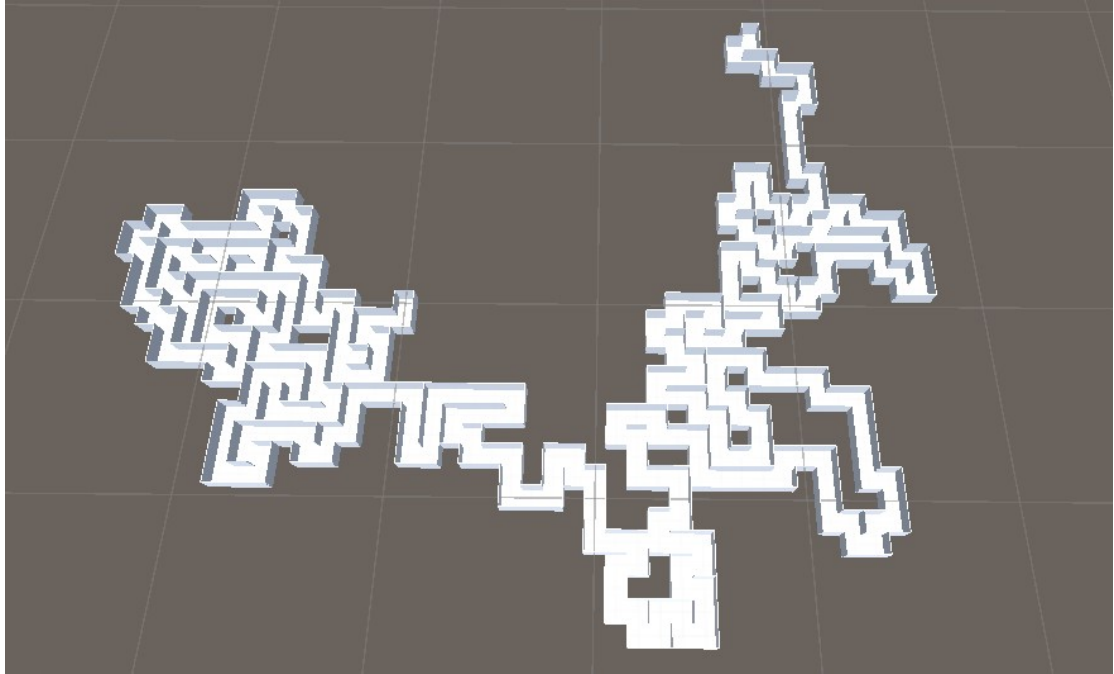


# Linear Dungeon Generator v1

By vhndev

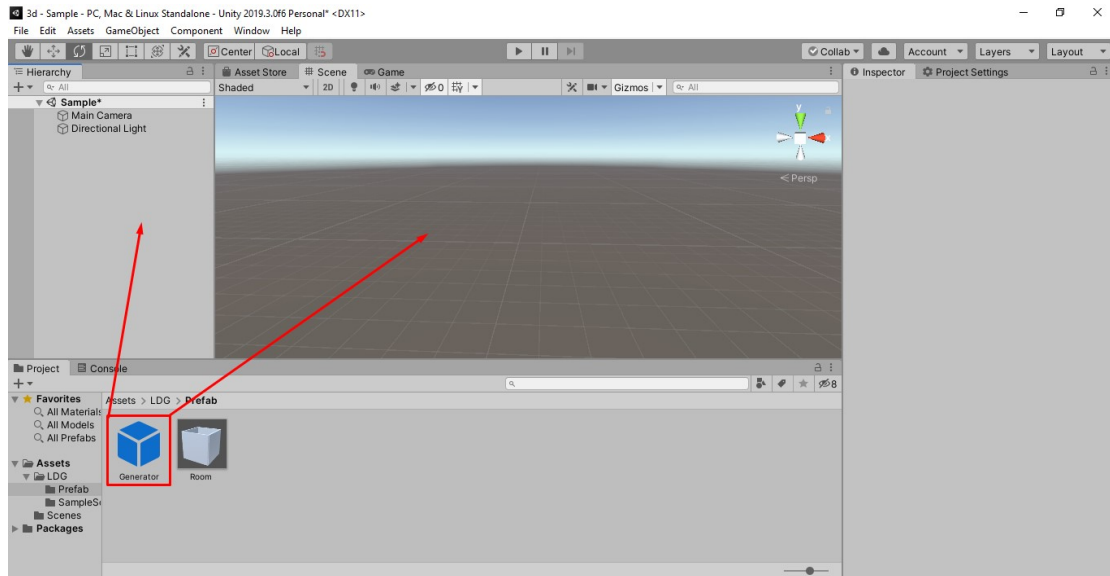


Procedural generate a simple dungeon with a linear patch using blocks. The path will always link the first block to the last block along all blocks in the way.

# HOW TO

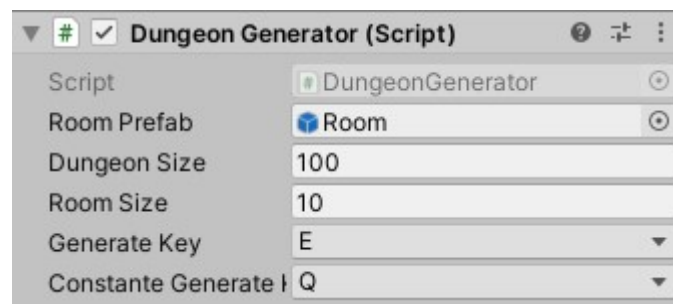
## 1. The Prefab

You can simple use the Generator prefab in the Prefab Folder. Drag the prafab to you scene.



## 2. Setup

Now with the Generator prefab in the scene you can change the default values to math the dungeon to the desired options.



**Room Prefab:** The prefab used by each room.

**Dungeon Size:** Dungeon Size :p

**Room Size:** The size of the room prefab based on default cube size.

**Generate Key:** Generate the dungeon when this key is down.

**Constante Generate Key:** Press to constant generate a new dungeon.

### 3. DungeonGenerator.GenerateDungeon();

You can generate a dungeon from another ways referencing the DungenGenerator class and calling the method GenerateDungeon() inside him.