

Map Tile Grid Creator

Link to the project source repository :

https://gitlab.com/m21-cerutti/map_tile_grid_creator

Compatible Unity Versions : - 2019.4.0f1(LTS) - 2018.4.22f1 with few changes in code.

A Unity plugin for create and modify 3D Regular Map with gameplay based on that.

□

Features

- Level editor with prefab pallets
- Generic grid system (Hexagonal and Cube implemented)
- Runtime gameplay support
- Procedural modifications workflow
- Debug and utilities functions
- Undo/Redo operations

Quick usage && Tutorials

See the folder Assets/MapTileGridCreator/Tutorials in your project by default or go on the [wiki](#).

Dependencies Package Manager

- Unity UI

Contact

marc.cerutti@outlook.fr

MIT Licence Marc Cerutti

See the file LICENCE for more informations.