***MapGenerator***

To successfully use the map generator for Kataklizma, first you must insert an empty game object into your scene and apply the map maker script which can be found under Assets > Scripts > Mapgen.

After applying the script, you must specify the source tiles, clicking the circle on the rights gives you multiple choices, for the standard map generation just use Standard.

Next you must specify your desired size, for a basic city layout use 500 \* 500.

After that you have the subsection labeled roads, your first given the choice if you want roads at all, then if you want the roads navmesh, without that enabled the AI won’t be able to traverse the terrain. The final thing in this subsection is road limit which dictates how many roads you want in the scene NOTE that the amount of roads isn’t the individual tires, it’s the whole road start to finish, so inputting 10 would give you 10 streets, not tiles.

Finally, we have the sub-section Skyway, which works almost identical to how the navmesh works, enabling skyway spawns an invisible plane X distance away from the ground which is controlled by the Skyway height, this is for the aircrafts present in the scene

***AI***

To spawn in AI such as Tanks and Helicopters is actually really simple, first you need to place an empty game object into the scene and attach the Enemy manager script to it, your then provided with 5 different options that need to be filled out;

First is the player attributes, attach the PlayerAvatar to that to get a reference of the player’s health.

Then Attach the desired enemy you want to spawn, IE the DefenderTank or the Heli

After that you need to set the spawn time which dictates how long before the next spawning wave begins.

Once that’s done you define the spawn count, how many enemies do you want to spawn each spawn wave?

Finally, you fill in the elevation, which is either a 0 for the tank as they drive on ground level, and for the helis, you set elevation to whatever the height of the skyway is.