Unity Asset: USA-MAP

Overview

Thank you for purchasing my USA-Map asset store package. Please read this document to get yourself up to speed quickly with the included resources.

This package provides 51 high-resolution images, for each of the 50 United States and the District of Columbia, as a complete map of the U.S.A. It includes three ready-made prefabs of the nation, using each of the following renderers - MeshRenderer, SpriteRenderer, or CanvasRenderer. Using these prefabs, scenes, and scripts, you can do anything you imagine.

With the included demo, USA-FAQs, you'll learn how to individually color the map to highlight certain areas, bring individual states into focus, and do UI hit-testing against every state's image.

As a bonus, the demo includes a data file containing the capitol city, land area, population, postal code, and founding date for every state and D.C., as well as the scripts required to quickly parse and use this data.

I truly hope this asset helps you build a great American game or application, with liberty and justice for all!
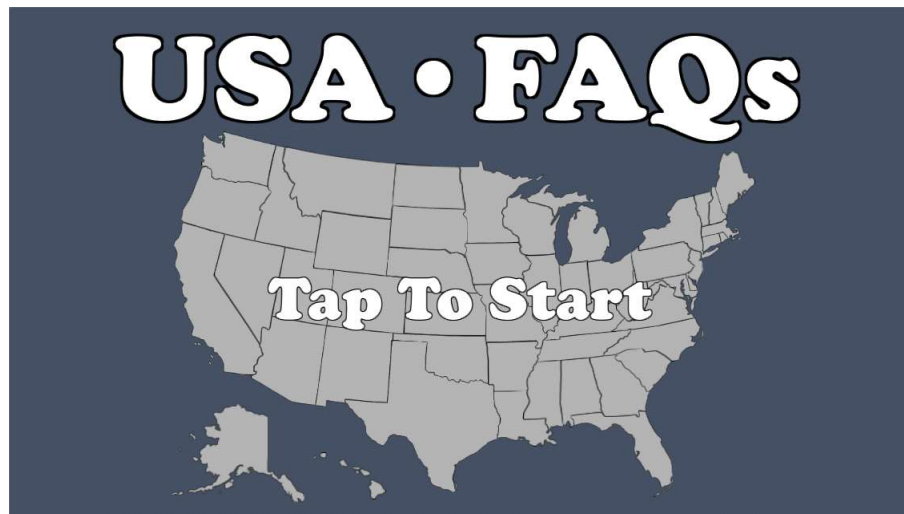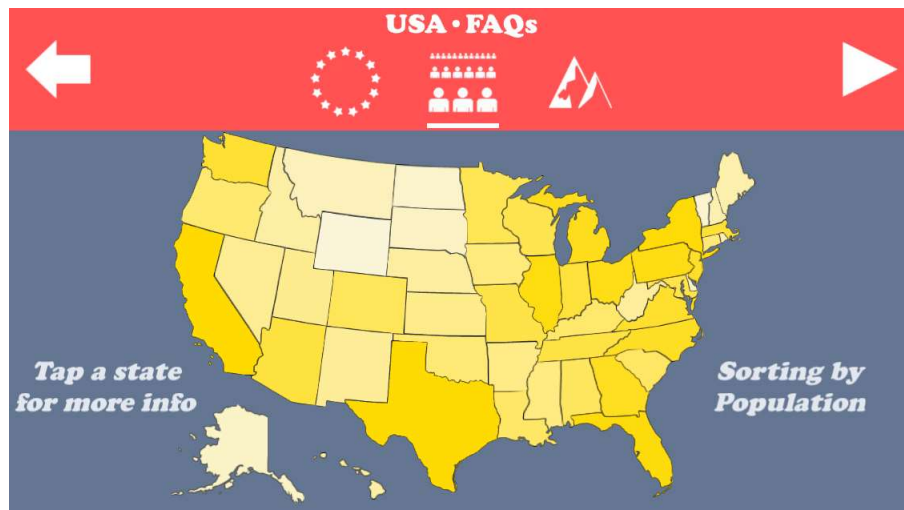
Scenes

USA-Layout.unity

This basic scene contains the 3 USA Map prefabs, along with brief descriptions of each. It also contains a *StatesInfo.cs* script and *StateInfoDebug.cs* script, to demonstrate the basics of loading state data and displaying it dynamically.

When the scene is run, a list of 50 states and DC will be shown, ordered by founding date as parsed by *StatesInfo.cs*.

USA-FAQs.unity

      This scene contains a full demonstration of an interactive USA Map, called "USA-FAQs". USA-FAQs is a demo where the user can animate the states' colors based on different criteria - Founding Date, Population, and Geographic Area.


