
Generating items in the dungeon	100
The Chest prefab	100
Chest implementation	103
Spawning the chest	104
The Item prefab	106
Item code	107
Adding player to item interaction	109
Summary	114
Chapter 6: Generating Modular Weapons	115
PCG with modules	116
Statistics of modular PCG	117
Creating and configuring new sprites	118
Creating a multiple image prefab	121
Modular weapon scripts	122
Adding a spawn point	127
Adding a weapon pick up	128
Adding scripted weapon animation	132
Adding character facing directions	135
Summary	138
Chapter 7: Adaptive Difficulty	141
Setting up sprites	142
Adding enemies to the world board	147
Adding enemies to the Dungeon Board	151
Fighting the enemy	156
Adaptive difficulty	159
Enemy AI	162
Finishing up	164
Summary	167
Chapter 8: Generating Music	169
Concept of music	169
Tempo	170
Melody	171
Repetition	172
Procedurally generated music algorithm	173
Measure	173
Dividing the measure	174
The base line	175
Setting up the script	175
The Sound Manager script	176
Adding tension	187
Summary	190
