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Thread: [Rogue Like Game](#)

scarfacekilla - November 12, 2012, 11:00 pm

Hi,

first off, if you do not know what a Rogue like game is [click here](#)

There are a lot of open source project & tutorials for those kind of games, but the point here is to solve the problems without any help of finished projects. You will develop problem solving skills and of course your programming ;)

So basically I started of with the procedural generation of Maps, however I just spend an hour on the code and here are some example results:

[.net/kv7yd\[/img\]http://www.\[censored\].net/t/kv7yd.jpg\[/img\]](#)

That's the current algorithm, however it is the first draft, buggy and of course not yet complete. As you can see from the screenshots it's not using all cells yet (algorithm is shit and was just a quick test)

My brain is currently fried (from work and from this project)...if any body wants to help developing contact me please.

the plan is to finish the whole engine and then use XNA to implement the actual game =D or maybe cocos2d and release it on iphone haha

TomTheBeast - November 13, 2012, 4:53 am

That sound's awesome, I remember playing Rouge like game, I never got into it, but I remember it. It would be cool to play something like that again.

Debroski - November 13, 2012, 12:08 pm

Will you be able to manage the "shadow" part of rogue games with your engine? Make sure you will be able to add that with how you're currently developing it :P otherwise looks good! Would love to play it, my friend made a "rogue" game in gamemaker but I would like to see a fully functioning version ^_^

Toblerone - November 13, 2012, 1:29 pm

That's so cool how are you going to implement tile sets and placing textures that make it look right?

scarfacekilla - November 13, 2012, 2:31 pm

(Nov 13, 2012 05:53 AM)TomTheBeast Wrote: [\[CITE\]](#) That sound's awesome, I remember playing Rouge like game, I never got into it, but I remember it. It would be cool to play something like that again.

Yeah, I actually didnt know about rogue games until iphone haha and i donwloaded by accident one :-> they were fun but something always sucked at them. And thought i'll give it a try. It's far from beeing playable and could take quite a long time SINCE i'm developing alone and dont have too much spare time... (dont have windows PC at home, moving houses this week, girls etc)

That's why my request if any dev. wants to chip in :-)

(Nov 13, 2012 01:08 PM)Shinoowns Wrote: [\[CITE\]](#) Will you be able to manage the "shadow" part of

rogue games with your engine? Make sure you will be able to add that with how you're currently developing it :P otherwise looks good! Would love to play it, my friend made a "rogue" game in gamemaker but I would like to see a fully functioning version ^_^ This is currently just the procedural map generation of the engine, which is basically just an algorithm.

The form & display is just visual reference to see how the algorithm works.

shadows would be implemented into the game engine with XNA for example.

At the moment i'm not really thinking of any visual effects, but sure if it's time to work on the proper 2D engine, shadowing, lightning etc. would be nice to implement.

(Nov 13, 2012 02:29 PM)Commodore64 Wrote: [\[CITE\]](#) That's so cool how are you going to implement tile sets and placing textures that make it look right? Lake stated above, that's part of the 2D game engine, which I'm not working yet on.

But it will be similar what i'm doing now, since I divide a picturebox into cells (tiles) define all of them to beeing a wall (gray color) and then i generate the maze and change the cell's type

and change the cell's walls. Here is another picture where you actually see all walls of each cell.

[.net/grokv](#)[\[img\]http://www.\[censored\].net/t/grokv.jpg\[/img\]](#)

As you can see, tiles won't be that hard..there is all information I need behind the scene. :-)

So i'm not worrying at the moment about tile sets and graphics, I will use dummy graphics when I implement the

2D game engine, which will then be easy just to replace them with a proper graphic set.

P.S. this is still a project you can join and help with the progress :-)

Today my brain was fresh again and I could work on the maze generator and fixed all problems:

[\[img\]http://s12.postimage.org/if3fdcutl/Rogue.jpg\[/img\]](#)

now it's time to extend the algorithm and add the bility to place rooms