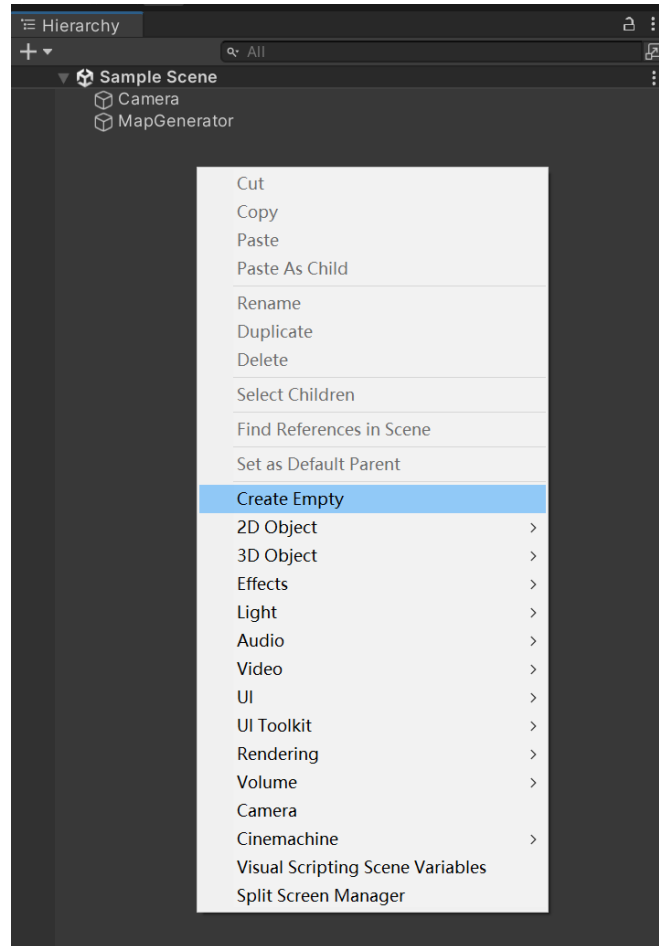


Procedurally Generative Map Guidebook

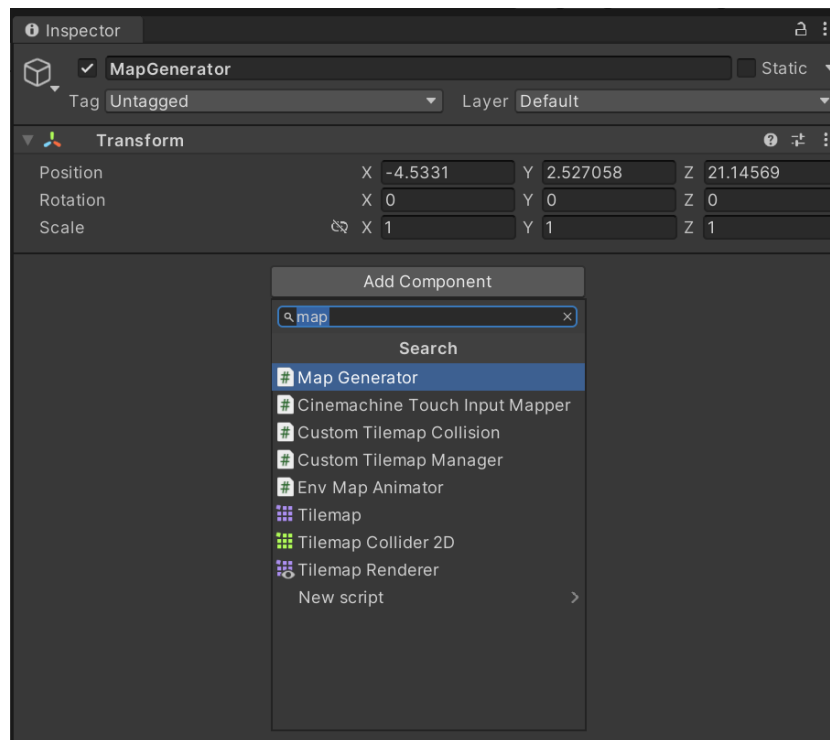
This tool can aid in efficiently creating level maps comprised of square blocks.

The way of use:

First, in a scene, right-click to create an empty object and name it “Map Generator” .

