# How to install the package

You need to add the component using Unity's Package Manager.

Go into the project you wish to add this component, and open the Package Manager window using (View -> Package Manager) in the top left.

Click the (+) icon in the top left of the new window, and then ("Add package from git URL...") after

Enter this link to add the package:

<https://github.com/CarolinePercy/P1-GestureManager.git>

Once it's done importing, the package should now be in your project.

# Setting up the component

The components in this package are pre-designed to be added onto any object without any prior preperation. All you need to do is add on methods from other scripts, that will trigger when the corresponding action will happen.

To see an example of this, go to the sample scene located in the package.

How to use the component

## Unity Remote

To test out if the package works, we first need to emulate a project on your phone. First, clone the repo mentioned above, and go into Full-Project~ > MobileGestures. This has a Unity project that is complete with a way to show off the package.

Second, you will need to download the Unity Remote app on your phone, as well as a USB cable between your phone and your PC. Finally, follow these steps in order.

1. In Unity, go to Edit -> Project Settings -> Editor, and set the "Device" to "Any Android Device"
2. Plug your phone into the PC.
3. Switch the connection type on your phone to USB tethering.
4. Enable developer mode by going into Settings > About Phone, then ta
5. Under developer settings, Enable USB debugging.
6. Now, switch the connection mode to "USB for Transferring files/Android Auto", the phone will again ask to allow the computer to access the RSA, hit ‘yes’.
7. In Unity, go to File -> Build Settings, then select your device (which will now be visible in the "Run Device" dropdown).
8. Now, open Unity Remote 5 on your phone.
9. Hit play in Unity Editor.

## Tap

To add the tap feature to your project, add the "Gesture Manager" Script to an object. You can then assign a script and a method that will be called once the player taps the screen. The argument passed in is the current world position of the tap.

## Swipe

To add the tap feature to your project, add the "Gesture Manager" Script to an object. You can then assign a script and a method that will be called once the player swipes the screen. The two arguments passed are the new world position of the square this frame, the previous world position.

## Pinch

## Press

# Manual Testing

To test if the tapping works, clone down the repo, run the example scene follow the steps to use the package. When you tap the screen, the square should change colour.

# Documentation

Proposal Document: [https://docs.google.com/document/d/1r4UqwNsivdAwfCZDePYY\_yrZ9xs6sNwZ5OU8N1F3UIs/edit#](https://docs.google.com/document/d/1r4UqwNsivdAwfCZDePYY_yrZ9xs6sNwZ5OU8N1F3UIs/edit)

Repo: <https://github.com/CarolinePercy/P1-GestureManager>

Package: <https://github.com/CarolinePercy/P1-GestureManager.git>