Luminaria:
A Journey Within
BY ERNER SUDIO

Installation Manual
Luminaria Game Development
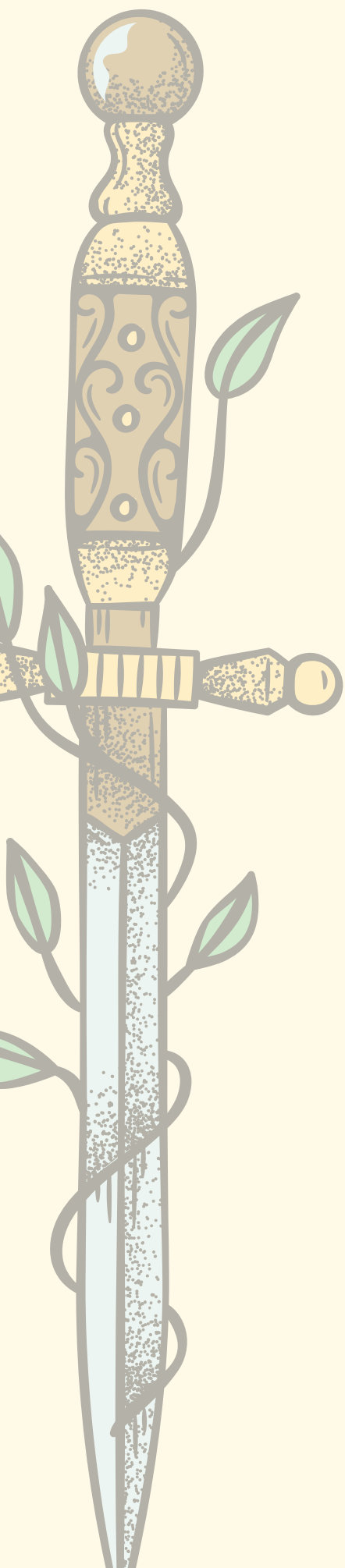TEAM 09

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Installation Manual (Developer Setup)

- **Prerequisites**
  - Unity Hub (v3.x)
  - Unity Editor 6000.0.10f1
  - Git (for cloning)
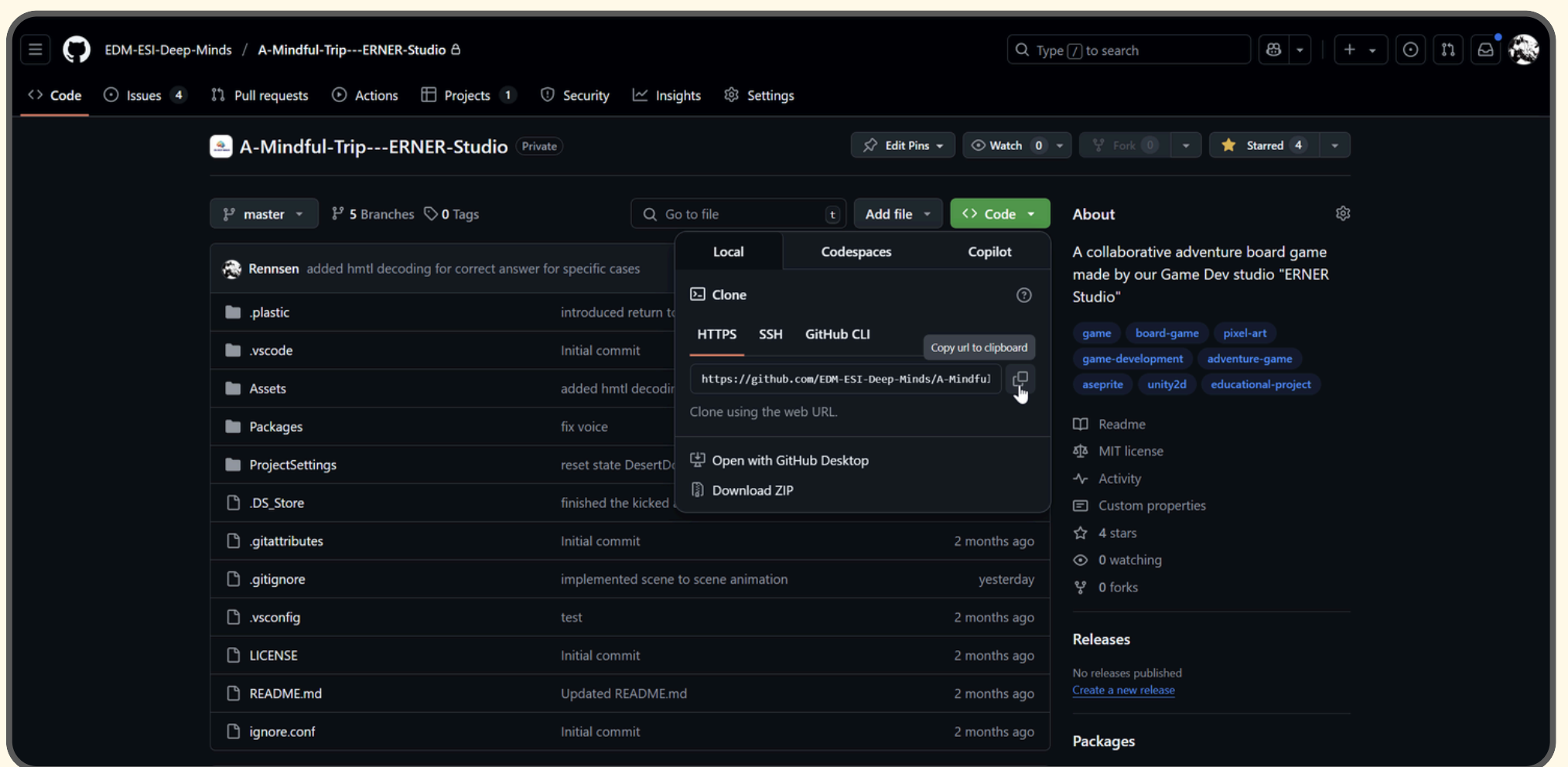 - .NET SDK 4.8 (Windows) / Mono (macOS)

