**Verified Unity Version:** 2019.4.2f1

**Installation**

1. Open up your Unity project and navigate to your assets folder

Graphical user interface, text, application

Description automatically generated

1. (I suggest you create a new folder for ImportedAssets if not already done) Right click and choose Import package => Custom package…

Graphical user interface, text, application

Description automatically generated

1. Select the card-template package (card-template.unitypackage) and load it

**Tutorial**

1. Open up the CardMaker scene

Graphical user interface, treemap chart

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1. When you want to create a new card, right-click inside of the Project’s File Explorer and choose Create => CardData => whatever Card type you’d like to make

Graphical user interface, application, Word

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1. Fill in all of the fields of the card

Graphical user interface, text, application, email

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1. To test the card, drag the created Card ScriptableObject into the Card in the CardMaker scene, into the slot that says “Data”

Graphical user interface, text, application

Description automatically generated

1. Press Play and see how the Card updates