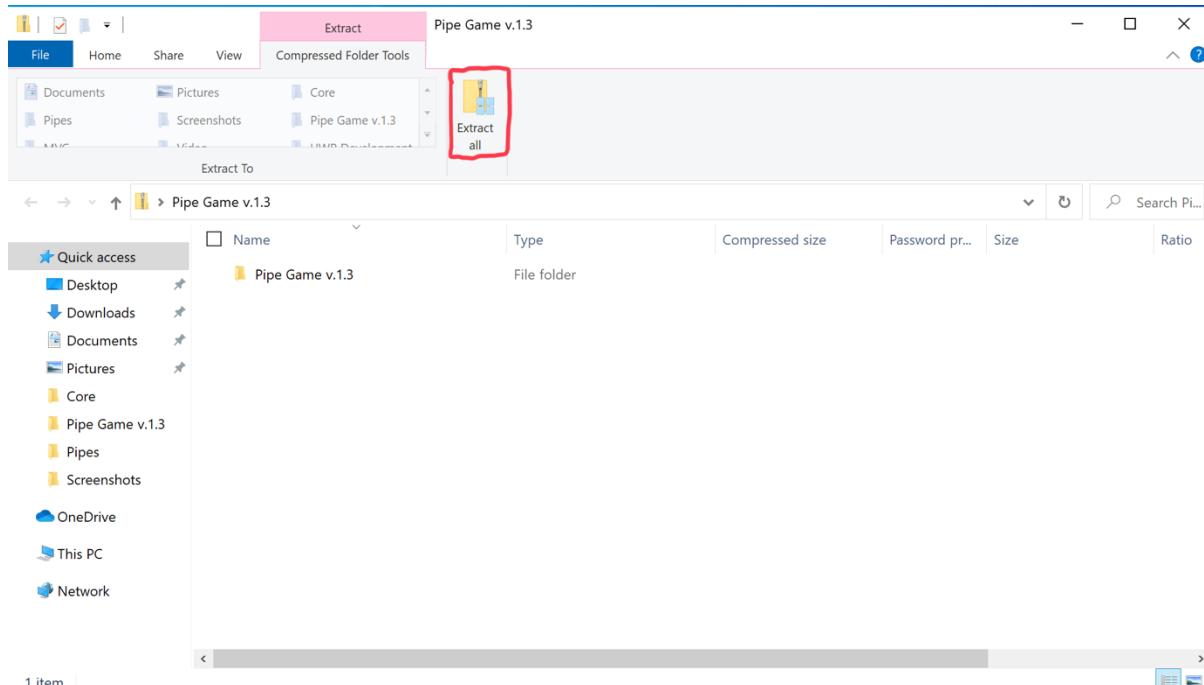


Deployment Manual

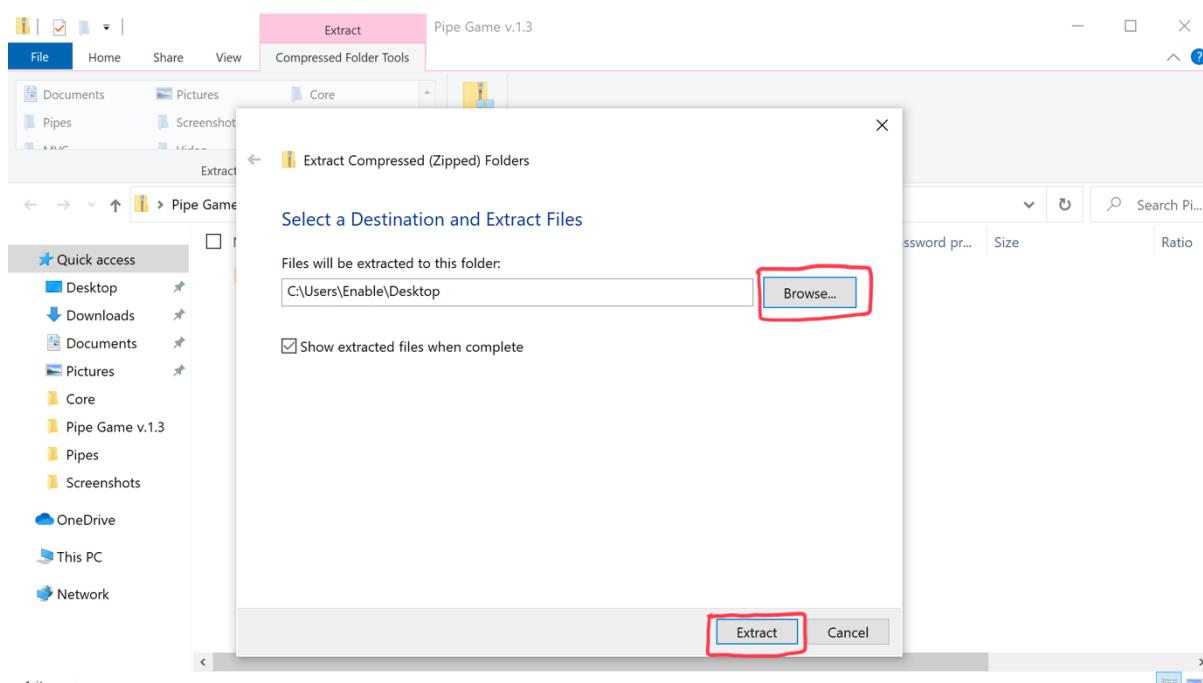
The game requires a Windows 10 computer and Unity to deploy. Steps 8, 11, 12, 13 and 14 are for enabling the privacy notice and resetting other settings. It is not necessary for the rest of the game to work.