- **Clone the Repository**
  - git clone https://github.com/EDM-ESI-Deep-Minds/A-Mindful-Trip---ERNER-Studio

- **Open in Unity Hub**
  - Launch Unity Hub.
  - Click **Add** → navigate to the cloned Luminaria folder → Select Folder.
  - Under Projects, click Luminaria with the correct Unity version; press Open.

- **Small edits in the packages**
  - go to **Packages/Multiplayer \ Widgets/Runtime/Session/ Session/SessionManager.cs** line 164 change name with PlayerPrefs.GetString("PlayerName")
- **Small Note About Script Locations:**
  - The majority of scripts can be found under Assets/Scripts while some player related scripts are found within Assets/Characters/Script

- **Project Settings**
  - **Input Manager**:
   - Confirm **Horizontal**, **Vertical**, and custom keys **I** (Inventory), K (Shop) are mapped. as in the hub the players have the free movement option.
  - **Audio Settings**:
    - Ensure **Mixer Groups** for Music and SFX exist and correspond to UI sliders.
  - Player → Resolution and Presentation:
    - Apply the desired resolution. We suggest the following:
      - **macOS:** "Windowed" (1920*1080) and uncheck "Resizable Window".
      - **Win64:** "Exclusive Fullscreen" with "Default Is Native Resolution" checked. For Small screens go with "Windowed" (1920*1080) uncheck "Allow Fullscreen Switch" and "Resizable Window".

