Map Controller

# Scriptable Object: Map Data

## Description

Store data for a generated terrain as slightly manipulates the map to make the data more processable.

## Properties

|  |  |  |  |
| --- | --- | --- | --- |
| Accessibility | Type | Name | Descritption |
| Public | int | GetIndex | Gets the index of the grid node. (y \* length) + x |
| Public | Float[,] | GetHeightMap | Get the height map of generated terrain. |
| Public | Float | SampleHeight | Gets the height of a sample tile. |

## Functions

|  |  |  |  |
| --- | --- | --- | --- |
| Accessibility | Type | Name | Descritption |
| Public | void | flatten | Flattens highlighted sections of the map to “newheight”. |

# Script: Map Tile

## Description

A struct storing data referenced by Map Data.

## Variables

|  |  |  |  |
| --- | --- | --- | --- |
| Accessibility | Type | Name | Descritption |
| Public | bool | isPassable | Tells if a tile is passable or not. |
| Public | bool | isAdjacentPassable | Tells if adjacent tiles are passable or not. |
| Public | bool | isPlaceable | Tells is a tile is able to be placed on. |
| Public | float | movementBuff | Stores how enhanced movement is. |
| Public | float | height | Height of tile. |
| Public | float | width | Width of tile. |

# Object: RTS Map

## Description

Real time strategy map that loads in a map with tile data and map data.

## Properties

|  |  |  |  |
| --- | --- | --- | --- |
| Accessibility | Type | Name | Descritption |
| Public | bool | IsValidMovePosition | Checks if tiles are passable or not and passes that data to map data. |
| Public | bool | IsValidPlacementPosition | Checks if tiles are placeable or not and passes that data to map data. |
| Public | float | SampleHeight | Gets the sample height of the terrain. |

## Functions

|  |  |  |  |
| --- | --- | --- | --- |
| Accessibility | Type | Name | Descritption |
| Public | void | LoadMap | Loads the terrain from terrainData. |
| private | void | Update | Not yet implemented. |