Step 1)



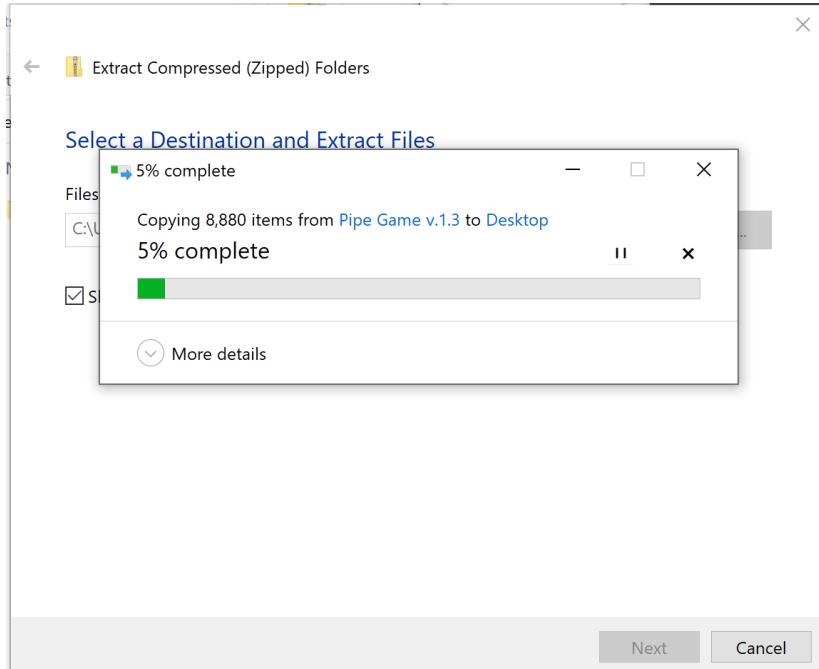
The first step is to extract all the files from the ZIP file. To do this, right click the folder and select the extract all button.

Step 2)



You need to select the destination folder for the project to be in. Once you have selected the destination, click Extract.

Step 3)



