

# Procedural Mapping

[parent\\_page\\_gameshthad](#)

## References

(lots of good sources in roguelike games)

- [http://roguebasin.roguelikedev.com/index.php?title=Delving\\_a\\_connected\\_cavern](http://roguebasin.roguelikedev.com/index.php?title=Delving_a_connected_cavern) Delving a connected cavern
- [http://roguebasin.roguelikedev.com/index.php?title=Irregular\\_Shaped\\_Rooms](http://roguebasin.roguelikedev.com/index.php?title=Irregular_Shaped_Rooms) Irregular Shaped Rooms
- <http://pcg.wikidot.com/pcg-algorithm:caves> Caves
- <http://pcg.wikidot.com/pcg-algorithm:map-generation> Map Generation
- <http://roguebasin.roguelikedev.com/index.php?title=Articles> Articles at roguebasin

## 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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