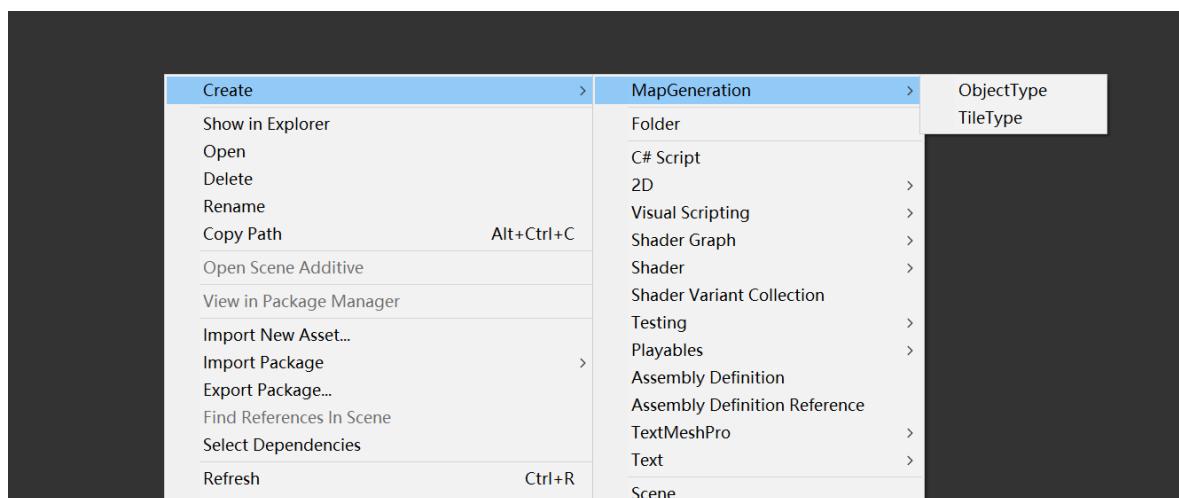


Second, attach the [MapGenerator.cs](#) to the object.



Alternatively, you can just directly use the MapGenerator prefab.

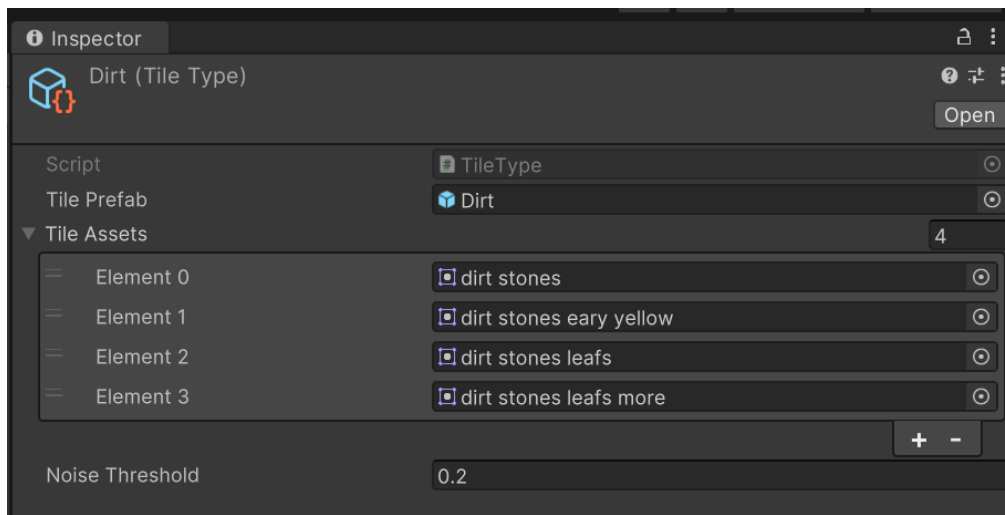
Then, right-click on the Project area to create a tile object for the map.



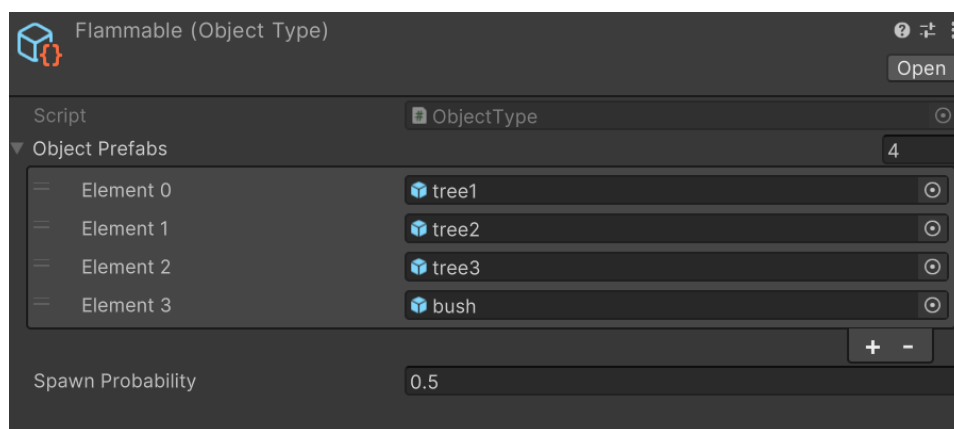
The ObjectType is for the object that you want to generate on the map, such as trees, rocks, etc.