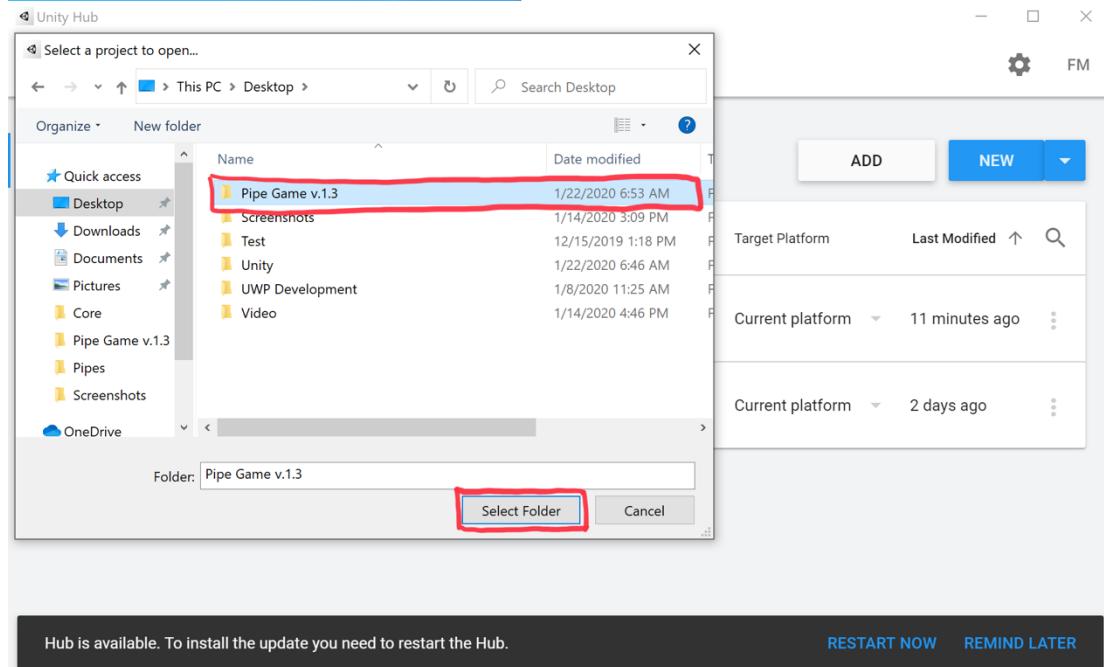
Wait for all files to be extracted. This may take a while.

Step 4)

A screenshot of the Unity Hub application. The main interface shows a "Projects" list with two entries: "Pipe Game v.1.3" and "DeploymentTest". A red box highlights the "ADD" button in the top right corner of the project list area. The left sidebar has options for "Projects", "Learn", and "Installs". A message at the bottom states: "Hub is available. To install the update you need to restart the Hub." with buttons for "RESTART NOW" and "REMIND LATER".

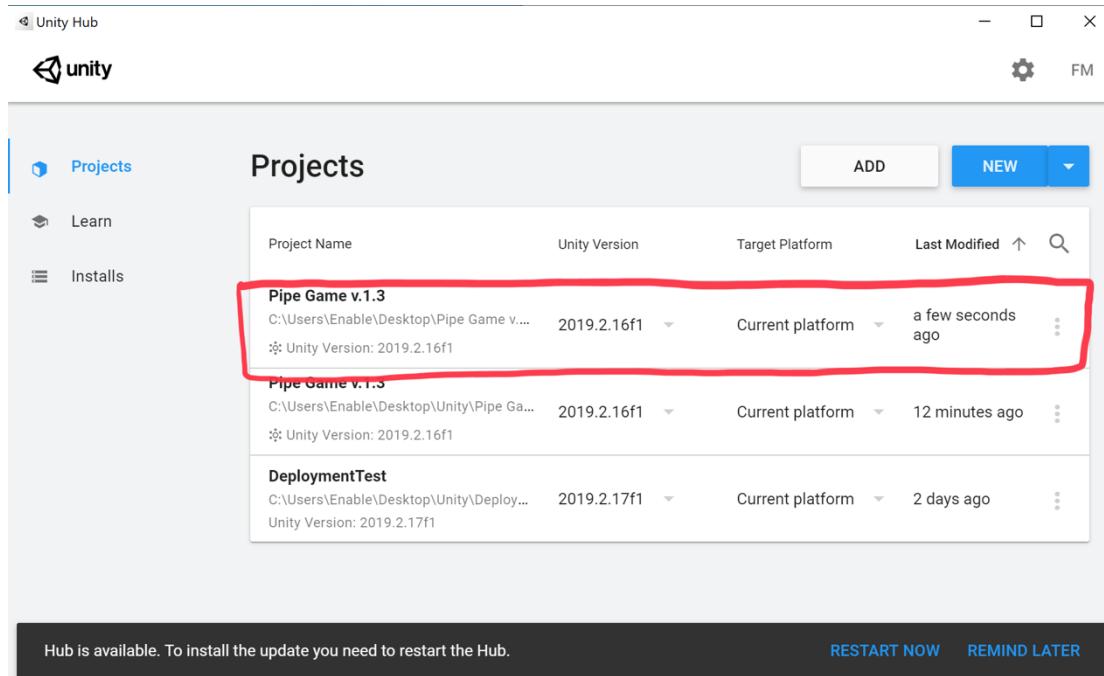
Once all the files have been extracted, open Unity Hub and click the ADD button.

