Unity Asset - RoguelikeGenerator Pro – Procedural Level Generator v3.0.0

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Unity Asset - RoguelikeGenerator Pro – Procedural Level Generator v3.0.0: Introducing Roguelike Generator Pro, a versatile and customizable level and dungeon generator designed for Unity. Compatible with Unity's rendering pipelines, including the Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), this asset empowers developers to create procedural 3D, 2D, or 2.5D levels using GameObjects, Tilemaps, or custom solutions.

How to Use: Install the package and start generating levels! For enhanced visual effects in the provided demo scenes, it's recommended that Unity PostProcessing be installed. The package caters to users seeking a plug-and-play solution and developers looking to customize and extend the existing code.

What's Included:

- The Core Generator: A robust level and dungeon generation system.
- Seed generation functionality.
- Multiple character controllers (2D Controller, 3D Controller, MouseLook, etc.).
- Out-of-the-box scripts for sub-randomizing generations and instantiating player/target objects.
- Prefab folder with various assets and visual effects (VFX).
- Six sample scenes to guide users and facilitate experimentation with the generator's parameters. Start with the "(Sc)Generator" scene for the best experience.

Roguelike Generator Pro provides a comprehensive solution for procedurally generating diverse, dynamic levels and dungeons. Whether creating a traditional roguelike game or experimenting with procedural-level design, this asset offers the tools and flexibility to bring your vision to life.

- Create simple wall/floor levels with customizable patterns.
- Add random tiles to floors and walls.
- Enable tile orientation for detailed generation.
- Easily adjust generation rules and customize your levels.
- Choose between generating using GameObjects, Tilemaps, or custom solutions.
- Flexible collision solutions for 2D and 3D environments.
- Generate multiple levels simultaneously within the same scene.
- Customize tile and level sizes and the percentage of the level to fill.
- Includes a sample Game Manager to position players and target objects.
- Various randomizer scripts to further customize generation.
- Extensive library of ready-made assets for use in your projects.

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