

CS3247 Game Development AY21/22 Semester 2

Final Source Submission (as of 18 April 2022)

Team 6 (Doodle's Diary)

Team Members:

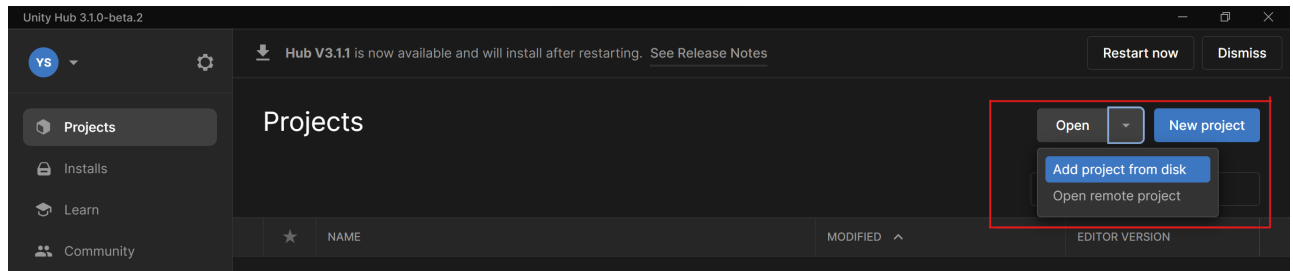
- [Andersson Adam Fredrik](#)
- [Tan Tze Xern](#)
- [Tan Yong Rui](#)
- [Wayne Tan Kin Lun](#)
- [Wong Pei Xian](#)
- [Yang Shiyuan](#)

Web Links

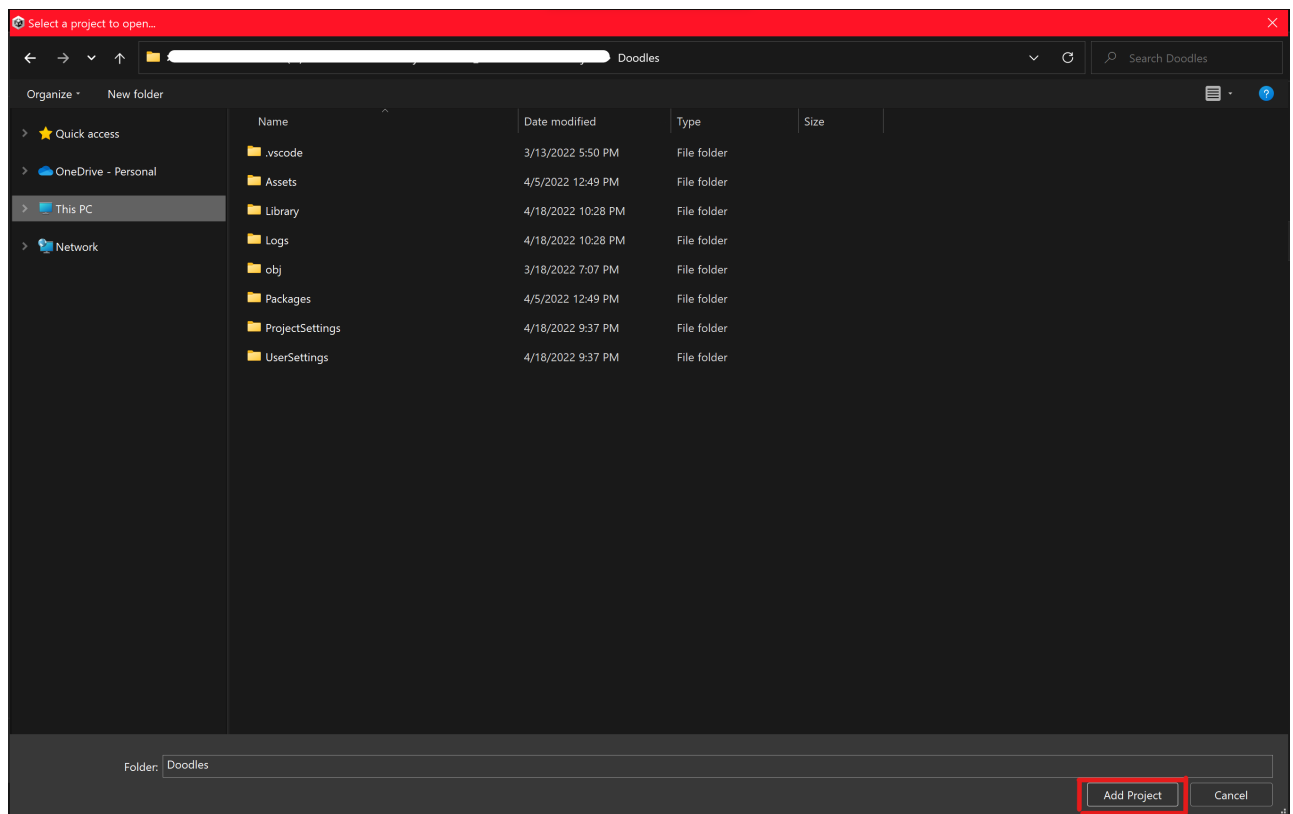
- Click [here](#) to visit the GitHub Organisation Page.
- Click [here](#) to visit the ***Project Repository (For Final Source Submission)***.
- Click [here](#) to view 20th STEPS project page.
- Click [here](#) to try out our game.

