



-Instruction-

Forest Level Map Maker

Code

Clean code

- Source code was made in Unity3D;
- Ready for build for IOS and Android;
- 6 premade maps with level buttons;
- Included Automatic arrangement of level buttons along a curve;
- Included Levels Map functionality;

Graphic

PSD and PNG included

- 6 Premade game level map in PSD and PNG in Vertical and Horizontal orientations. 100% editable, 1536 X 2048.
- 210 map items, in PNG and PSD, ready for code.
- 6 biomes: GreenForest, Coniferous, Desert, Jungle, Crystal, Swamp
- Premade level buttons, including stars, lock, hover effects in PNG and PSD. 100% editable with different colors.
- 5 brushes for your own design.

Warning!

It is complete pack for making level map with premade screens, items, level buttons in classic forest, nature, colorful style for your mobile/web/video game.
All graphics in high resolution ready for retina display!

How to draw a new Level Map Background

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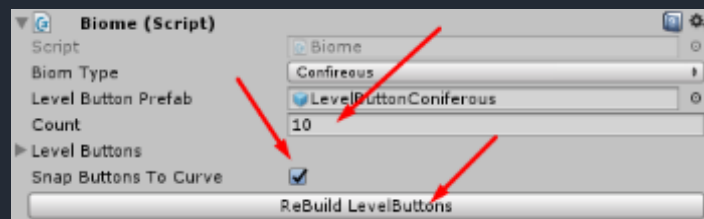
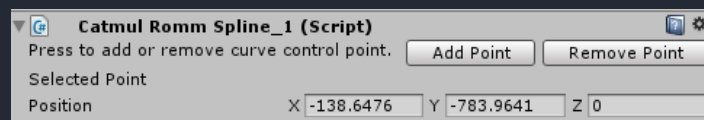
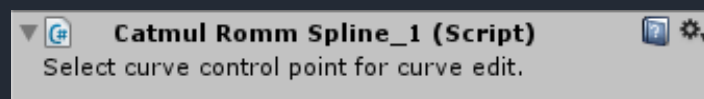
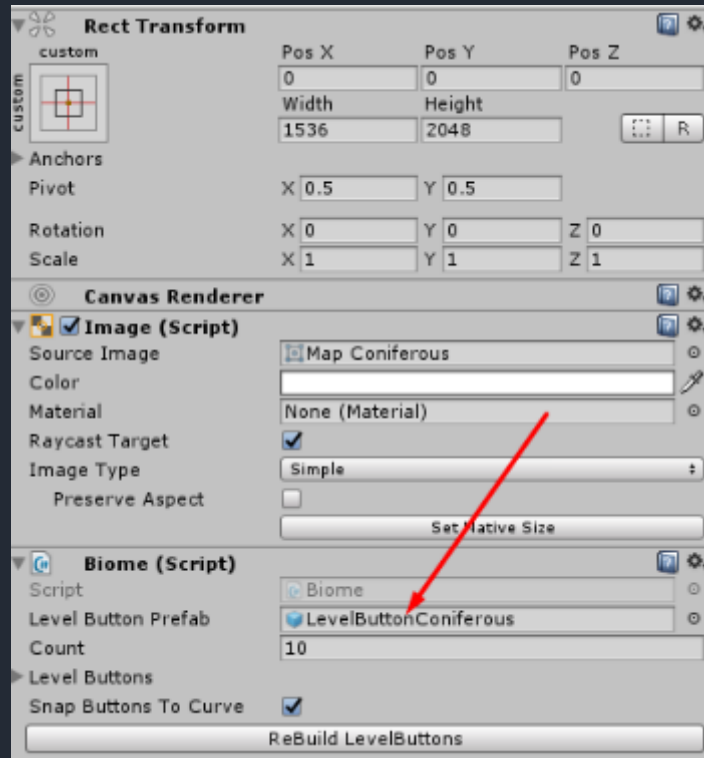


1. Create a new file any size or start with asset premade PSD map.
2. Fill background with suitable color, draw surface elements (like water, hills, etc.), if you need. Or use asset premade PSD map.
3. Draw a road any method and paste layer style from the asset premade PSD map.
4. Arrange map elements, as you like.
5. Fill surface with asset brushes, as you like.

Your own map is ready!

There are 6 biomes in the pack for various design.

