Dungeon Builder

Dungeon Builder - this is the first collection of assets for the dungeons for top-down RPG, under the general title "**Dungeon Builder**".

Description

This pack contains about 500 unique assets and FX to build your own dungeons for your fantasy game.

Thanks to the modularity of the architecture assets you can create a vast variety of dungeons with modular walls, floors and much more. Decorate your game with a variety of props such as furniture, carts, crates, flags and much more.

All modular assets can be placed efficiently with ten-unit grid snapping. Works for top-down

You also get the demo maps as seen in the screenshots and video.

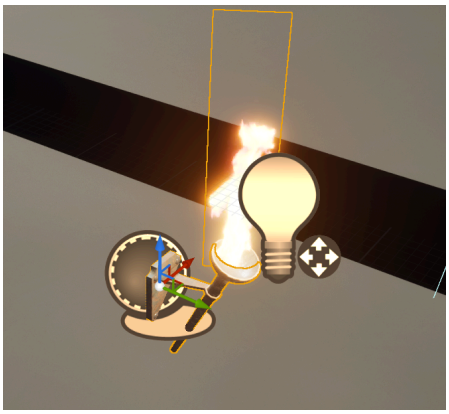
Technical details

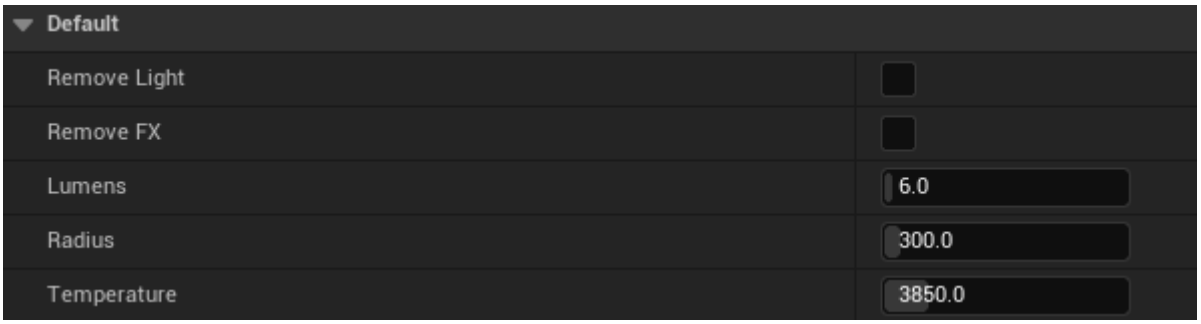
UE 5.6 +

- 488 unique assets
- 10 PCG assets
- 15 Blueprints
- 7 Prefabs
- 18 ready to use Dungeon Tiles
- 26 Materials
- 7 VFX
- 122 Textures 2048x2048, 1 1024x1024, 2 512x512, 7 64x64

