1. Download mapBox sdk for unity
2. Paste the mapBox token in the mapbox setup
3. Then select location based scene in the setup
4. Create gameObject called map
   1. Add component 🡪 abstract map script
      1. In general🡪 paste latitude and longitude
      2. Zoom level = 17
      3. Extent option 🡪 more number = more area coverage
      4. Images 🡪 Different forms of maps like saterllite, street etc
      5. Terrain:
         1. Elevation layer type gives height,
         2. exaggeration factor = 15 shows clear high altitude,
         3. show sidewalls enhances the visual, and wall material = terrain material
      6. Map layers:
         1. Featurs 🡪 add layers🡪 rename to buildings
         2. Extrusion type 🡪 property height
         3. Extrusion geometry 🡪 roof and side
         4. Texture styliing 🡪 realistic
5. **Add road:**
   1. Add visualizer
      1. Primitive type 🡪 line
      2. Layer name 🡪 road
      3. Line width 🡪 3
      4. Extrusion type 🡪 absolute height
      5. Extrusion geometry type 🡪 roof only
      6. Height🡪 2
      7. Texturring type 🡪 tiled
      8. Roof material🡪 severTrafficMaterial
      9. Wall material🡪 severeTrafficMaterial