

# 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.