

Metroidvania Map Kit Getting Started Guide

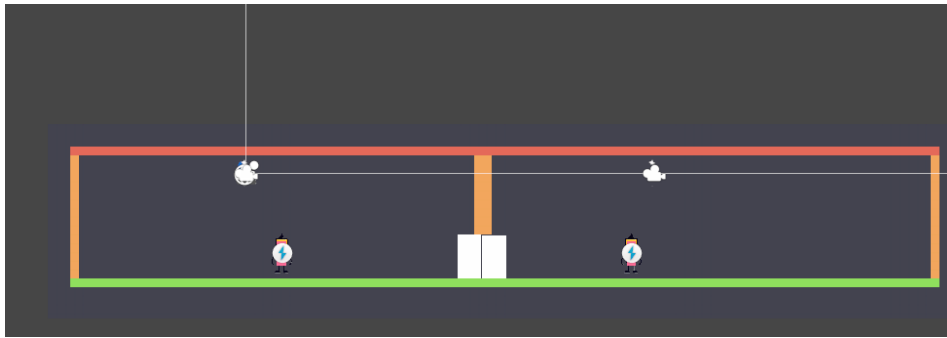
Introduction

This guide will describe the complete process of configuring the Metroidvania map. You can build your own map function according to this guide.

Preparation

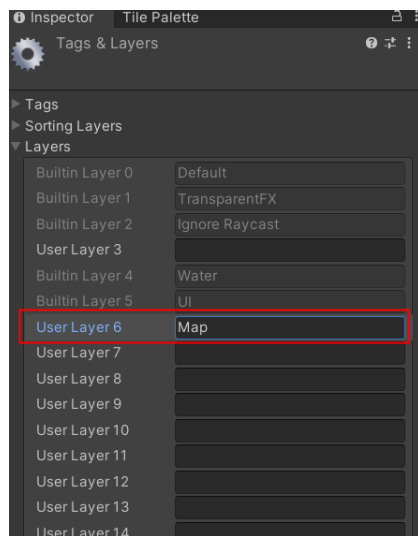
Before starting, prepare the following components:

1. Unity Input System
2. Existed scene, just like:



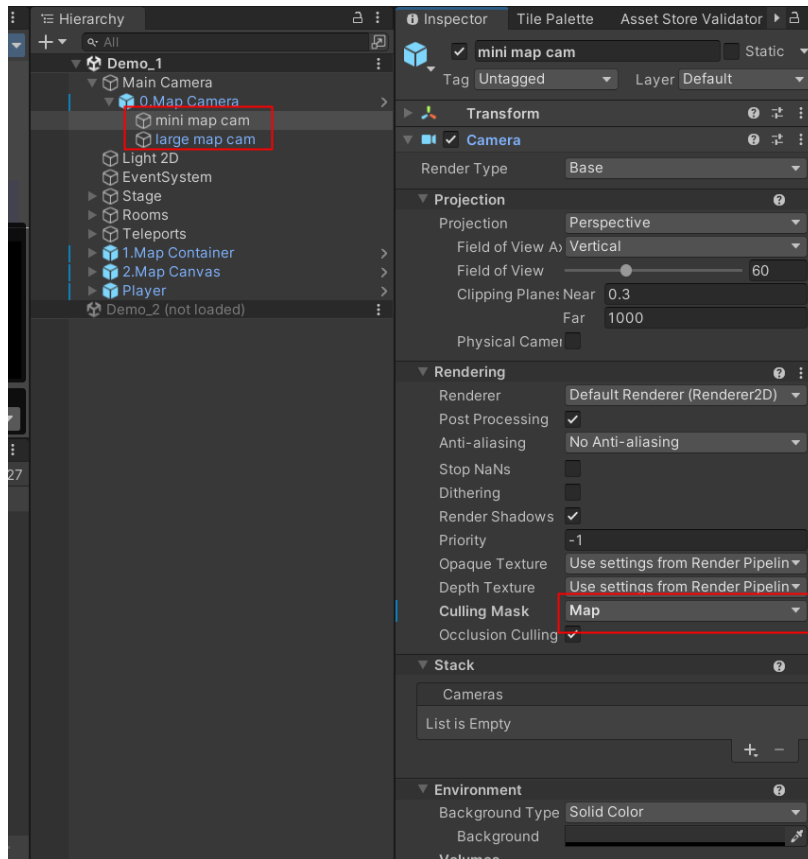
Add Layer

Add a Layer which name is "map" for map elements.



