

Table of Contents

Preface	v
Chapter 1: Pseudo Random Numbers	1
Introducing PCG	2
Usage of PCG	4
Application of PCG	5
Pseudo random numbers	6
Random versus pseudo random numbers	7
PRNs in PCG	8
Random Hello World	9
Classic Hello World	10
PCG Hello World	15
Challenge	17
Summary	18
Chapter 2: Roguelike Games	19
An introduction to Roguelike games	20
Why Roguelike?	21
Our own Roguelike project	22
Setting up the project	23
Importing the base project	23
File overview	24
Animation	25
Fonts	25
Prefabs	25
Scenes	25
Scripts	26
Summary	32

Chapter 3: Generating an Endless World	33
Data structure choice	34
Array	35
Linked list	36
Dictionary	37
PCG algorithm overview	39
Scene setup	41
Player positioning	42
Camera following	43
Layers	45
Initial Game Board	47
Connecting code	51
The PCG Game Board	55
Summary	60
Chapter 4: Generating Random Dungeons	61
Algorithm design	63
Algorithm overview	63
The grid	64
Essential path	65
Random path and chambers	66
Filling in the rest of the grid	67
Placing the entrance and exit	68
Algorithm summary	69
Data structures	70
Back to the map	70
Queue	71
Prefab setup	72
An exit sign	73
DungeonManager	74
BoardManager	83
Player	86
GameManager	88
Back to the Unity Editor	90
Seeding the dungeon	91
Challenge	92
Summary	92
Chapter 5: Randomized Items	93
Generating health items in the game world	94
Implementing health item generation	94
Setting up sprites	96

Generating items in the dungeon	100
The Chest prefab	100
Chest implementation	103
Spawning the chest	104
The Item prefab	106
Item code	107
Adding player to item interaction	109
Summary	114
Chapter 6: Generating Modular Weapons	115
PCG with modules	116
Statistics of modular PCG	117
Creating and configuring new sprites	118
Creating a multiple image prefab	121
Modular weapon scripts	122
Adding a spawn point	127
Adding a weapon pick up	128
Adding scripted weapon animation	132
Adding character facing directions	135
Summary	138
Chapter 7: Adaptive Difficulty	141
Setting up sprites	142
Adding enemies to the world board	147
Adding enemies to the Dungeon Board	151
Fighting the enemy	156
Adaptive difficulty	159
Enemy AI	162
Finishing up	164
Summary	167
Chapter 8: Generating Music	169
Concept of music	169
Tempo	170
Melody	171
Repetition	172
Procedurally generated music algorithm	173
Measure	173
Dividing the measure	174
The base line	175
Setting up the script	175
The Sound Manager script	176
Adding tension	187
Summary	190

Chapter 9: Generating a 3D Planet	191
Adding a third dimension	192
3D vs 2D	193
Know your geometry	194
Working with the Unity primitive sphere	194
Generating a sphere	197
Adding randomization	202
Bad time and space complexities	203
Multi mesh planet	205
Exploring the planet	214
Summary	216
Chapter 10: Generating the Future	217
Models	218
Items	221
Levels	222
Texture	223
Terrain	224
Physics	225
Animation	226
AI	227
Story	228
The player sandbox	229
Summary	230
Index	231
