

Dungeon Keeper is an iconic and genre-defining game that places the player in the role of a dungeon master that has to protect their dungeon against groups of heroic enemies that try to steal the treasures located in the dungeon. However, it does not provide any tools that would allow user created modifications and thus the replayability of the game might not reach its full potential.

In this thesis, we examine the dungeon management genre and the aspects of game modifiability and use the knowledge gained from this examination to design a spiritual successor to Dungeon Keeper that offers tools that allow its players to create and distribute modifications that can be applied to the game.

We then investigate different tools and approaches that can be used for game development and use those we find to be suitable to implement our game. The game we created is true to the play style of the original Dungeon Keeper and provides an API that can be used in the Lua programming language to create modifications of the game's elements.