A minimap using render texture (Not using Camera), features:

Rotate/Fix map

Team/Enemy icon with rotation and death event

Zoom In/Out

Source code (only scripts):

Under CF\_V2/...Minimap/

<https://github.com/csm12s/UnityCF-Scripts.git>

(The way is making a screenshot of the level, and add a box with boxcollider the same size of the map as a reference for the Minimap to calculate position.

MinimapElement is placed on bots, MinimapMarker is placed on marker prefab)

Simple version with tutorial and demo project (fixed map, only player):

Tutorial (Chinese): https://blog.csdn.net/weixin\_47260762/article/details/123927644

Source project: github zwjzwk/Unity-Minimap