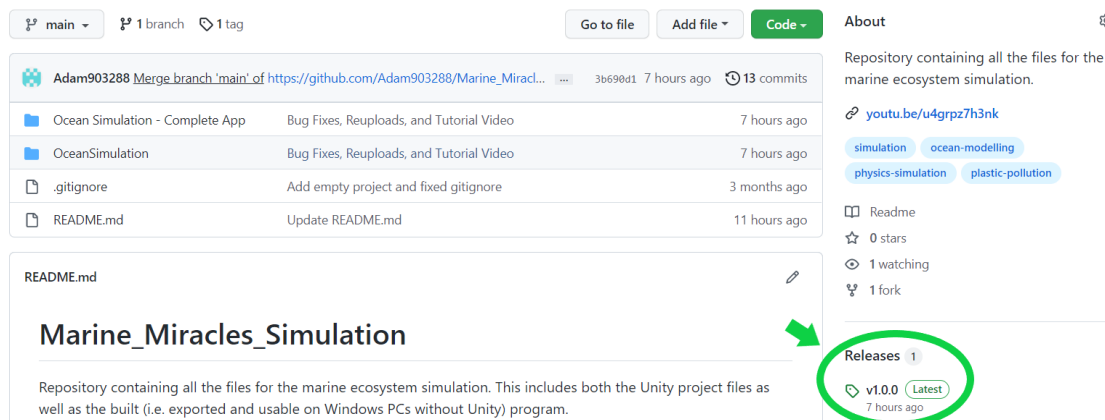


How to Install and Run the Ocean Simulation by Marine Miracles

- a. Downloading the repository as a Zip file [Pg 1](#)
- b. Downloading and running the app: [Pg 3](#)
- c. Downloading the Unity project files [Pg 3](#)

a. Downloading the repository as a Zip file:

1. Open the Github **Marine_Miracles_Simulation** repository ([here's the link](#)).
2. Click on the latest release in the bottom right corner of the screen.