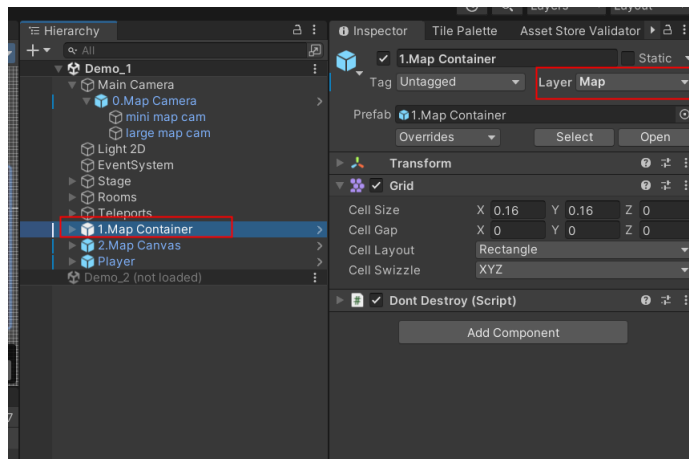
Add Cameras for Map

Add "0.Map Camera" in prefabs to MainCamera, and set the "Culling Mask" to "Map"

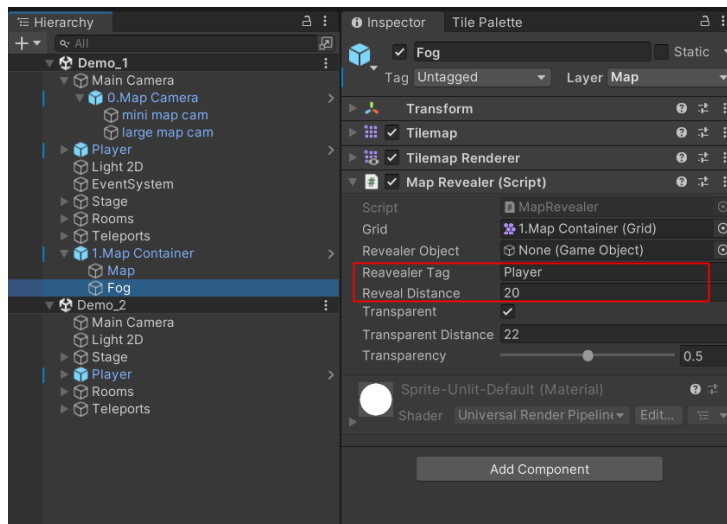


Add Map In Scene

Add "1.Map Container" in Prefabs to Scene, set "Layer" to "Map",

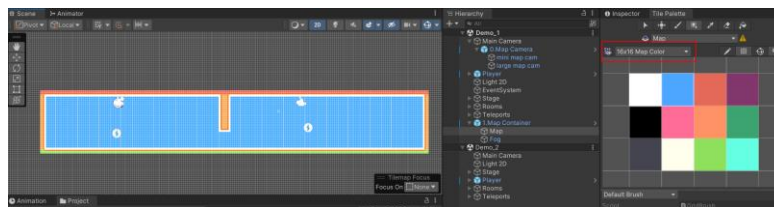


And set "Revealer Object" in "Fog" to our player object or set "Revealer Tag" to our player Tag.

