**Description**

This project takes a txt file imported from OpenStreetMap, renders that map in Unity, and allows a car to follow a path set by the user on the roads.

**Instructions**

1. Download the ‘Real World Map Data’ folder from GitHub
2. Download and install Unity 2018.3.11f1
3. Download desired map data from OpenStreetMap. Be sure to save it as a ‘.txt’ file instead of ‘.osm’
4. Open the project through Unity
5. Import the map data the you downloaded by doing ‘Window -> Import OpenStreetMap Data’
6. Select one of the roads and add ‘NavMesh Surface’ to it
7. Place the provided car on any road of your choosing, and add the ‘Movement’ script to it
8. Change the ‘Position’ variable to any number, and add the intersection makers to the resulting list in order of desired path.
9. Add the ‘CameraFollow’ script to the Main Camera

**Known Problems**

1. The code for the intersection spawner is written up, however, it does properly function at this time. The coordinates of the intersections are found, however they currently will not render into the 3d environment, so you will have to place the provided Cube at the desired intersections manually.