

Abstract: While the video game development industry has had big success and increases in the amount of competition, using new tools which accelerate and improve the process is inevitable. Especially, domain-specific tools prevent game developers from performing unnecessary effort by providing reusable components. Partial automatization of the games that fall under the same game genre significantly decreases the development time. In this thesis, we propose an extensible framework architecture for roguelike video games development with a visual node-based user interface which is also artist and designer-friendly. The architecture aims to provide a faster game development process by wrapping common patterns in the roguelike games into simple node representations.