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Quick Start Guide

The documentation for the **Rogue's Quest Dungeon Editor** still needs to be written. However, below are miscellaneous notes that you might find useful in the meantime.

You should skim through the notes for a few minutes and try to make as much sense out of them as possible.   Next, go play around with the Dungeon Editor for a while, then come back and try rereading the notes again.

The terminology

The terminology is still changing so you may occasionally see the same thing being referred to by different names.

"Dungeon," "level," and "object" are the three most important words you'll encounter.   A "dungeon" contains multiple "levels."   In turn, each "level" contains "objects".   "Objects" can be either "items,"   "creatures," or "landmarks."   ("Landmarks" are immobile objects like doors, fountains, or traps.)

A word you'll often see with the above terms is "template."   Don't think of C++ templates or you'll become confused.   The reason for the use of the word "template" is because in the dungeon editor, you are not really specifying an exact object but only rough guidelines for an object that will be created at playtime.   (Are you thoroughly confused now?)

"Terrain" refers to the layout of the walls and floor in a level.   The "terrain" can be either randomly generated at playtime or completely specified at designtime.

The endgame

At the moment, the goal of every **Rogue's Quest** dungeon is to recover some "quest artifact" by slaying its guardian.   This "quest artifact " and its guardian is specified via the Endgame Settings dialog box.   At playtime, this guardian is always randomly placed on the deepest level of the dungeon and the "quest artifact" placed in its possession.

Admittedly, this does not allow for much creativity.   However, this will change in future versions.   (Suggestions on how to go about this elegantly would be greatly appreciated by the author!)

Object template positions

Object template positions may either be "random" (the object is randomly placed at playtime) or else specify a particular location on a user-defined terrain.

Randomly-generated terrain

Currently, there is only a single algorithm for generating random terrain.   Even worse, the parameters for this algorithm cannot be edited yet in the dungeon editor.   In future versions, there will be more than one algorithm from which to choose (e.g. caverns, mazes) and parameters will be editable.

Adding object templates to a level

Object templates are added to a level by dragging an object from the floating object palette to the object listbox or the terrain window.

In the works

After mucking around in the dungeon editor for a few minutes, you will undoubtedly find lots of improvements that could be made.   The author is already aware of many of these possible improvements.   Check out the Possible Improvements.

Possible Improvements

- allow the floating object palette to be docked along the side of the main window
- replace the items listbox with an expandable and hierarchical treelist; group items according to type (e.g. potions, wands, etc.)
- allow the user-defined terrain to be viewed at different scales (e.g. 50% or 25%)
- a more elegant way of specifying goals for a game
- have categories of items. currently, you can only either specify a particular creature (e.g. a minotaur) or a [random creature] in which case, you could wind up any one of the possible creature. we need a way to define a subset of creatures from which to randomly choose (e.g. "undead," "tough," or "exceptionally nasty")
- a way to derive new objects from existing objects. for example, a user could define an "orc lord" as an orc but with a higher exp level. in other words, inheritance.
- a Level Wizard (and even a Dungeon Wizard) to guide the designer through the tedious process of creating a level (or even an entire dungeon).
- some sort of metrics to measure the difficulty of a level to aid the dungeon designer. for example, the number of creatures on the level x average creature level.

Dialog Boxes

Edit submenu

    Object Position

    Find Object At Position

View submenu

    Dungeon Description

    Initial Settings

    Endgame Settings

    Level Settings

Object Position dialog box

Not written yet.

Find Object At Position dialog box
Not written yet.

Dungeon Description dialog box

Not written yet.

Initial Settings dialog box
Not written yet.

Endgame Settings dialog box

Not written yet.

Level Settings dialog box

Not written yet.