

# Labyrinth: Developer Documentation

## I. Overview

The purpose of this document is to give a detailed description to edit, install, compile, and run Labyrinth. If a developer wished to modify and edit any code or functionality of this application, they will first need to install the Unity IDE version 5.5.

## II. Installation, Compile, and Run

1. To install the Labyrinth, download “labyrinth.exe” and “labyrinth\_Data” folder from the projects GitHub repository located at “<https://github.com/ECE373-Fall16/labyrinth>.”
2. To compile and run the application on windows machines, simply double click on the executable file to launch the application. Labyrinth will then open a new window for the application to run in. To close the application on a windows machine press “Alt-F4”.

## III. Editing Labyrinth

1. Download the project folder titled “unity\_labyrinth” from the “v1 code” subdirectory of the projects GitHub repository located at “<https://github.com/ECE373-Fall16/labyrinth>”.
2. Launch Unity version 5.5.
3. Unity will prompt the user to create a new project or select an existing project. Select the existing project “unity\_labyrinth” the developer just downloaded on his or her machine.
4. Perform any changes the developer wishes to perform on the code or structure of the project.
5. To run the project with the new changes, select File-> Build and Run.
6. If there are no compiling issues, the project should open in a new window. To close the application on a windows machine press “Alt-F4”.