Project Set Up Instruction

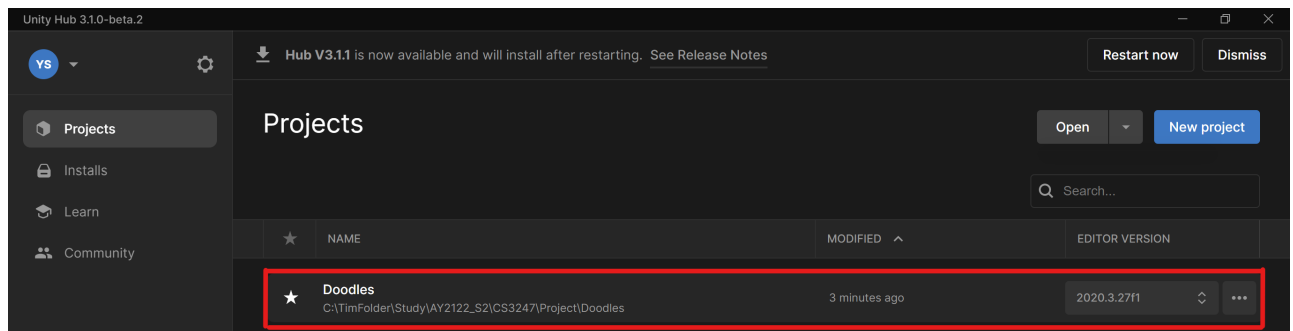
1. Ensure that you have installed the following software:
 1. [Unity Hub](#) (Any version is fine)
 2. [Unity Editor Version 2020.3.27f1](#) (Current version of Unity Editor used for the project)
2. Using your preferred method (GitHub Desktop, Command Line, SourceTree, etc) to clone the repository to your local machine.
3. Using Unity Hub, open the project by **Add project from disk**.



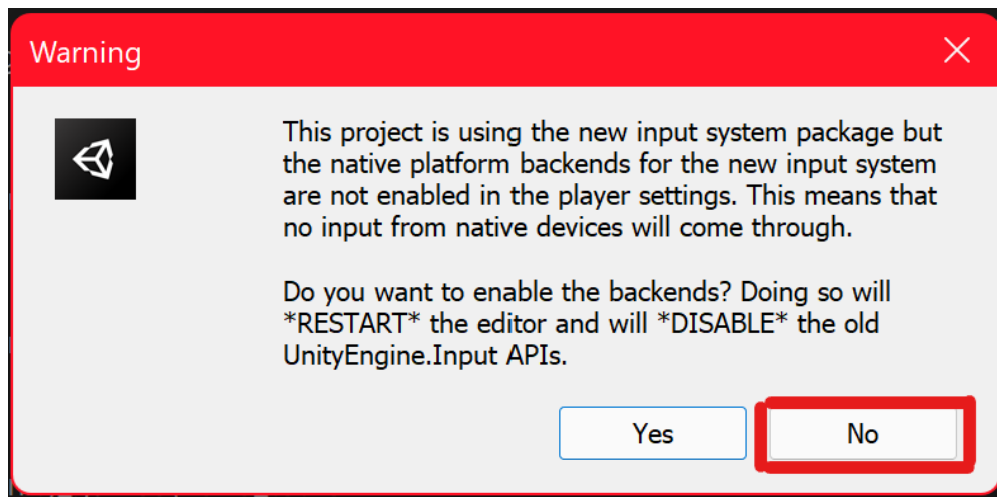
4. In the file explorer, navigate to the **root folder (/Doodles)** of the project and click **Add Project**.