Blueprints

BP_Candle_@/ BP_Torch_A/ BP_Wallcandlestick_@





Remove Light - removes the light source

Remove FX - removes the niagara FX

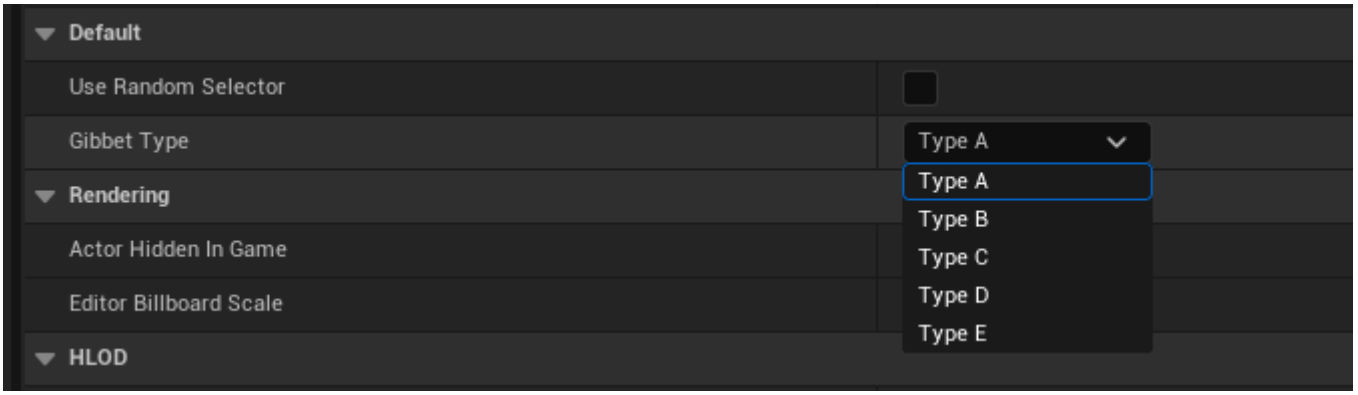
Lumens – Controls light power

Radius – Set light radius

Temperature – set light color temperature

BP_HangingCage_A





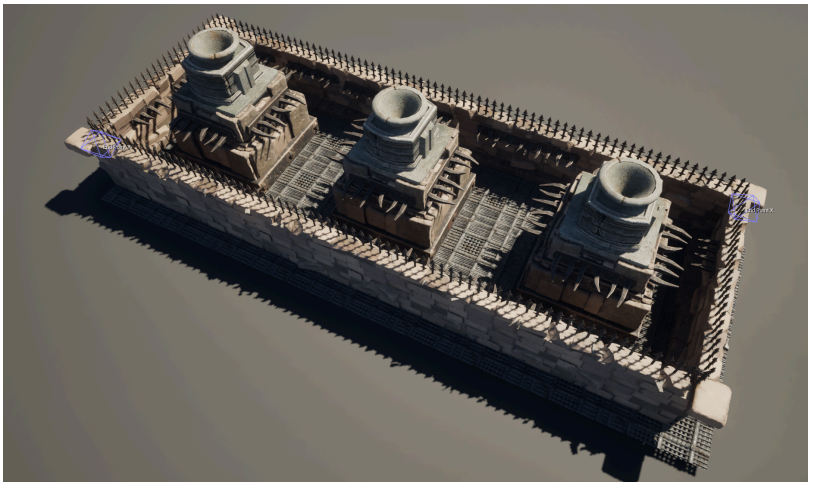
Use random selector – Automatically change Gibbet type when moving BP

Gibbet Type – manually change Gibbet type

PCG

BP_FirePit

By moving the dummy (End Point X/Y) you can generate the required size of the fire pit





Width/Length – number of module repetitions along the axes (set automatically depending on the module size and the location of the End Point)

Size – module length X axis

End Point X/Y – current location dummies

Thorns Distance – Distance between thorns (less value more Thorns)

Furnace Distance - Distance between Furnace (less value more Furnace)