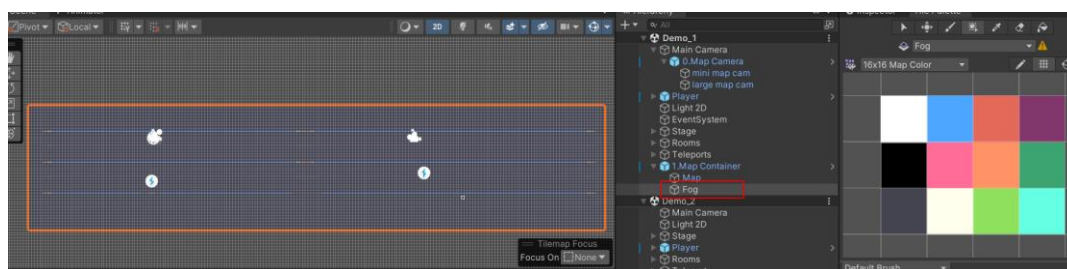


Draw the Map

Open the TilePalette, draw the Map

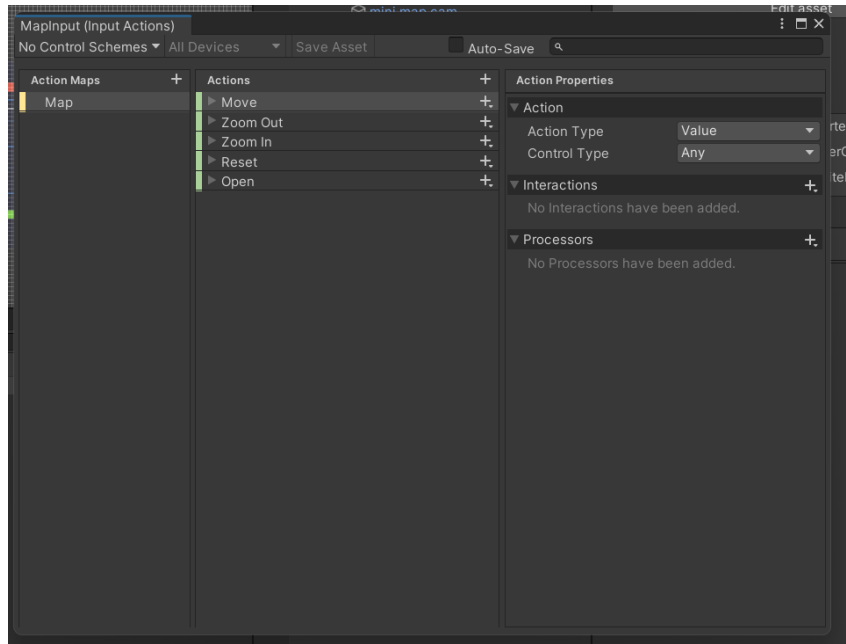


And draw the fog



Add InputAction for controlling the large map

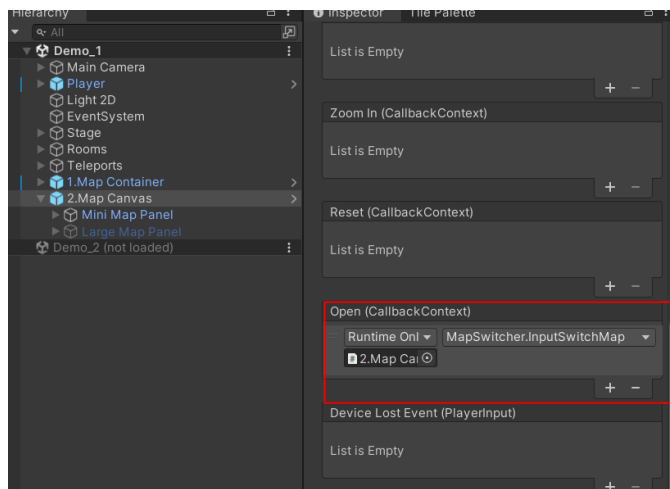
Add a few button actions



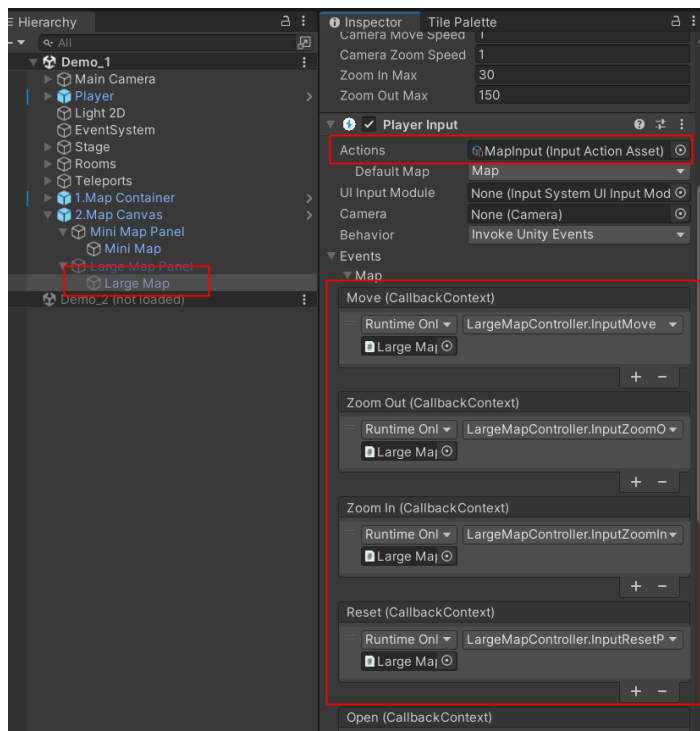
Add Map Canvas In Scene

Add "2.Map Canvas" in prefabs to scene.

