



# -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 in Vertical and Horizontal orientations;
- Included Automatic arrangement of level buttons along a curve;
- All Levels Map functionality, including scrolling, buttons, player avatar;
- Sound controller for main map events;

## Graphic

### PSD and PNG included

- 6 Premade game level map in PSD and PNG in Vertical and Horizontal orientations. 100% editable, 1536 X 2048, including 1920x1080 resolution support;
- 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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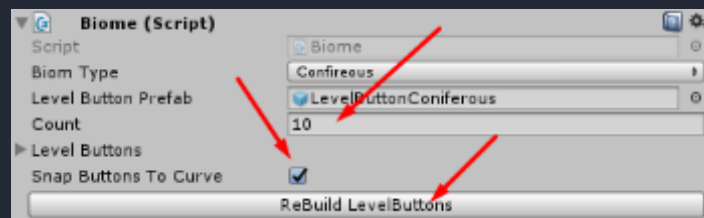
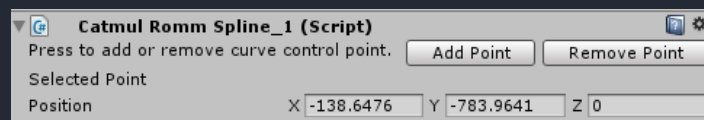
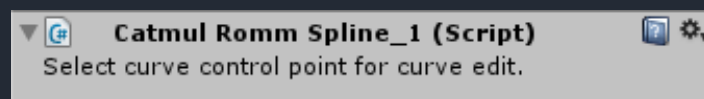
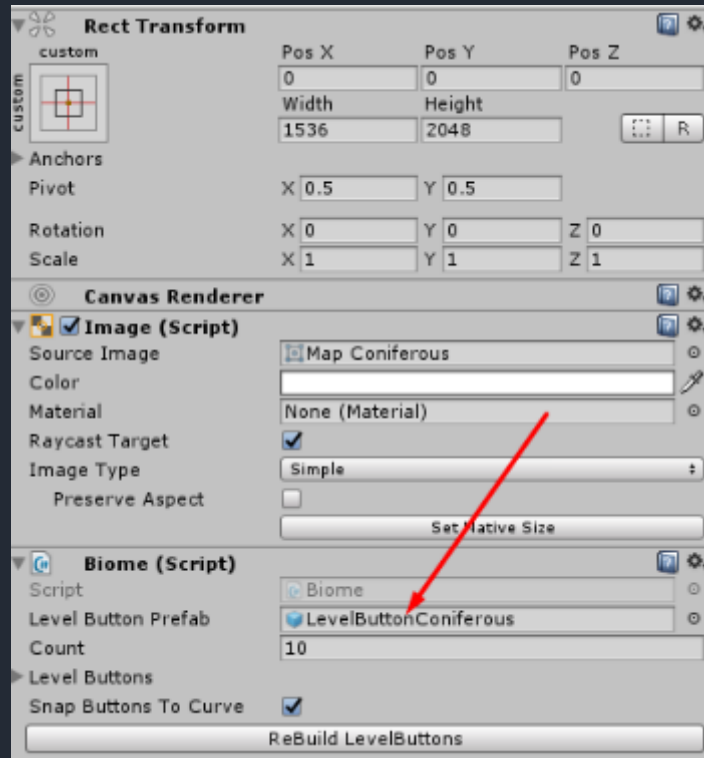


1. Create a new file any size or start with asset premade PSD map.
2. Fill background with suitable color, draw surface elements (like water, hills, etc.), if you need. Or use asset premade PSD map.
3. Draw a road any method and paste layer style from the asset premade PSD map.
4. Arrange map elements,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