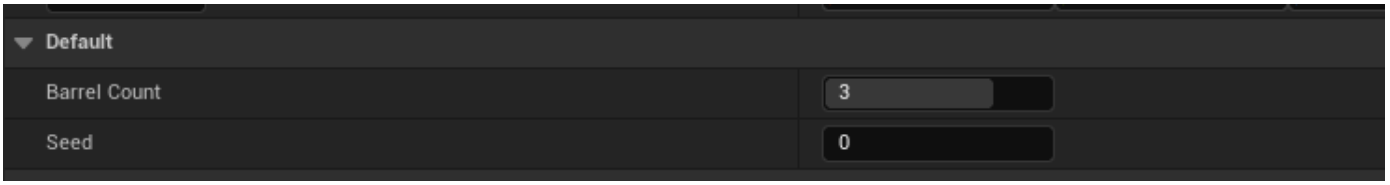
Swap Main Mesh – swap Furnace to Cage

Furnace Center only – keep singe Furnace in center

BP_Rack_Barrel

generates barrels in the rack. 1-4 barrels max





BP_BarrelStack_A/B

barrel stack generator





BP_BarrelRandom_A/B

barrel stack generator



BP_Chain





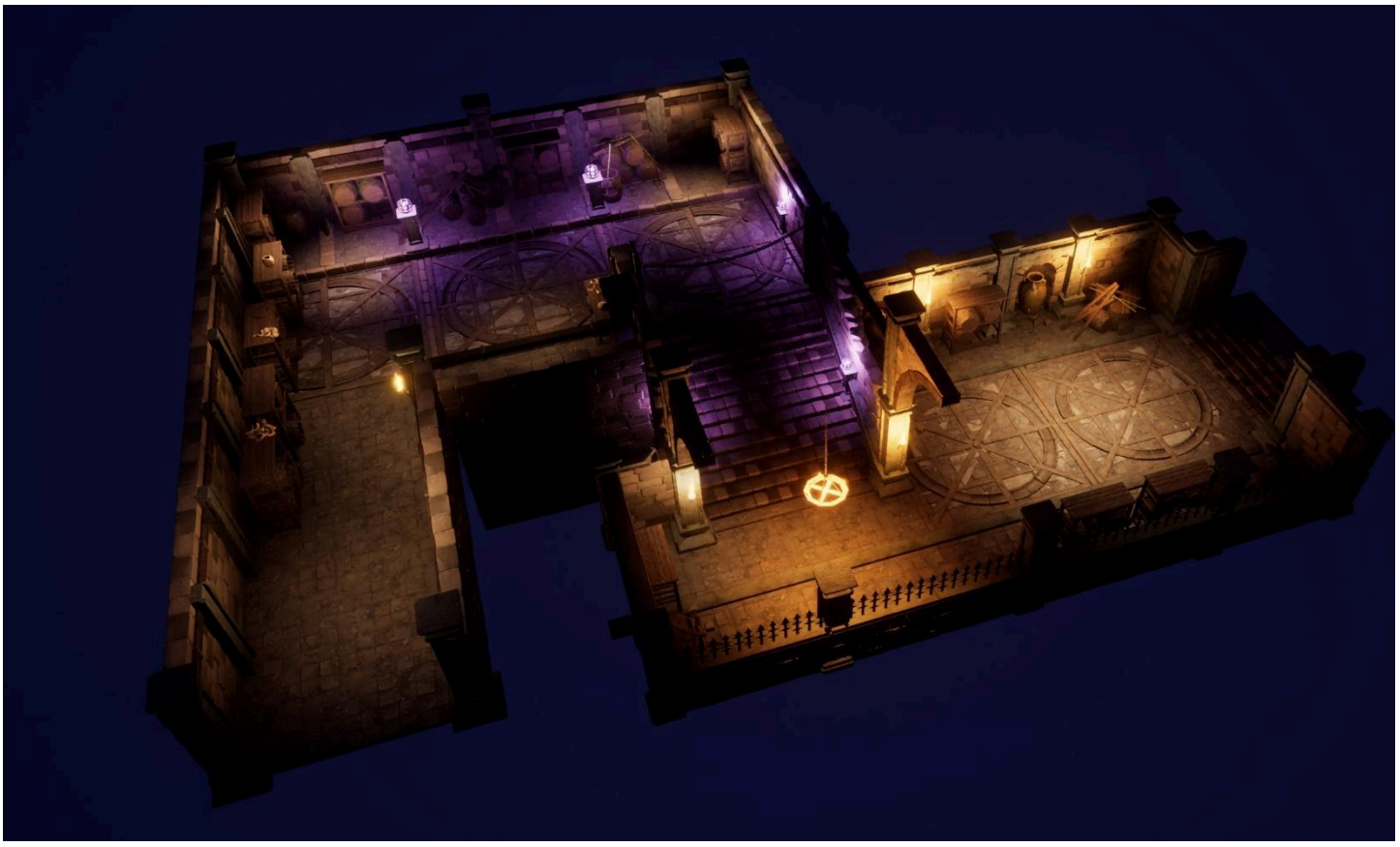
Gravity Min/Max – add gravity for chain between spline points

