What is it?

Rogue-Like Dungeon is a [default Unity project](https://www.assetstore.unity3d.com/en/?&_ga=2.222110680.1964319652.1504961541-152798061.1501536778#!/content/29825) which I, together with two other developers, adapted to a more elaborate game. In this project, we have decided to add more complexity to the game by changing around the dungeon generation and playstyle. This game can be played with up to four players, and provides an almost infinite amount of procedurally generated levels.

What did I do?

In this project, I have primarily focussed on the dungeon generation. Instead of randomized generation, I have generated dungeons based on a seed. With this seed rooms are generated, after which these are connected using the A\* method.

[Click here for the sourcecode highlights!](https://github.com/willem88836/Portfolio_Willem_Meijer/tree/master/Roguelike_Dungeon)