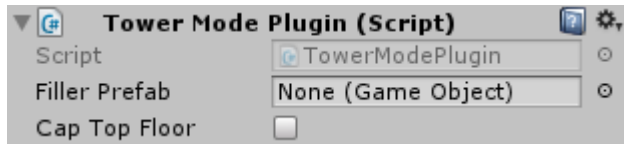# Tower Mode Plugin:

To use the Tower Mode Plugin, simply add the TowerModePlugin.cs script to your Dungeon Generator object. The plugin is automatically included when a Dungeon is generated via the generator. Simply set the required values and generate a dungeon as per normal.

It will give you the following options:

The values used for the plugin are:

Filler Prefab: The prefab object to fill the empty space with – a cube scaled to the same size and height as your floors and walls is sufficient.

Cap Top Floor: If true, the plugin will cover the top floor of your dungeon (or only floor, if a single floor) with a layer of the filler objects.