Procedural Mapping

parent_page_gameshthad

References

(lots of good sources in roguelike games)

- [http://roguebasin.roguelikedevelopment.org/index.php?title=Delving_a_connected_cavern Delving a connected cavern](http://roguebasin.roguelikedevelopment.org/index.php?title=Delving_a_connected_cavern)
- [http://roguebasin.roguelikedevelopment.org/index.php?title=Irregular_Shaped_Rooms Irregular Shaped Rooms](http://roguebasin.roguelikedevelopment.org/index.php?title=Irregular_Shaped_Rooms)
- [http://pcg.wikidot.com/pcg-algorithm:caves Caves](http://pcg.wikidot.com/pcg-algorithm:caves)
- [http://pcg.wikidot.com/pcg-algorithm:map-generation Map Generation](http://pcg.wikidot.com/pcg-algorithm:map-generation)
- [http://roguebasin.roguelikedevelopment.org/index.php?title=Articles Articles at roguebasin](http://roguebasin.roguelikedevelopment.org/index.php?title=Articles)

Synopsis

The concept here is to have a form with lots of HTHAD-based variables that will generate a number of images of caverns of various sorts, with contents. Ideally I want the generate a top-down view as well as a side view for the game for players wishing to make a full RPG map. A top-down would also help with generating perspective. Initially there'll be a number of sizes available 72DPI for online viewing and printing out to counters for those wanting to use the images for pen-and-paper play, 300 and 600 DPI for the hardcore mappers who use photoshop or other graphic editing program.

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