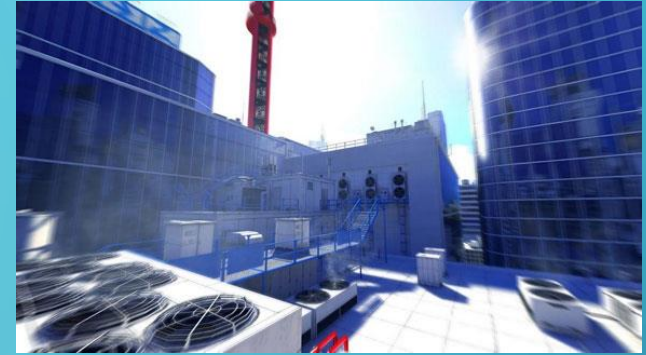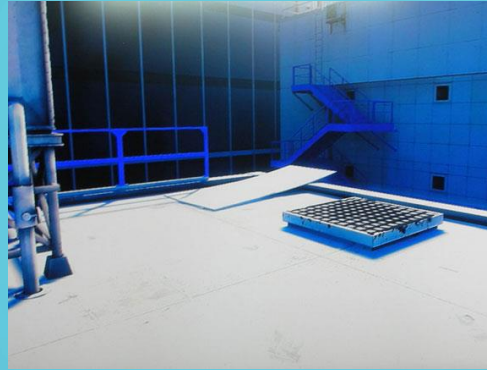# THE MINIMAP

RESEARCH WORK BY JORDI BACH

INDEX

- Navigation tools

- Minimap on diferent games

- Minimap location

- Code Implementation

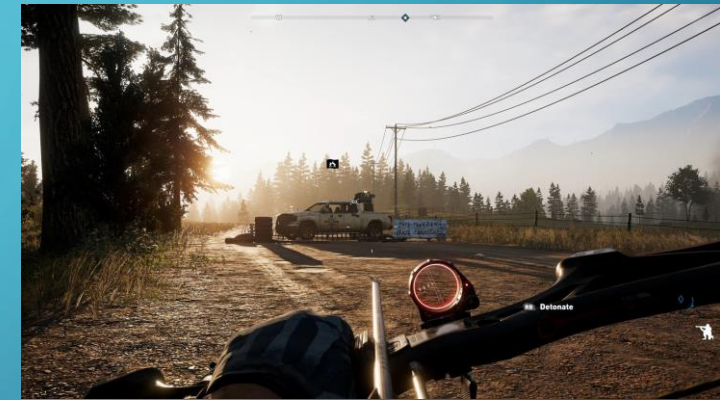# NAVIGATION TOOLS

- Discrete

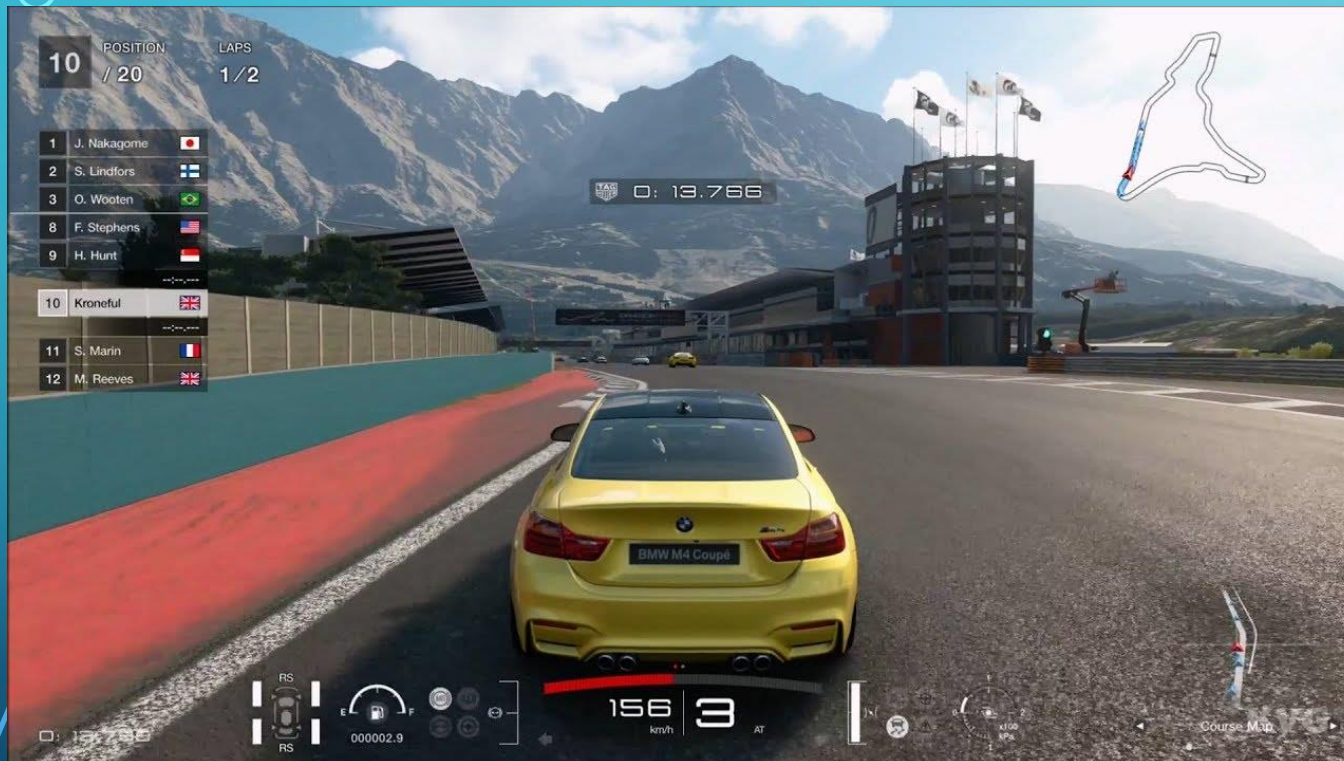- Immersive

MINIMAPS ON DIFERENT GAMES

MINIMAPS ON DIFERENT GAMES

MINIMAPS ON DIFERENT GAMES

MINIMAP LOCATION

IMPLEMENTATION

```cpp
class j1Minimap : public j1Module
{
public:

    j1Minimap();
    virtual ~j1Minimap();

    bool Awake(pugi::xml_node& config);

    bool Start();
    bool Update(float dt);
    bool PostUpdate();
    bool CleanUp();

    void Scale();
    void Descale();

public:
    bool display;
    iPoint position;
    entity_display entities_mode;

private:
    void Load();
    bool MinimapCoords(int& map_x, int& map_y);
    void DrawCamera();
    void MinimapBorders();
    void DrawEntitiesRectangle();
    void DrawEntities();
    void DrawEntitiesIcon();
    void DrawMinimap();

private:
    SDL_Texture* minimap_tex = nullptr;
    int size;
    float minimap_scale;
    int minimap_width;
    int minimap_height;

};
```