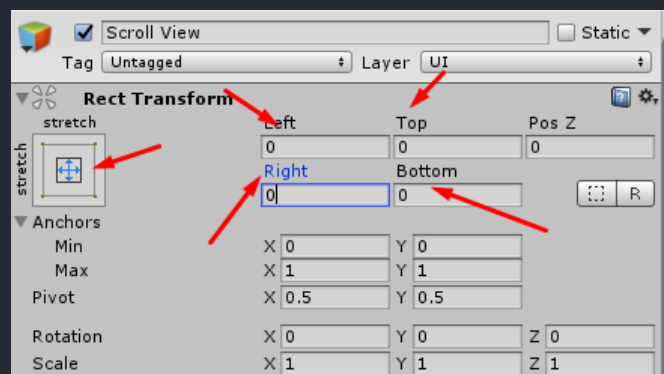
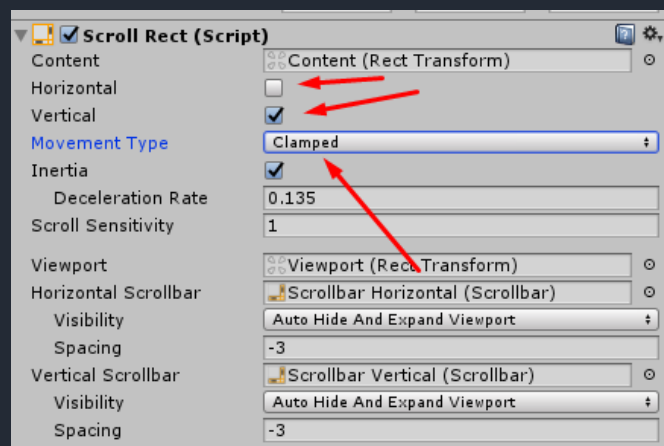
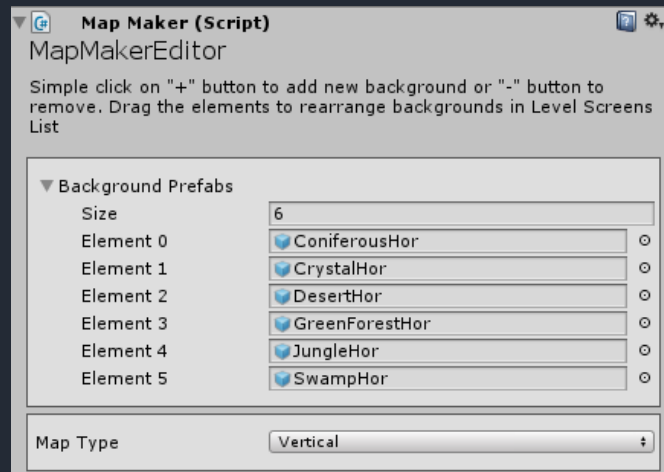
- create new prefab;
- duplicate existing prefab;

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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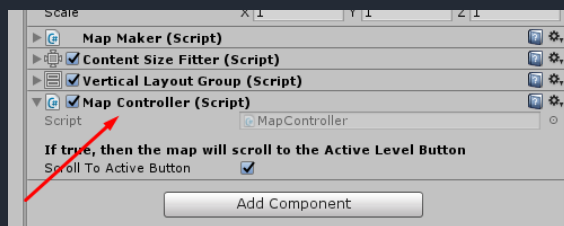
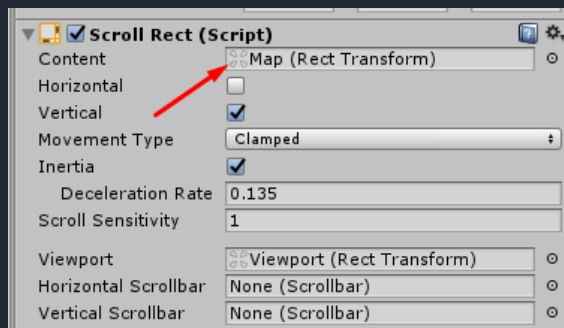
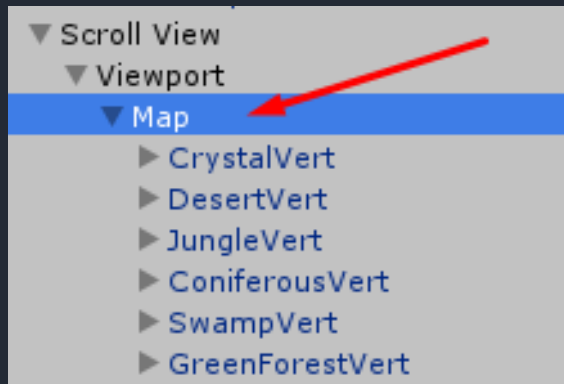
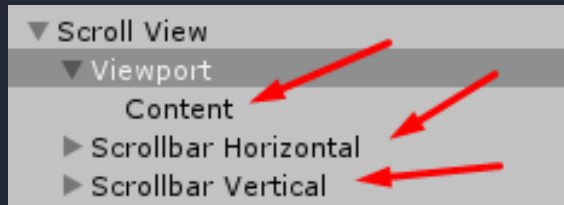