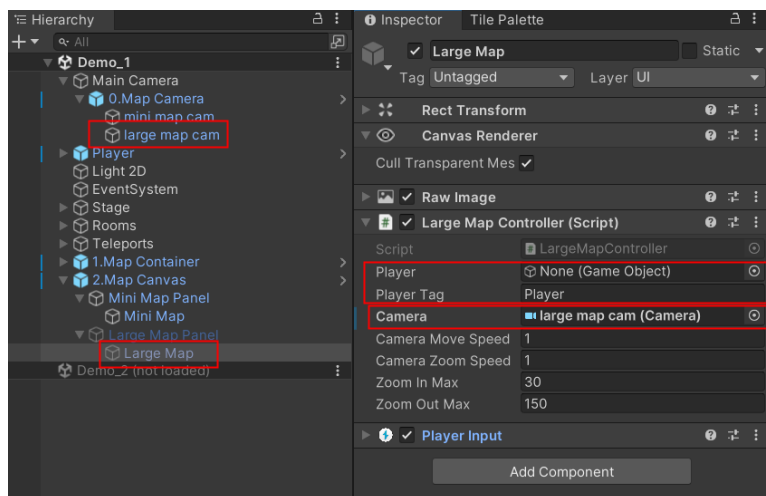
Set the InputAction which added in the previous step to the actions of Map Canvas, and set Events-Map-Open to MapSwitcher.InputSwitchMap



Set the InputAction to the actions of "Large Map", and set the actions in the Events-Map for controlling the large map

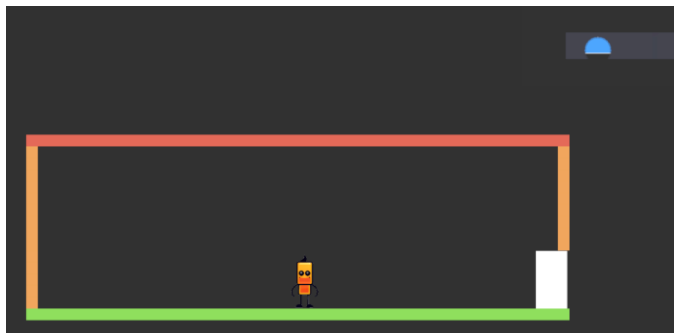


Set the player object to "Player" or Set the tag of player to "Player Tag" in "Large Map Controller" in "Large Map", and set "large map camera" which added in previous step to "Camera"

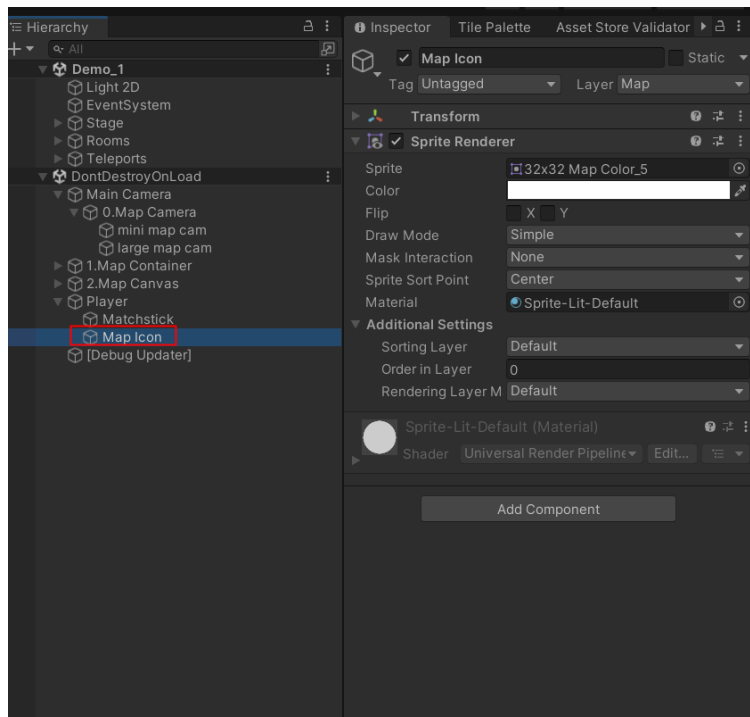


Add Icon in Player

Now, we can watch the map in game.



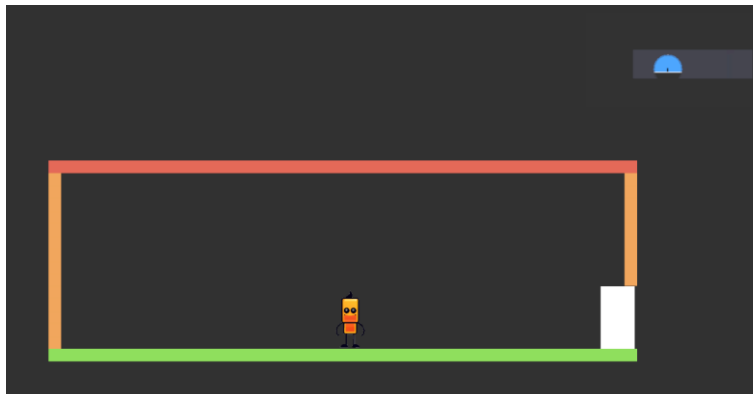
But the player is not showed in the map.We can add a icon for player.



Finally

We're done adding map functionality to Metroidvania.

Mini map:



Large map:

