

User Manual

Software:

- Unity 5.6.2
- Android SDK
- Any Android SmartPhone
- Any Computer that can run Unity 5.6.2
 - Two of our teammates used Macs while the rest used Windows
- Our RocketSlug Project Folder

To build our mobile app:

- Install the Android SDK and Unity 5.6.2 on your computer
- In Unity, go File > build settings > Platform > choose Android
- Open our RocketSlug project folder in Unity
- Then go file > build settings > build
- Wait for the apk file to build
- Connect you phone to your computer
- Put the app into your Android phone

To play the game:

Goal: Keep your fuel health full by avoiding the asteroids

- On the main menu, press “play game”
- Then the game switches screen and starts the game
- The slug can move left and right by dragging your finger left or right
- Avoid the asteroids by dragging your finger
- Collide with the fuel tanks to gain more fuel
 - When you collide with a fuel tank, a true or false math question appears on the screen
 - You have limited time to answer the question to gain more fuel health
- The game is endless with no time limit, so just keep on avoiding the asteroids