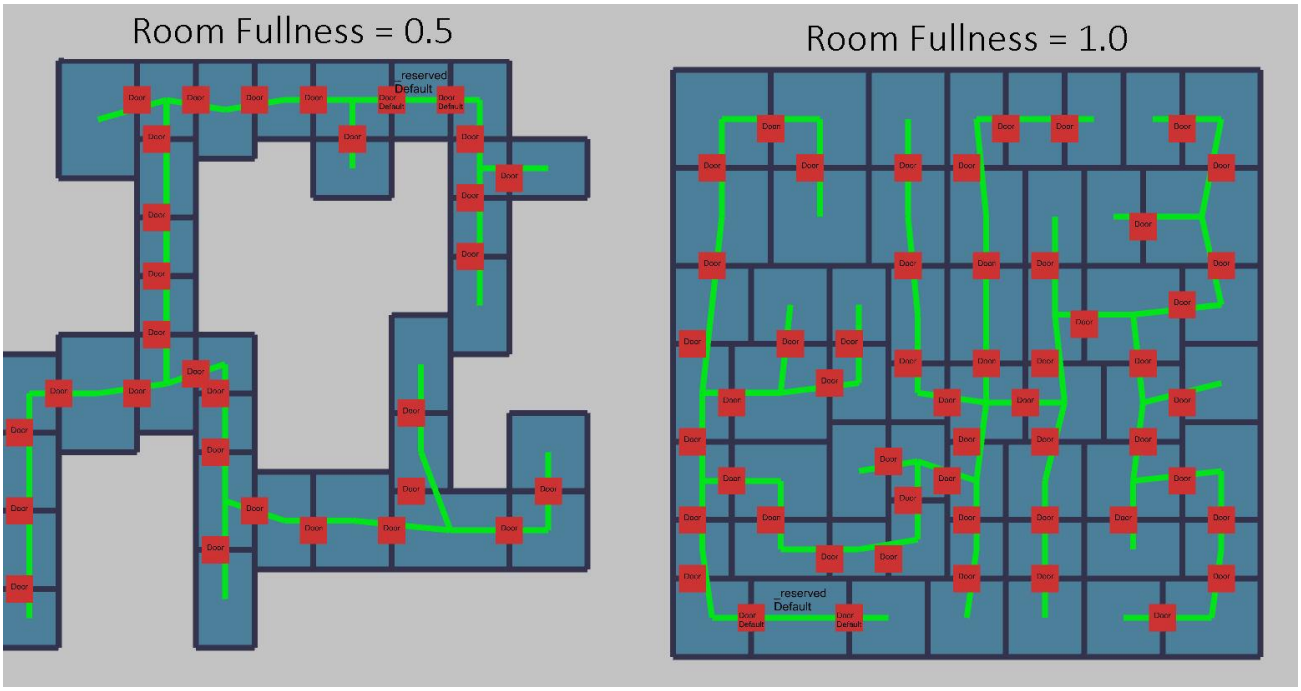
will be fully conencted - there will be a route between any rooms.



Allow New Dead Ends - are dead end rooms allowed or not. This parameter only affects room layout, not connectivity.
Room with no dead ends - each room has more than 1 adjacent room. However, it doesn't apply to connectors.



Room Fullness - how many possible rooms should remain.



Initial Distribution - precise amount of rooms with specified tags.
Additional Distribution - how tags should be distributed among other rooms.

New Tags For Rooms With Many Connectors - adds new tags for rooms that have

many connectors.

Add Start And End Rooms - adds Start and end Room, with a big distance between them.