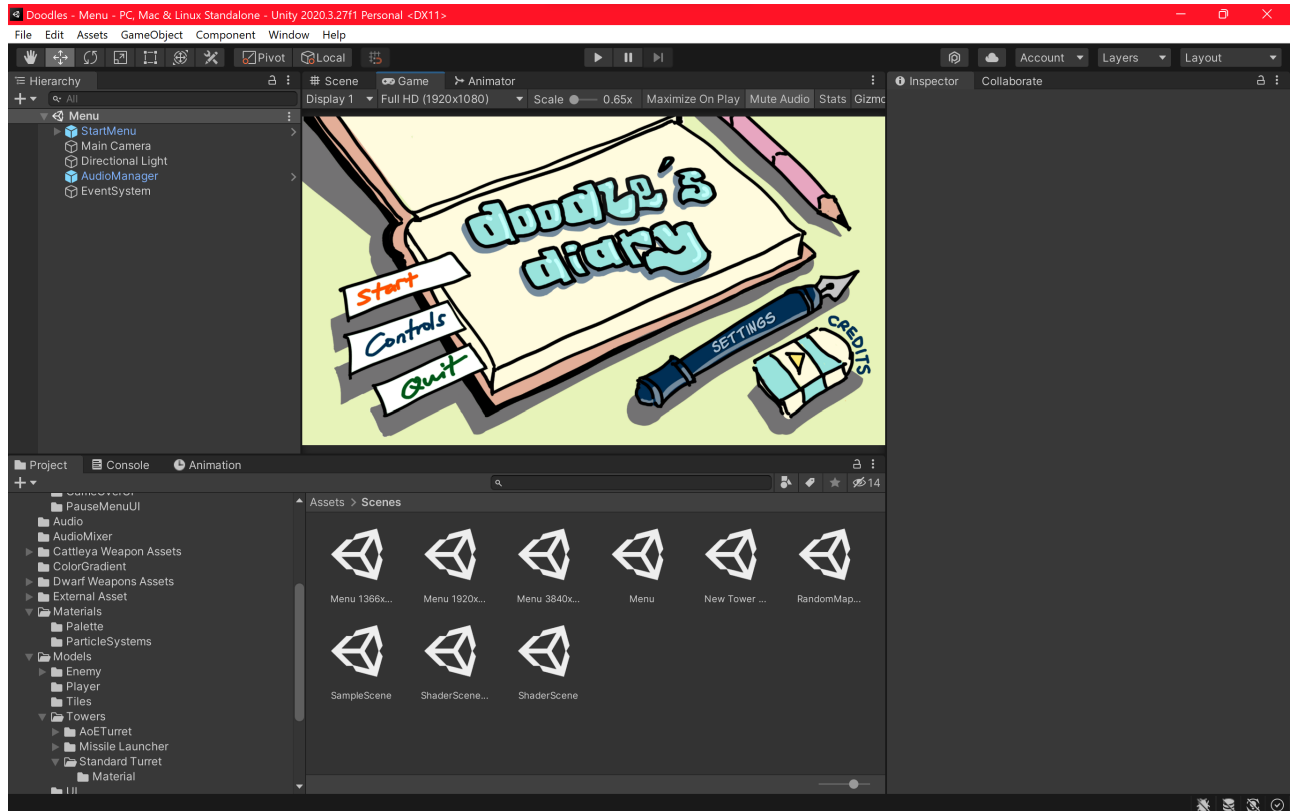
5. After adding the project into Unity Hub, simply click the project tab to load up the Unity Editor with the project.



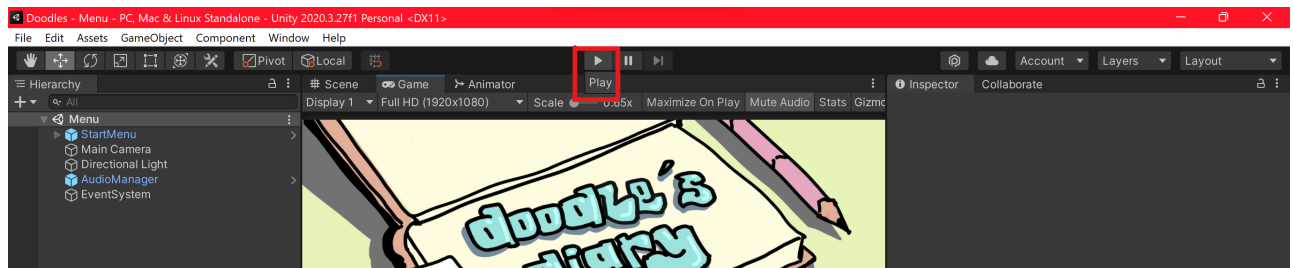
6. While the Unity Editor is loading up, you may be prompted with the following warning. Simply click **No** to continue. This is because the current version of the project is built on the previous version of `UnityEngine.Input` APIs.



