Metroidvania Map Kit

Introduction

The Metroidvania Map Kit allows you to construct map functions in Metroidvania games through a few simple configuration operations,including the small map in the upper right corner of the game interface ,the large map ,and operations such as moving and zooming after opening the large map.

Components

LargeMapController:

It provides interactive operations after the large map is opened.
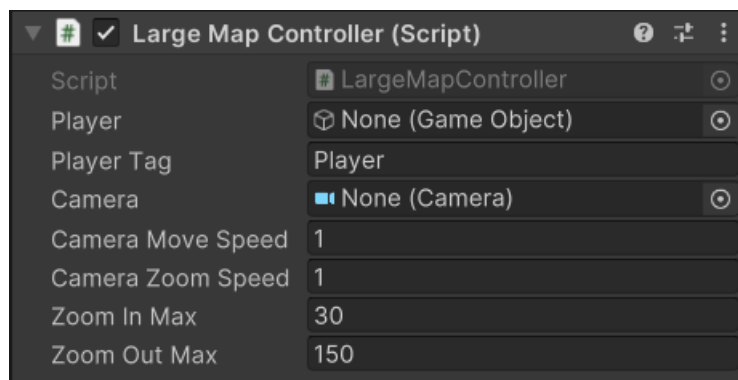
Player:the player object

Player Tag:the tag of the player object.it will take effect when player parameter is null.

Camera:A camera that captured the large map

Camera Move Speed:default setting:1.the speed which the camera moves when a move camera command is entered
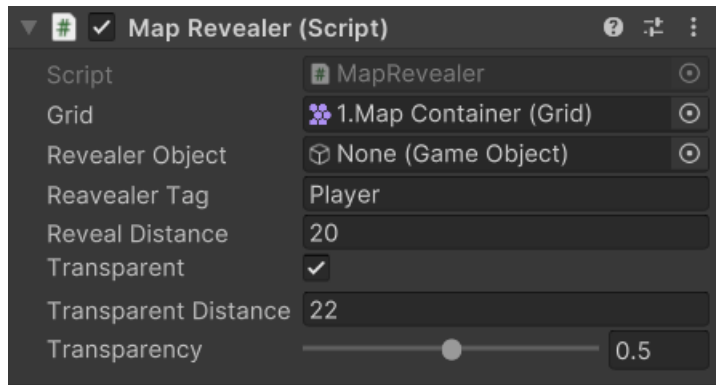
Camera Zoom Speed:default setting:1.the speed which the camera zooms when a zoom camera command is entered

Zoom In Max:default setting:30.this value limits the maximum size of the map when zooming in

Zoom Out Max:default setting:150.this value limits the maximum size of the map when zooming out

MapRevealer:

It provides the ability to uncover the map

Grid: The Grid where the tilemap is located

Revealer Object: reveal the fog around this object

Revealer Tag: default setting: Player.Reveal the fog around this object with this tag, if the revealer object is null

Reveal Distance: default setting:20.The distance of fog revealed centered on the revealer object
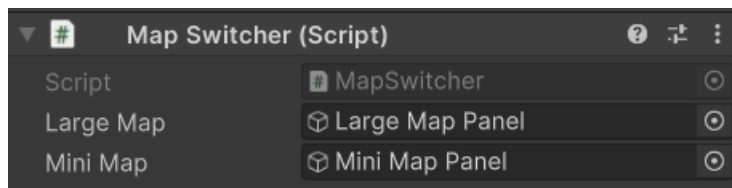
Transparent:default setting:true.Is it necessary to add a translucent area between the opening and closing of the log

Transparent Distance:default setting 22.

Transparency:default setting:0.5

MapSwitcher:

It provides the function of swithing large maps on and off

Large Map:the panel that contain the large map
Mini Map:the panel that contain the mini map