      When the scene is run and the user taps to start, the states will begin to fill with color based on the order they were founded. The animation can be played and paused with a button in the top-right corner. By clicking the

header buttons, a user can also change the map to animate its colors by population, or land area.
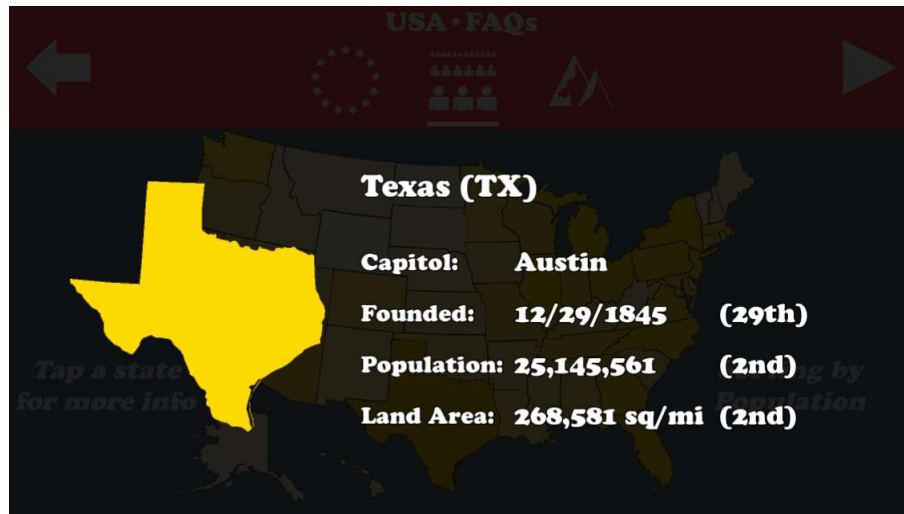
In addition, the user can click on any state to see exact numbers on these three statistics, as well as the state capitol and 2-letter abbreviation.

Assets Included
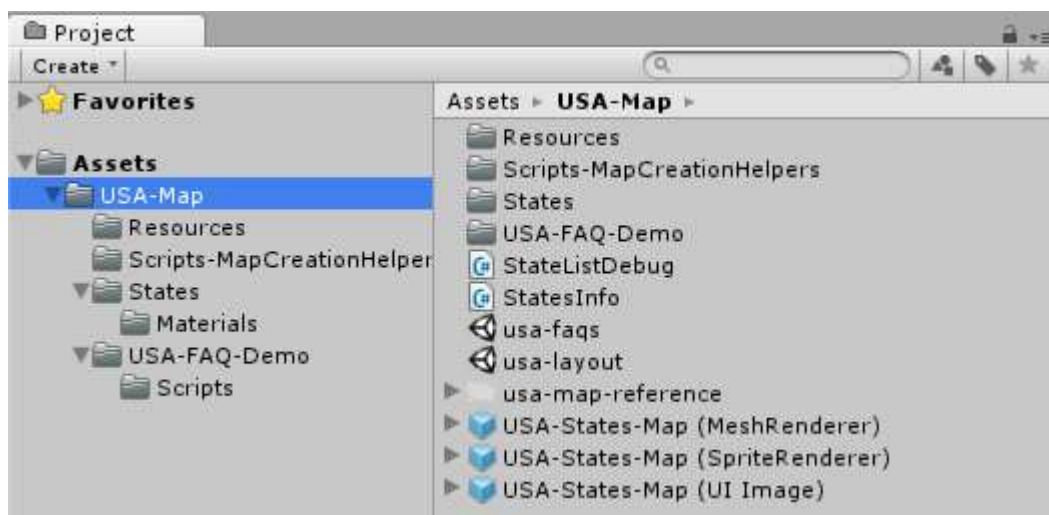
This Asset Package deploys into its own *USA-Map* root folder. Within that folder are the following files and folders:

FILES:

Resources/usa-info.tsv.txt - A custom collection of data for the 50 states and DC. Has state name, short code, population, founding date, capitol, total area, land area, and percentage land area (land area / total area).

StateListDebug.cs - Script used in the scene *usa-layout.unity* to verify that *StatesInfo.cs* script loaded correctly and display state founding dates.

StatesInfo.cs - Script which parses and provides access to the data set provided in *Resources/usa-info.tsv.txt*

usa-faqs.unity - A full demonstration scene meant to show off how the USA-Map assets can be utilized in a real-world project.

usa-layout.unity - A basic scene showing the 3 different USA Map prefabs.

usa-map-reference.png - A low resolution image of the USA states, used as a reference when building the map from individual state images.

USA-States-Map (MeshRenderer).prefab - A root game object with 51 children, one for each state and D.C., where each child has a state's image as a Quad with a MeshRenderer.

USA-States-Map (SpriteRenderer).prefab - A root game object with 51 children, one for each state and D.C., where each child has a state's image as a SpriteRenderer.

USA-States-Map (UI Image).prefab - A root UI Canvas with 51 children, one for each state and D.C., where each child has a state's image as a UI Image.

FOLDERS:

Scripts-MapCreationHelpers - A collection of Editor scripts which were used to build the different map prefabs. They are not required in any way to use the assets, but may prove useful in modifying them.

States - Contains 51 high-resolution images for each USA state, plus Washington, DC. Also contains a subfolder ***Materials*** which has a single "Unlit/Transparent" material for each state's texture.

USA-FAQ-Demo - Contains the scripts, images, font, and prefab used in the USA-FAQs demo scene. Of particular note are the Scripts which may prove useful in your own projects. The file *MapRankAnimator.cs* provides the main map-coloring functionality, while the file *StateCalloutAnimator.cs* creates copies of states for the details view. They both depend on *TerritoryMgr.cs* to easily access the states' GameObjects and other data.