Part 1:

Chapters: Chapters divide map story into sections, each with unique text, image, and location settings. Set as objects in the chapters array with properties like id, alignment, title, location mapAnimation, and rotateAnimation.

Pitch and bearing: Control map tilt and orientation. Set in each chapter’s location object. For example: pitch: 60 and bearing: -43.2.

mapAnimation: Specifies the transition style for each chapter. Set within each chapter as flyTo for smooth transitioning.

rotateAnimation: Enables rotation for dynamic views. Set as true or false in each chapter.