Add Backgrounds and Level Buttons



First you need to create all backgrounds for Level Map Screen. You have two ways:

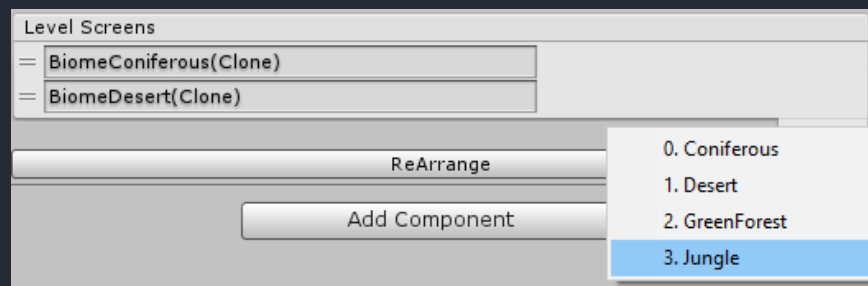
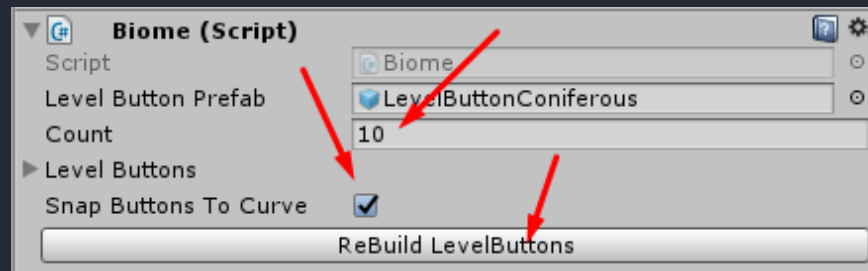
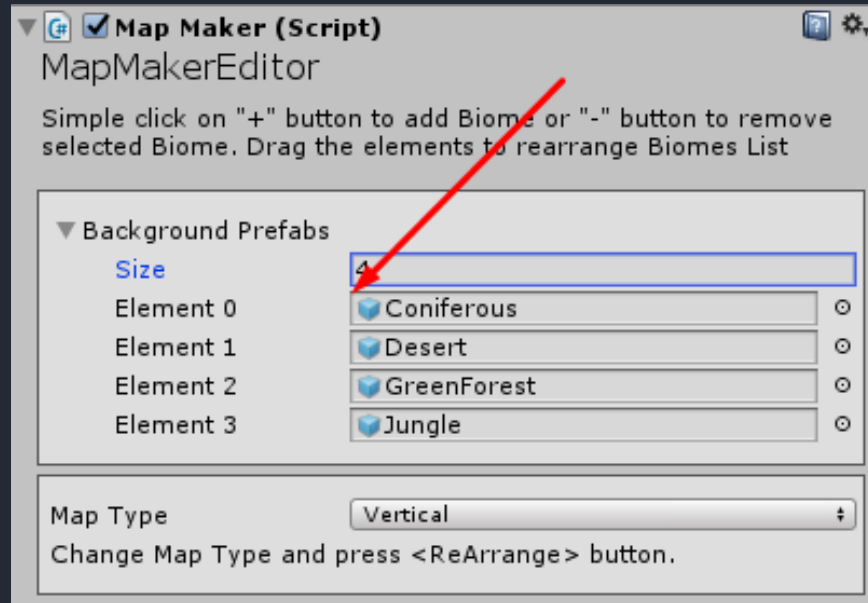
- create new prefab;
- duplicate existing prefab;

For the first option you need:

- Create UI -> Image, choose for image sprite your own ready background or use our premade background, press button Set Native Size.
- Add to image Biome.cs script and set appropriate LevelButtonPrefab. You can use existing LevelButtonPrefab or create your own.
- Add to Image CatmulRommSpline_1.cs script. In editor window you can see 4 point spline. Select control point and drag on biome to create path for level buttons.
- When any control point selected you can see point coordinates and two buttons. With this buttons you can add new control point and remove existing control point.
- Next you need to set buttons amount for this background. Check Snap Buttons to Curve. Then Press Rebuild Level Buttons. If you need to correct level buttons position manually, you need to uncheck Snap Buttons to Curve.
- Drag created background to the prefab folder and delete them from hierarchy.

