

Dun-Gen

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Chapter 1

Project Dun-Gen

Takes user inputs for width, height, seed, and name and creates a dungeon. Also takes user input for printing dungeon. End [Dungeon](#) class

homepage in Doxygen documentation

Parameters

<i>w</i>	width for dungeon
<i>h</i>	height for dungeon
<i>s</i>	seed for dungeon
<i>n</i>	name for dungeon
<i>yes</i>	to print dungeon
<i>no</i>	to not print dungeon

Chapter 2

Dun-Gen

Text Based Procedural **Dungeon** Generator

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Instructions:

- Compile with: make
- Run with: ./Dun-Gen
- **Dungeon** stored in <some_name>.txt

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Dungeon	7
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Chapter 4

Class Documentation

4.1 Dungeon Class Reference

Public Member Functions

- [Dungeon](#) (int *w*, int *h*, unsigned long int *s*)
Full Constructor.
- [Dungeon](#) (int *w*, int *h*)
Constructor w/out Seed.
- [Dungeon](#) ()
Default Constructor.
- void [outputDungeon](#) (std::string *name*)
outputs the dungeon map and description a named text file.
- void [printDungeon](#) (string *fileName*)

Public Attributes

- unsigned long int **seed**
- int **height**
- int **width**
- list< [Subdungeon](#) > **roomList**

4.1.1 Detailed Description

[Dungeon](#) class

4.1.2 Constructor & Destructor Documentation

4.1.2.1 [Dungeon::Dungeon](#) (int *w*, int *h*, unsigned long int *s*)

Full Constructor.

Parameters

<i>w</i>	width of dungeon
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<i>h</i>	height of dungeon
<i>s</i>	seed

4.1.2.2 Dungeon::Dungeon (int *w*, int *h*)

Constructor w/out Seed.

Parameters

<i>w</i>	width of dungeon
<i>h</i>	height of dungeon

4.1.3 Member Function Documentation

4.1.3.1 void Dungeon::outputDungeon (std::string *name*)

outputs the dungeon map and description a named text file.

Parameters

<i>dungeon_name</i>	The name of the text file.
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The documentation for this class was generated from the following file:

- Dun-Gen.cpp

4.2 Subdungeon Class Reference

Public Member Functions

- [Subdungeon](#) (int shape, int posx, int posy, int h, int w, long unsigned int s)
Subdungeon constructor.
- void [rekey](#) (unsigned short int k)
Changes the [Subdungeon](#) int key to the new int k.
- string [description](#) ()
Returns the desc string of the [Subdungeon](#).

Public Attributes

- unsigned short int **key**
- std::string **desc**
- short unsigned int * **boundsTop**
- short unsigned int * **boundsBot**
- short unsigned int **height**
- short unsigned int **width**
- long unsigned int **seed**

Static Public Attributes

- static unsigned short int **total** = 0

4.2.1 Constructor & Destructor Documentation

4.2.1.1 Subdungeon::Subdungeon (int *shape*, int *posx*, int *posy*, int *h*, int *w*, long unsigned int *s*)

[Subdungeon](#) constructor.

Parameters

<i>posx</i>	x coordinate for corner closest to 0 for rectangle
<i>posy</i>	y coordinate for corner closest to 0 for rectangle
<i>h</i>	height for subdungeon
<i>w</i>	width for subdungeon
<i>shape</i>	room shape designator (rectangles, right triangles, equalateral triangles, etc)

The documentation for this class was generated from the following file:

- Subdungeon.h

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