# Procedural Terrain and Map generator User Guide

## Setup

### Requirements

Unity Game Engine – The package has been developed and tested in Unity 2019.3.2f1 but will work with previous versions of unity.

Downloads will be available on unity soon but for now it can be found at this link: https://drive.google.com/file/d/1m-9vCGFIl2_ninN8f0bhJbhIhOp5LZLp/view?usp=sharing

You can download this package by clicking the download button in the top right side of the chrome or internet explorer tab that opens.

### Installing the package

First make a back up of your project just in case something goes wrong, nothing should go wrong, but it never hurts to make a backup.

1. Download the most recent version of the package from the link above.
2. In whatever unity project you are working in and click:
   Assets > Import Package > Custom package
   Once you've hit custom package select the file you downloaded, it should look like this:

   Procedural Terrain Generator
3. That's all, it should be installed for you now!

## Using the package

The scenes and prefabs folder will be a good place to start, especially for understanding how to place the prefabs in the scene and what assets go into them.

### Creating your own data assets

When you feel comfortable enough with how the tool works you can start creating your own Height Map Settings, Mesh Settings and Texture Data assets you can right click in your project tab and move to Create and in the new menu you'll see these three assets.

This is a neat way of saving your maps because once you you've found a map you like and want to reuse you can rename the created asset that you put into the Map Preview prefab and save them for later. That way you'll easily be able to recreate any maps you like.

The path to each asset should go:

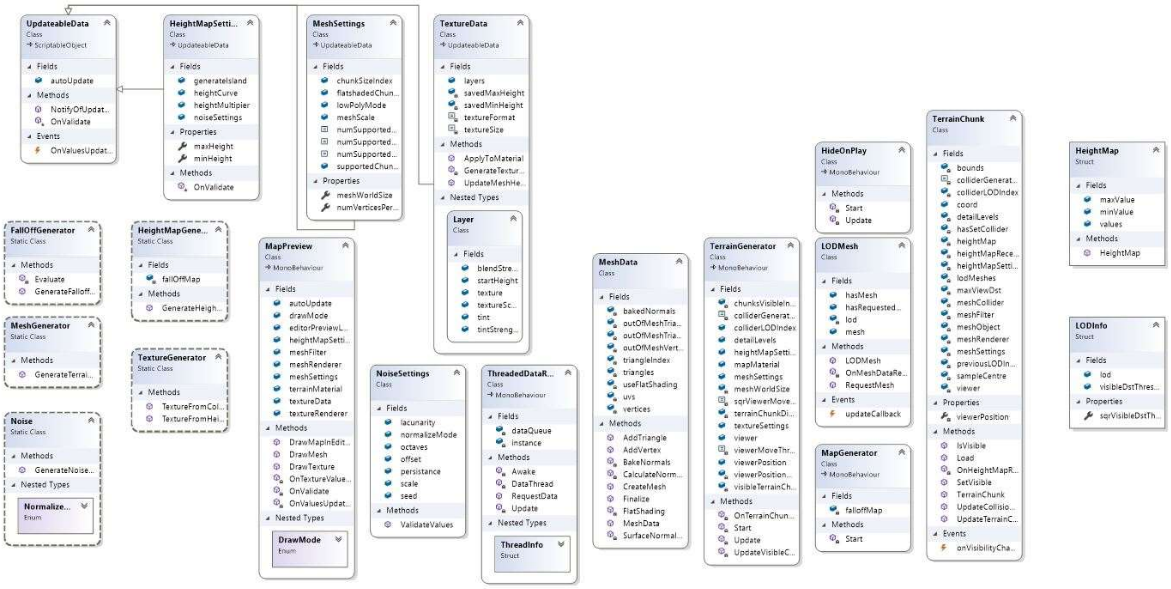
Create > Height Map Settings

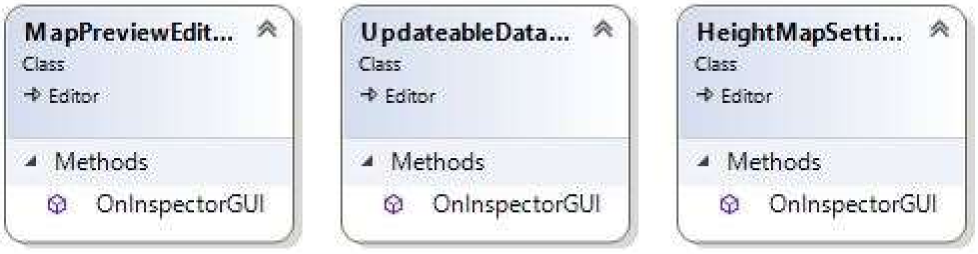
Create > Mesh Settings

Create > Texture Data

# Structure

For the users that are interested in extending this package themselves here is the structure that it follows.





These diagrams are also available if you are using visual studio inside of the IDE.