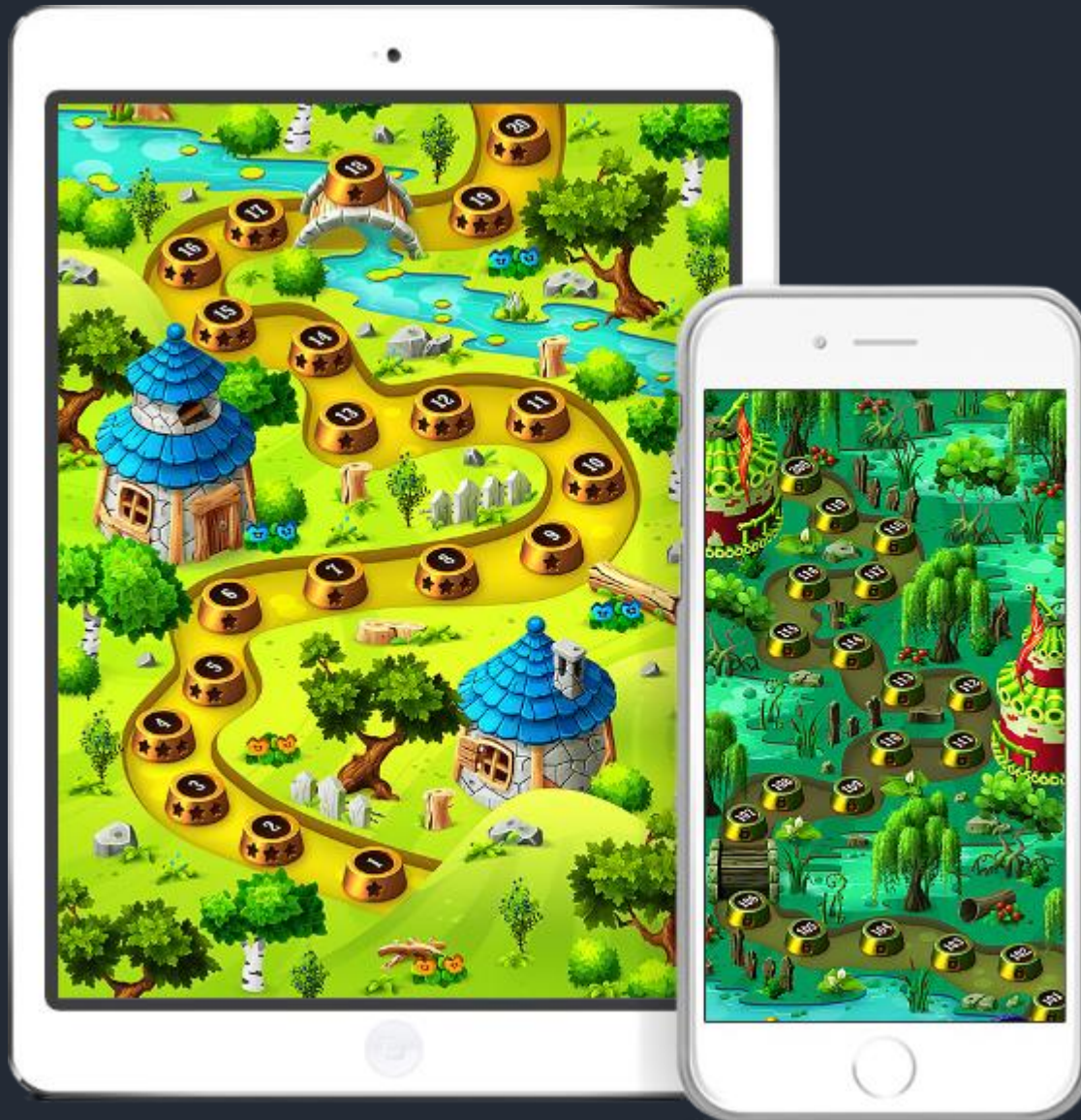
Create Level Map Screen

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After creating all needed backgrounds you can make a uniform Map Screen with vertically or horizontally arrangement.

- Create a new empty object on the canvas. Change the name on "Map".
- Add MapMaker.cs script. Choose numbers of needed backgrounds and add your own background prefabs to Background Prefabs list.
- Press "+" to add new backgrounds to the map and "-" for delete. You can add any amount of backgrounds.
- To change the order of backgrounds just move them in any position in level Screens area.
- You can also choose vertically or horizontally map scrolling here.
- Save scene.



Thanks

Master Key Company

Create you project for the moment!

Please rate our item, if you like it!

It is also possible to fix some features or to sell new GUI and theme designs. If you are interested, please contact us individually.

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