After creating all needed backgrounds you can make a uniform Map Screen with vertically or horizontally arrangement.

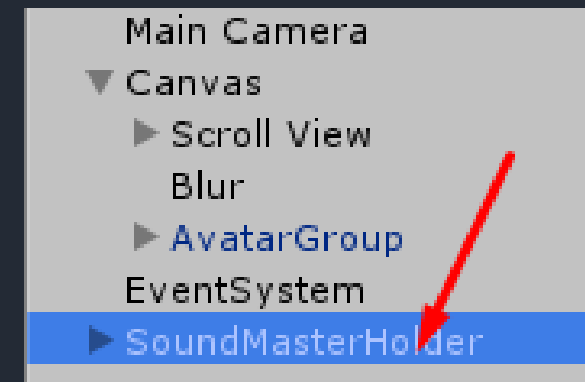
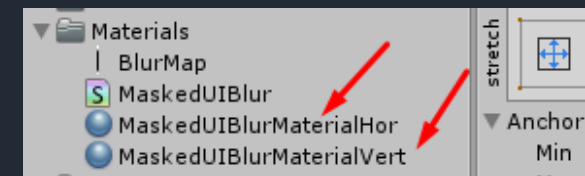
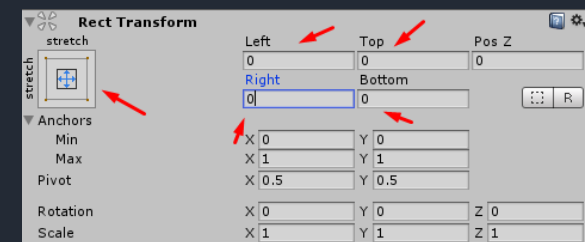
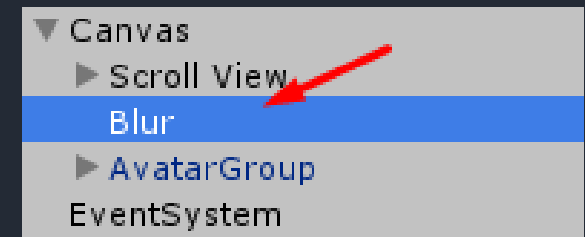
- create a new empty object on the canvas. Change the name on "Map";
- add MapMaker.cs script. Choose numbers of needed backgrounds and add your own background prefabs to Background Prefabs list;
- press "+" to add new backgrounds to the map or "-" for delete. You can add any amount of backgrounds;
- 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. Automatically added components: `VerticalLayoutGroup` (`HorizontalLayoutGroup`) and `ContentSizeFitter`;
- save scene;
- for scrolling create a new `ScrollView` object on the canvas;
- Choose appropriate options for scrolling (Vertical or Horizontal) and Movement Type (Clamped);
- Set `RectTransform` size and anchors for `ScrollView`. (`ScrollView` fill the canvas);