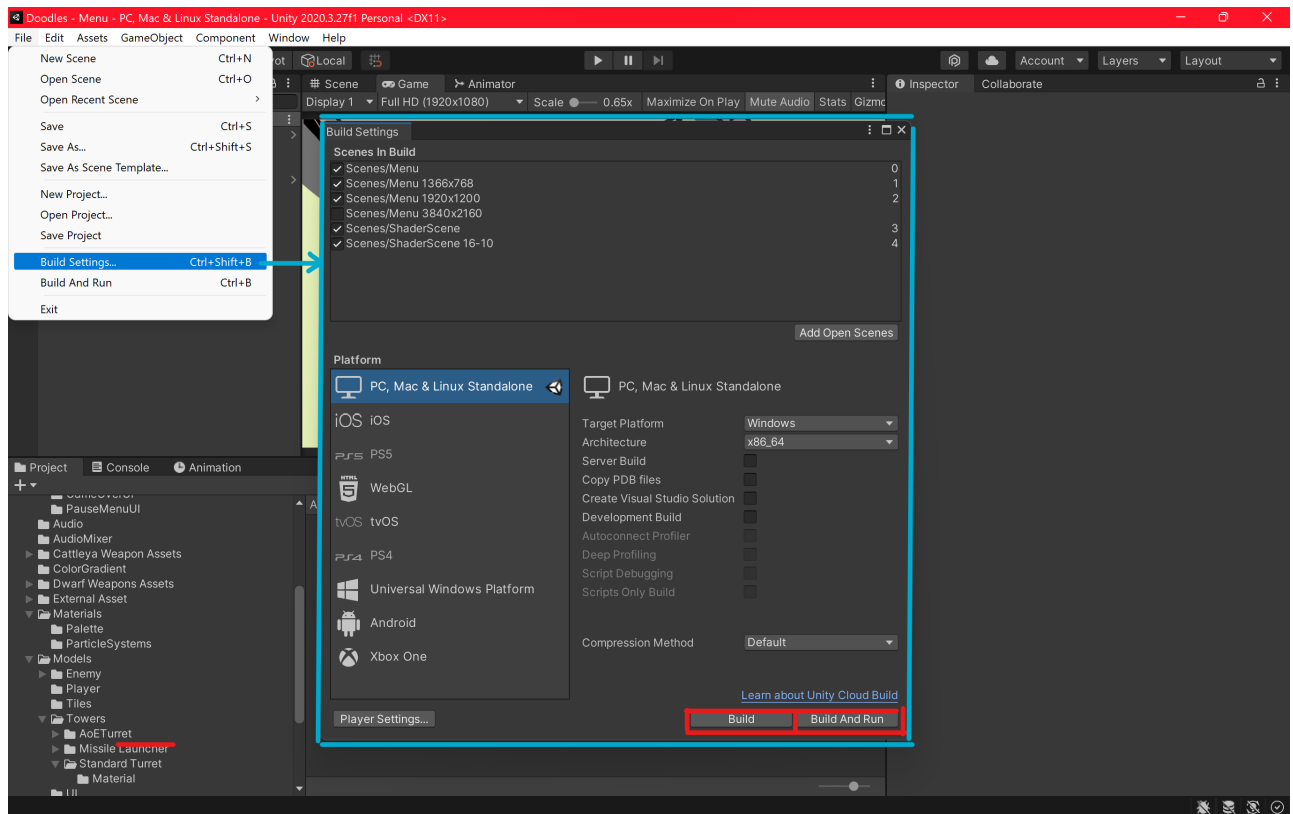
7. Once the project is loaded up, you should be able to see the following in the Unity Editor:



8. To run the game within the Unity Editor, simply click the **Play** button.



9. To build the game for a target platform (Currently only supports Windows, Mac & Linux Standalone), click File > Build Settings. A **Build Settings** subwindow will appear. Click **Build** to build the game without running the game or **Build And Run** to build and run the game immediately.



10. Happy Testing!