# Procedural Dungeon Exploration

## How to Start:

Open the project with Unity 2018.1.6f1 or newer.

Load the Scenes/SampleProceduralDungeon.unity scene.

## How to use:

Hit Play.

Move the camera with WASD.

Hover the squares with the mouse to get a path finding marker prediction.

Click on a square to move to it.

Move to the border of a tile to show the option to explore a new area.

Click on the transparent rectangle to explore a new area.

Click on a door when near it to open it.