PROTOTYPE MAP – UNITY TEST SCENE

Version: 1.1

Author: Huayna Picchu Studios

Contact: [your email or site]

DESCRIPTION:

This is a lightweight, modular, and performance-optimized test map built to help you quickly prototype gameplay features, debug systems, and iterate on level design.

KEY FEATURES:

- 4K ground texture (easily replaceable)

- Modular layout with separated floor mesh for better collider/physics control

- Clean hierarchy for fast editing

- Ready-to-use with Built-in RP; URP supported with material tweaks

- No external scripts or plugins required

HOW TO USE:

1. Open the scene: `Assets/PrototypeMap/Scenes/PrototypeMap.unity`

2. Replace or modify any modular element to fit your workflow

3. Apply your preferred textures or lighting

4. Use as a test ground for:

   - FPS controllers

   - AI pathfinding

   - Physics setups