Step 5)



Choose the folder that was just extracted from the zip file and click Select Folder.

Step 6)



Now select the new project that has been added to the list of the projects in Unity Hub.

Step 7)



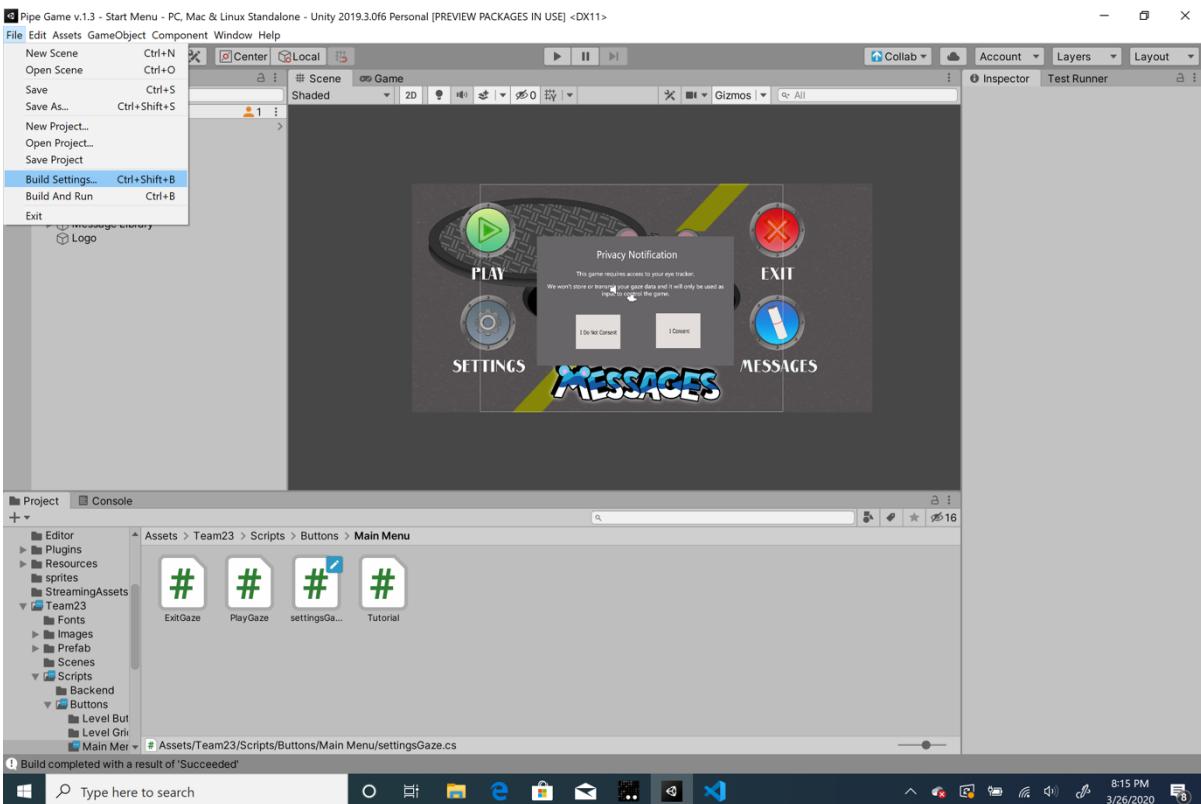
Open the project tab in the Unity Editor, open the Buttons folder, then open the Main Menu folder. In the Main Menu folder open the settingsGaze script.

Step 8)

