

Minimap

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- The first minimap ever was seen in a 1981 video game called Defender, a horizontally scrolling shoot 'em up arcade game.



- They normally include player position, objectives and surrounding terrain; although allied and enemy structures are also very common. An example of a minimap full of features is the World of Warcraft minimap:



Other features

- Overworld
- Layers
- Fog of war



TODO 1

- Load a new minimap: `new Minimap();`
- Call the minimap's `Load(pugi::xml_node& conf)` to load its resources.

TODO 2

- Load the minimap's resources:
 - Markers
 - Base image texture
 - Base Interaction Box
- Block base: NO_SCROLL

TODO 3

- Add child to UI_element* hud_screen
- Call the minimap Draw()

TODO 4

- Find player in map

*horizontal relPos = (horizontal position as a float) / (map width * tile width)*

- Print player in the minimap

TODO 5

- Get Enemy list
- Iterate and print as before

TODO 6

- Call minimap Update()
- In Update(), check if mouse is inside minimap

TODO 7

- Check if the mouse button is pressed

TODO 8

- Once the player is clicking the minimap, move the camera. We'll use the same method as for printing markers but backwards.

horizontal relPos = (mouse x position - minimap x as a float) / (minimap width)

- Multiply by map's total width (map width * tile width)
- Move the player

Further Mods

- Make it an Overworld Map
- Make it rhomb shaped

Check github repository for steps and resources

Questions?