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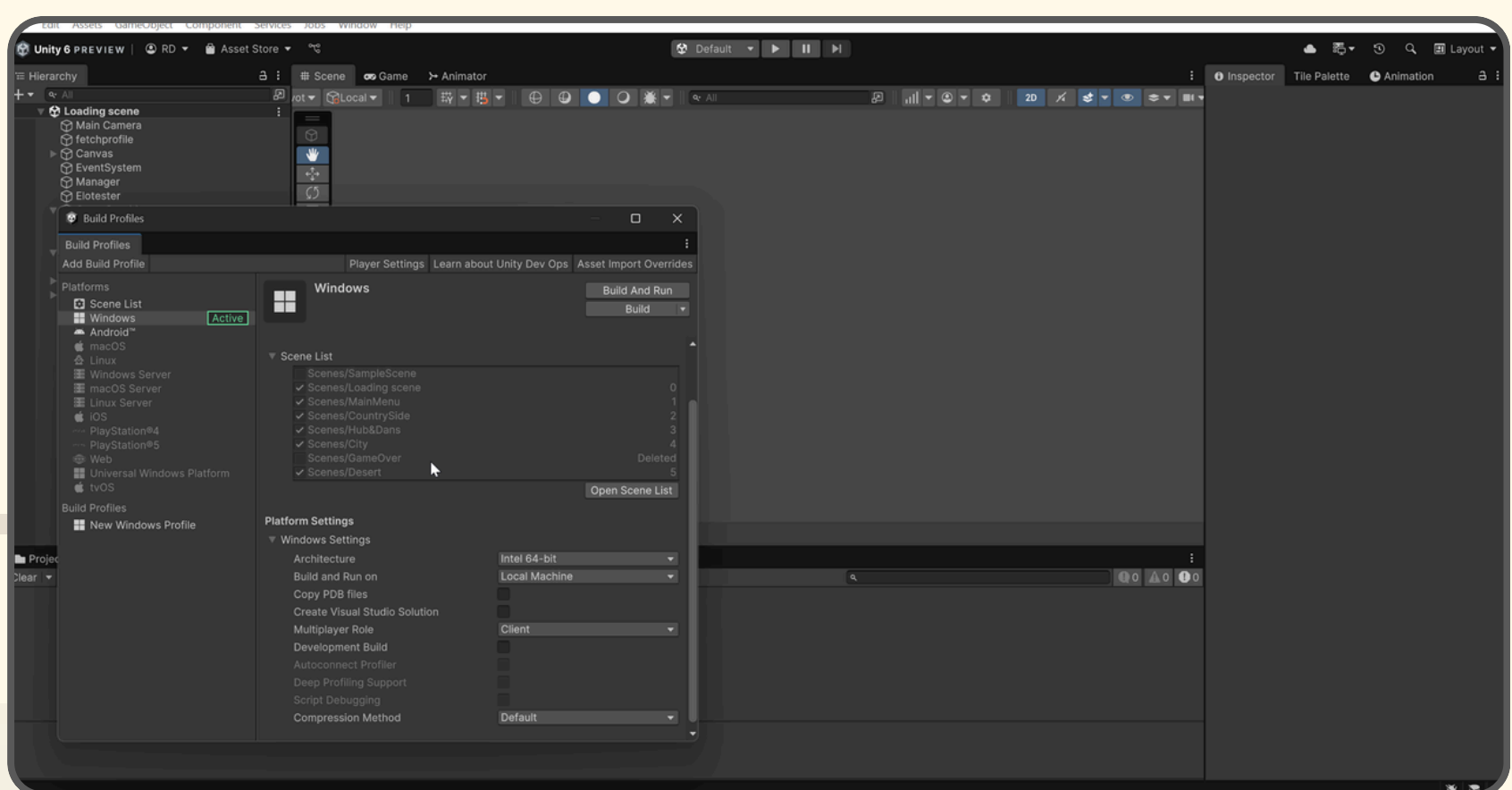
- **Run in Editor**
  - Click the Play button in the Unity toolbar to test.
  - Use Console tab to inspect any errors/warnings.

- **Build the Game**
  - File → Build Profiles.
  - Add Scenes:
    - Assets/Scenes/MainMenu.unity
    - Assets/Scenes/City.unity
    - Assets/Scenes/CountrySide.unity
    - Assets/Scenes/Desert.unity
    - Assets/Scenes/LoadingScene.unity
    - Assets/Scenes/Hub&Dans.unity
  - Select your Target Platform (Windows, macOS).
  - Click Build, choose an output folder (e.g. Builds/Win64), and wait.

- **Distribute & Run (Developer to QA)**
  - Verify the built folder runs correctly by double-clicking the Luminaria.exe (Windows) or opening the .app bundle (macOS).
  - Check on a clean machine to ensure no missing dependencies

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- **Packaging**
  - Package the Build
    - Zip (or use an installer creator) the entire Builds/[Platform] folder.
    - We will include a simple README.txt with:
      - System requirements (e.g. Windows 10+, .NET 4.8; macOS 10.14+)
      - How to launch: "Unzip, then double-click Luminaria.exe (or open the app bundle)."
  - Hosting & Delivery
    - We upload the zipped package to our GitHub Releases, or cloud storage (Dropbox/Google Drive).
    - We provide customers with the download link.

Installation Manual (Customer Setup)

- **Customer Installation Instructions**
  - Download the .zip file.
  - Unzip into any folder.
  - Run Luminaria.exe (Windows) or open the .app (macOS).
  - If prompted for missing .NET/Mono, make sure to install the free runtime from Microsoft/Mono.

- **Troubleshooting Tips**
  - If the game fails to start, ensure no antivirus is blocking the exe.
  - For macOS, if app is tagged as "from untrusted developer", go to settings → privacy & security → security then give authorization.
  - Confirm you have the required OS version and .NET runtime installed.
  - We direct customers to out support email or issue tracker for further help.
  - For more information or guidance, feel free to contact us via our email **edm.team.contact@gmail.com**