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5
6  public class settingsGaze : Button
7  {
8      [SerializeField] private Sprite normalSprite;
9      [SerializeField] private Sprite selectedSprite;
10
11     public override void OnMouseDown()
12     {
13         // use the resetPreferences to reset consent notice, total play time and sound/music toggles
14         // resetPreferences();
15         soundManager.playSound("button");
16         spriteRenderer.sprite = selectedSprite;
17         Invoke("flashes", 0.3f);
18         SceneManager.LoadScene("Settings Menu", LoadSceneMode.Single);
19     }
20
21     void resetPreferences()
22     {
23         PlayerPrefs.DeleteKey("BackgroundMusic");
24         PlayerPrefs.DeleteKey("Sound");
25         PlayerPrefs.DeleteKey("consent");
26         PlayerPrefs.SetFloat("totalPlayTime", 0f);
27     }
28
29     private void flashes()
30     {
31         spriteRenderer.sprite = normalSprite;
32     }
33 }
```

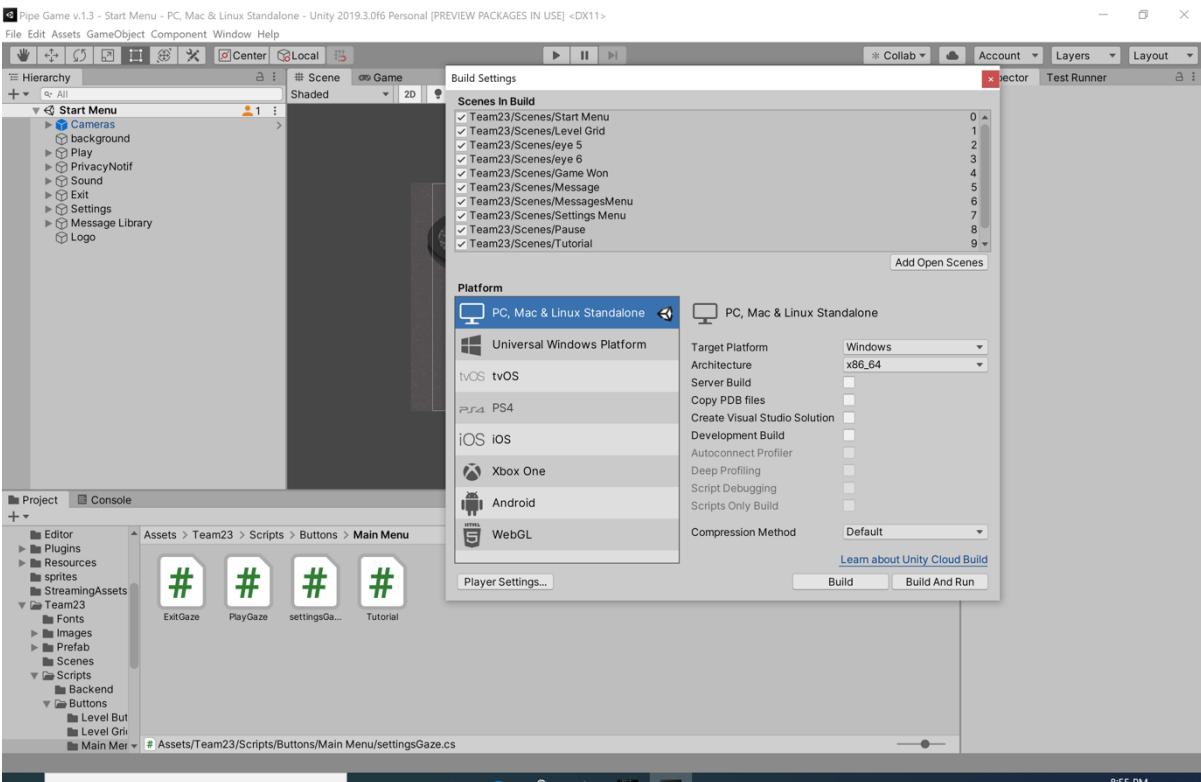
Uncomment the `resetPreferences()` line in the `OnMouseDown()` method, save the file and then go back to the Unity editor.

Step 9)



Open File on the top menu bar of the Unity editor and the click on Build Settings.

Step 10)



Click on PC, Mac and Windows Standalone. Drag in all the scenes located in the scenes folder into the Scenes in Build section, in the following order, Start Menu, Level Grid, eye5, eye6, Game Won, Message, MessagesMenu, Settings Menu, Pause, Tutorial, Credits. Make sure all the configuration settings are the same as the picture (Target Platform = Windows, Architecture = x86_64, No Boxes Ticked, Compression Method Default). Then click Build and Run. Select the destination folder for your game's executable files.

