Instruction :

1. Create a new scene.

2. Select the Main Camera, go to Layer option (Top Right corner of your Inspector window).

3. Create 2 new Layers named "Player" & "MiniMapLayer".

4. Now open miniMap-TurzoStudio > Prefabe and drag the "Demo Town" prefabe into your new scene.

5. Open miniMap-TurzoStudio > Prefabe and drag the "Demo Character" prefabe into your new scene.

6. Now open miniMap-TurzoStudio > Scripts and drag the script named "FollowCharacter.cs" into the Main Camera on your scene.

7. Select the Main Camera and you will see that the "FollowCharacter.cs" script needs "Main Target".

8. Drag the "Demo Character" from Hierarchy Window to the "Main Target" box on your Main Camera.

9. Play the scene and you will see the Main Camera now following the "Demo Character".

10. Now go to Hierarchy Window. Select "Demo Character", go to Layer option (Top Right corner of you Inspector window),

   select the "Player" layer for your demo character.

11. In the Hierarchy Window, select "Demo Character", expand it. you will see a child object named "arrow", select "arrow",

   go to Layer option (Top Right corner of you Inspector window), select the "MiniMapLayer" layer for your arrow.

   MiniMap Camera will follow this Arrow (child of Demo Character).

12. Now open miniMap-TurzoStudio > Prefabe and drag the prefabe named "MiniMapCamera" into your scene.

13. In the Hierarchy Window, select the "MiniMapCamera", you will see it needs a target named "Mini Map Target" to follow.

drag the "arrow" from the "Demo Character" into the "Mini Map Target" box.

14. Now play the scene and Hurrah! You get a minmap camera for your game! Cheers! :)

15. Open the "Demo Scene" in the miniMap-TurzoStudio folder to understand perfectly.

For any types of help/suggestion please contact with me :

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