The TileType is the tile of which the map consists.

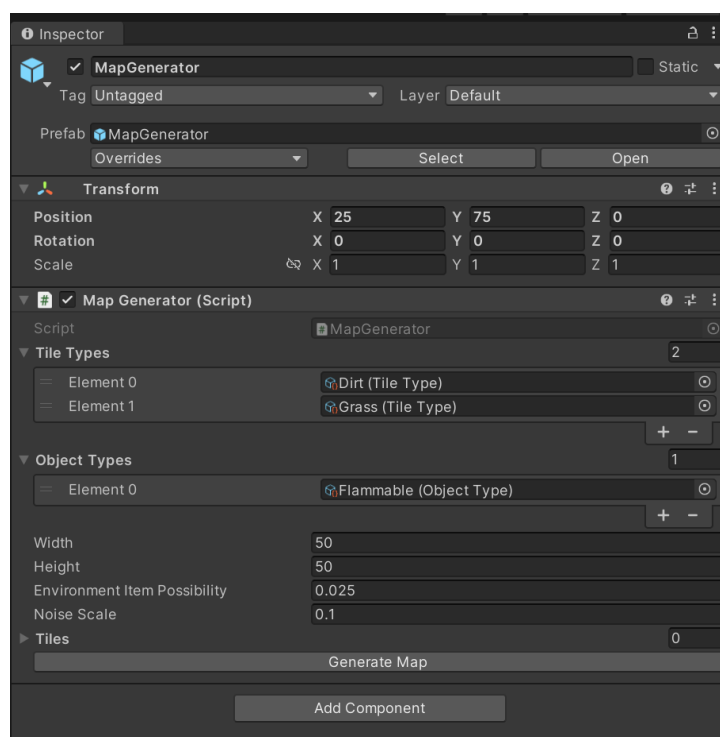
For the TileType, you need to attach a prefab of the tile and a few sprites if you want to add some variety to the tile to make the map more colorful. The Noise Threshold value decides the amount of this tile that will be generated.



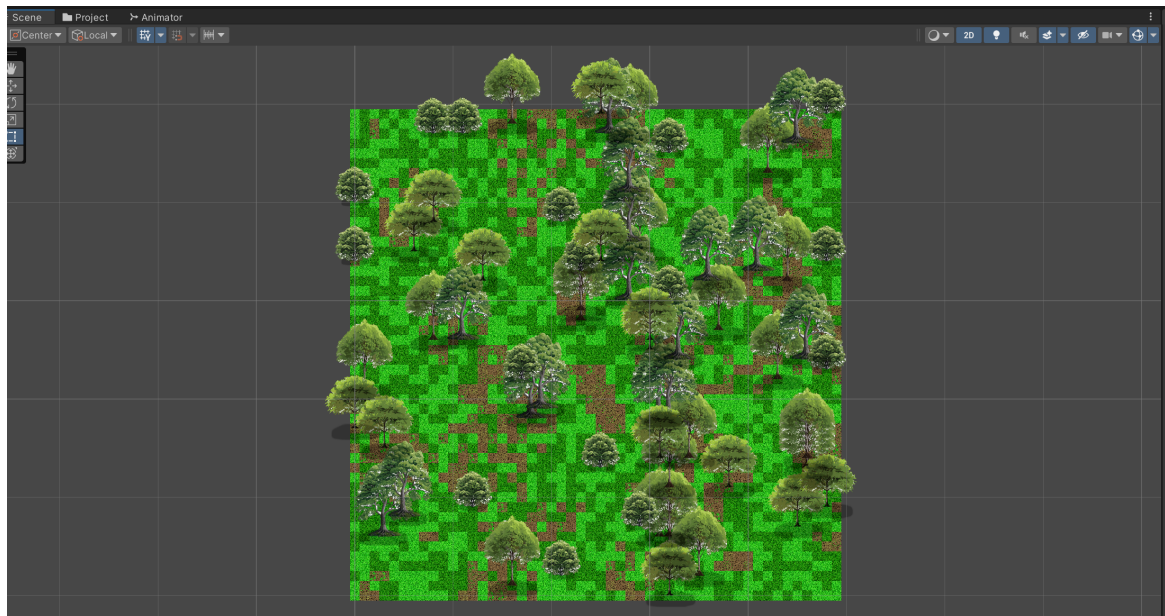
For the ObjectType, you just attach however many prefabs you want for that type of object to be generated as well as the possibility of its generation.



Lastly, you can attach these objects to the map generator in the scene.



Once you click Generate Map button, the tiles and objects will be generated in the scene.



For more questions and suggestions, please contact quacleswoo@gmail.com for further inquiry.
Thank you for your support!