Step 11)



Once the game has finished building and launches, click the settings button.

Step 12)



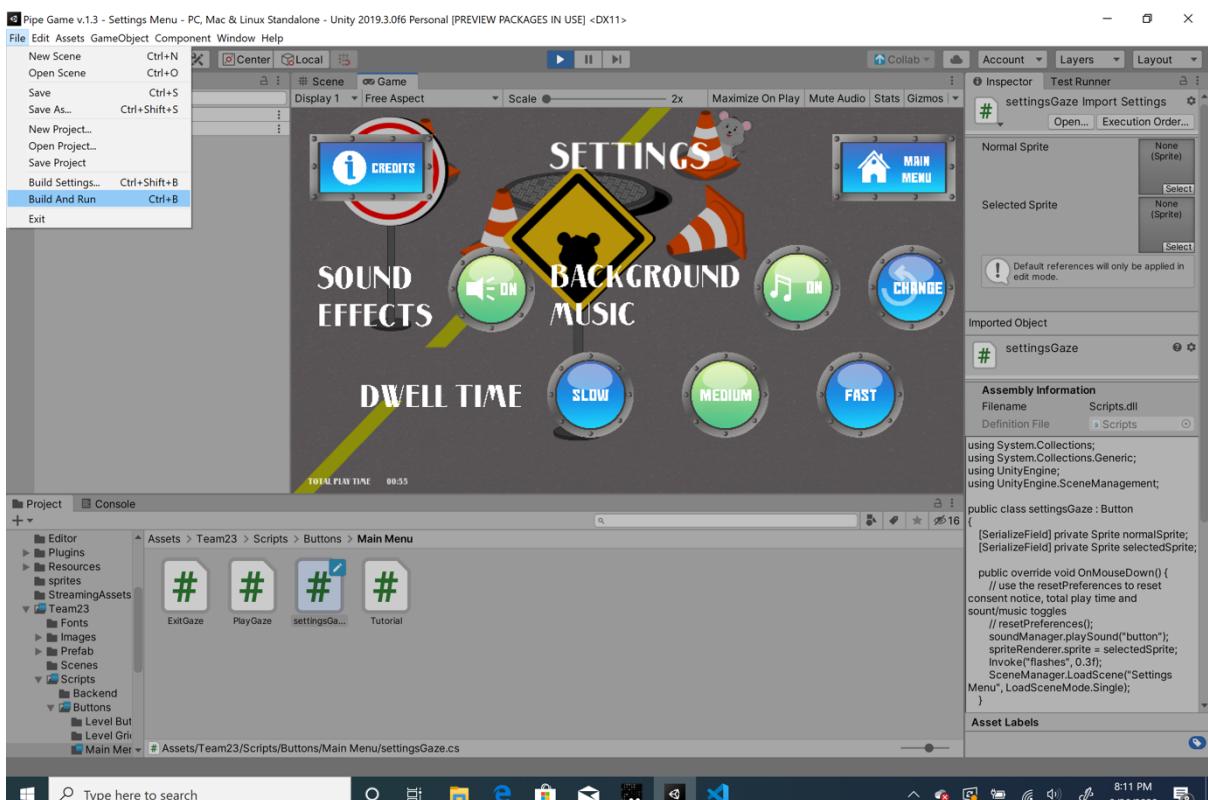
Next, exit the game by pressing the main menu button and then click 'I do not consent' or by quitting the application in any other way.

Step 13)

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5
6  0 references
7  public class settingsGaze : Button
8  {
9      1 reference
10     [SerializeField] private Sprite normalSprite;
11     1 reference
12     [SerializeField] private Sprite selectedSprite;
13
14     1 reference
15     public override void OnMouseDown()
16     {
17         // use the resetPreferences to reset consent notice, total play time and sound/music toggles
18         // resetPreferences();
19         soundManager.playSound("button");
20         spriteRenderer.sprite = selectedSprite;
21         Invoke("flashes", 0.3f);
22         SceneManager.LoadScene("Settings Menu", LoadSceneMode.Single);
23     }
24
25     0 references
26     void resetPreferences()
27     {
28         PlayerPrefs.DeleteKey("BackgroundMusic");
29         PlayerPrefs.DeleteKey("Sound");
30         PlayerPrefs.DeleteKey("consent");
31         PlayerPrefs.SetFloat("totalPlayTime", 0f);
32     }
33
34     0 references
35     private void flashes()
36     {
37         spriteRenderer.sprite = normalSprite;
38     }
39 }
```

Now go back to the settingsGaze file and comment out line 13 as shown. Save the file and return to Unity.

Step 14)



Navigate to File > Build and Run. Wait for the game to finish building and enjoy!