Slope – smooth shape between spline point

Sharp Corners – Sharp Spline points

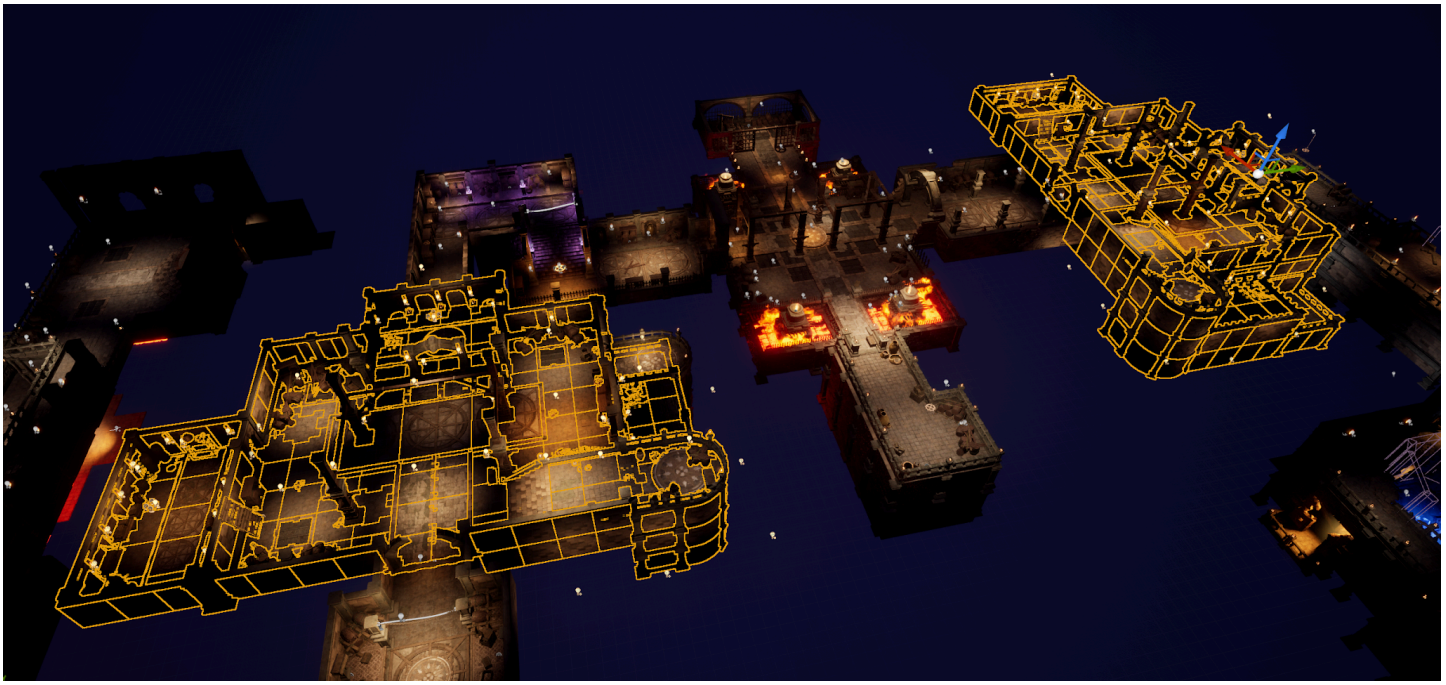
Sharp Value – Sharp spline points value

Dungeon Tiles



The scene contains 18 pre-packaged levels, each representing a dungeon tile that can be connected to form various combinations and new dungeon connections. All dungeon tiles are initially created with the current camera angle, but they can also be rotated 90/180 degrees to create a completely different view. You can see

an example in the demo scene.



Most tiles are only partially filled with assets to allow for further randomization of the dungeon by adding new assets on top of the tiles.