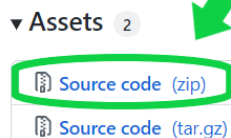


3. Click on the source code Zip file to download it:

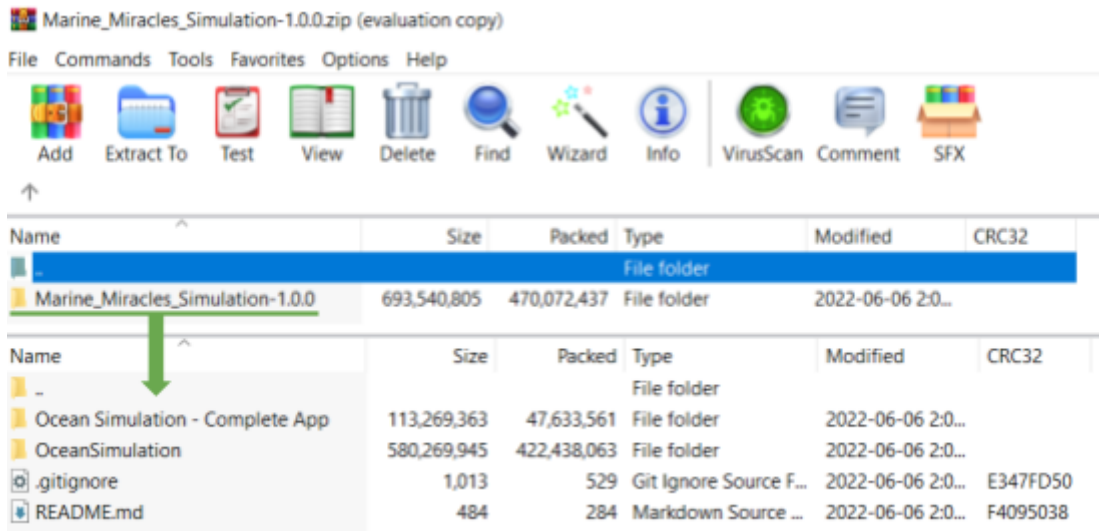
v1.0.0 Latest

Adam903288 released this 7 hours ago v1.0.0 3b690d1

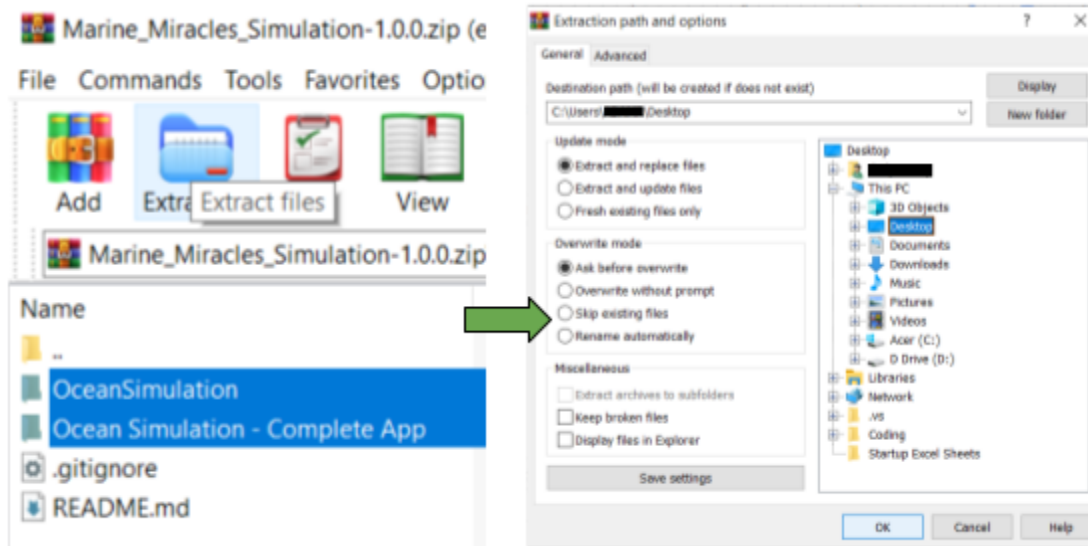
This release contains the Unity project files as well as the built app for the Ocean Simulation project.



4. Open the downloaded Zip file. Here you'll find the **Marine_Miracles_Simulation-1.0.0** folder. Inside it there are 2 folders: the **OceanSimulation** Unity project folder, and the **Ocean Simulation - Complete App** folder.

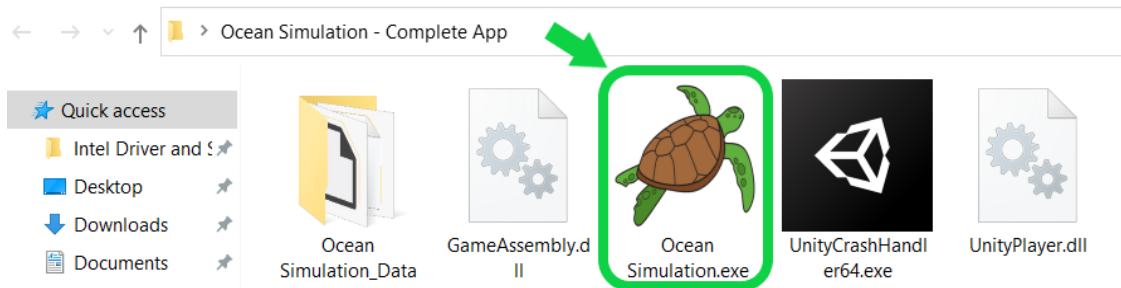


5. If you want to download both, then either shift-select them or go back and select the **Marine_Miracles_Simulation-1.0.0** folder, then extract them to anywhere on your PC.



b. Downloading and running the app:

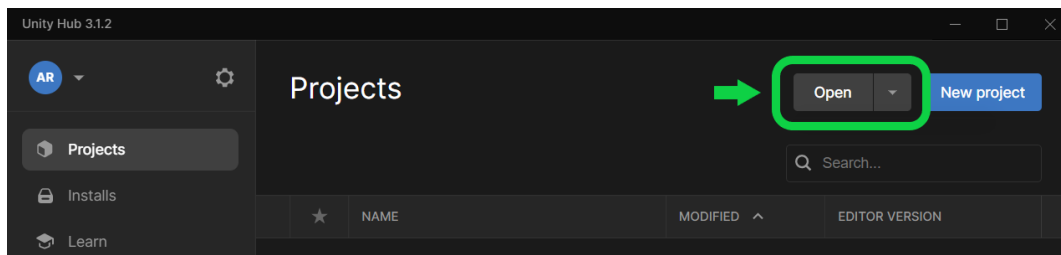
1. To download only the app, select the **Ocean Simulation - Complete App** folder and extract it to a location on your computer.
2. Once extracted, open the **Ocean Simulation - Complete App** folder. There you'll find the **Ocean Simulation.exe** file with a turtle icon. You can now click on this and run the program. Have fun watching the sea life!



P.S. If you have any questions on how to use the app, feel free to watch our [tutorial](#).

c. Downloading and opening the Unity project files:

1. To download only the Unity project, select the **OceanSimulation** folder and extract it to a location on your computer.
2. Open up Unity Hub. In the top right corner, you will find the Open button. Click it.



3. This will open the file explorer. Browse to wherever you placed the **OceanSimulation** folder and select it. This will open the project in Unity. Have fun coding!