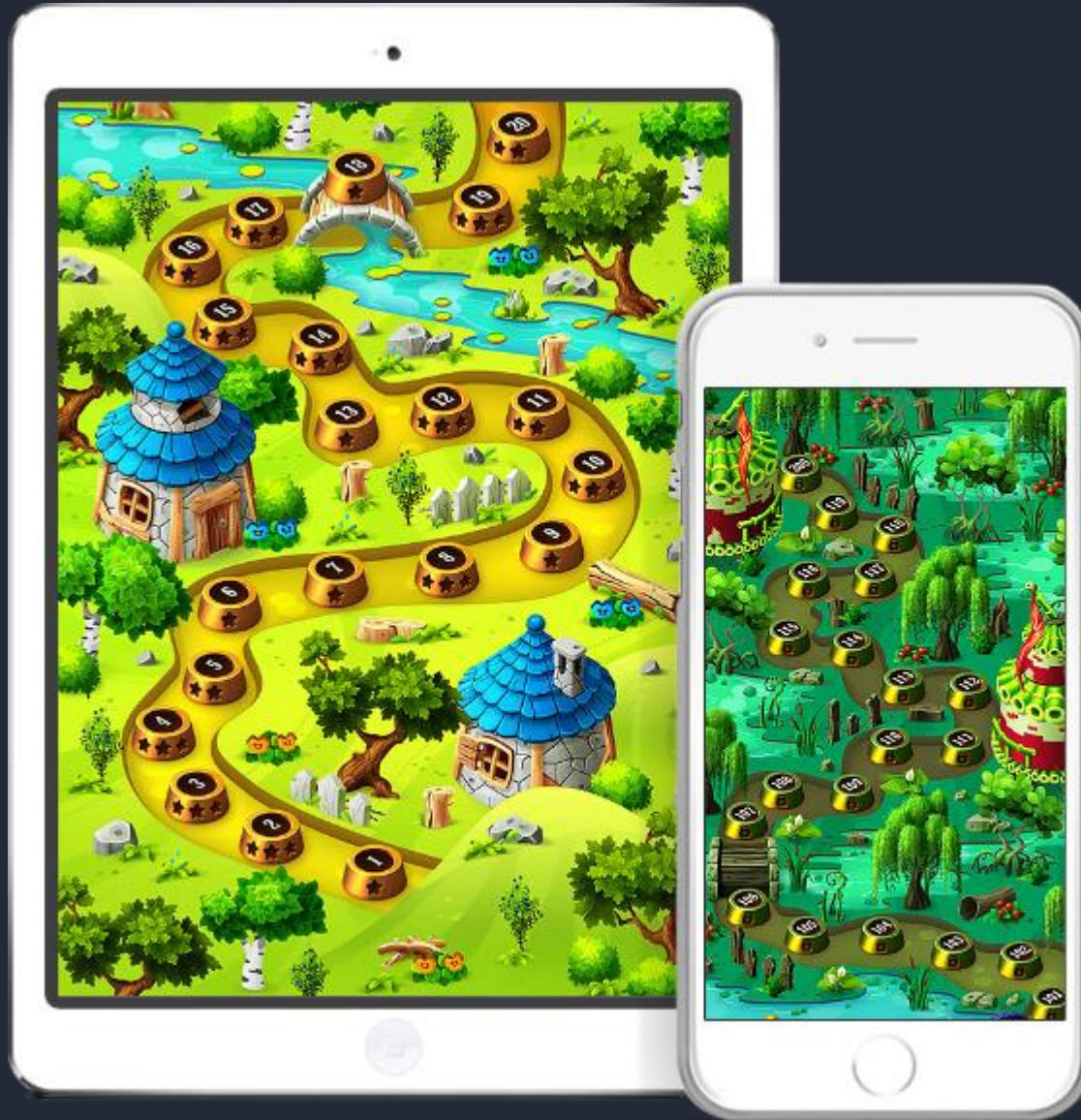


# Create Level Map Screen



- j. Delete ScrollBars;
- k. Delete Content;
- l. Drag map in to Viewport;
- m. Select ScrollView and drag Map in to content field in Inspector Window. Save scene. Play scene and try to scrolling;
- n. Add MapController.cs script to map. Use it for in game controlling. (Button events, automatic scrolling);
- o. Drag the avatar prefab to the canvas. The Avatar is automatically positioned on the active button in play mode;
- p. For blurring background, add image to canvas. Set RectTransform size and anchors for Image. Rename to Blur. Add for Image Blur Material and set blur size;
- q. Drag SoundMasterHolder prefab into scene. Set any sounds for game events and use appropriate methods in SoundMasterController script. Save scene.





# Thanks

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