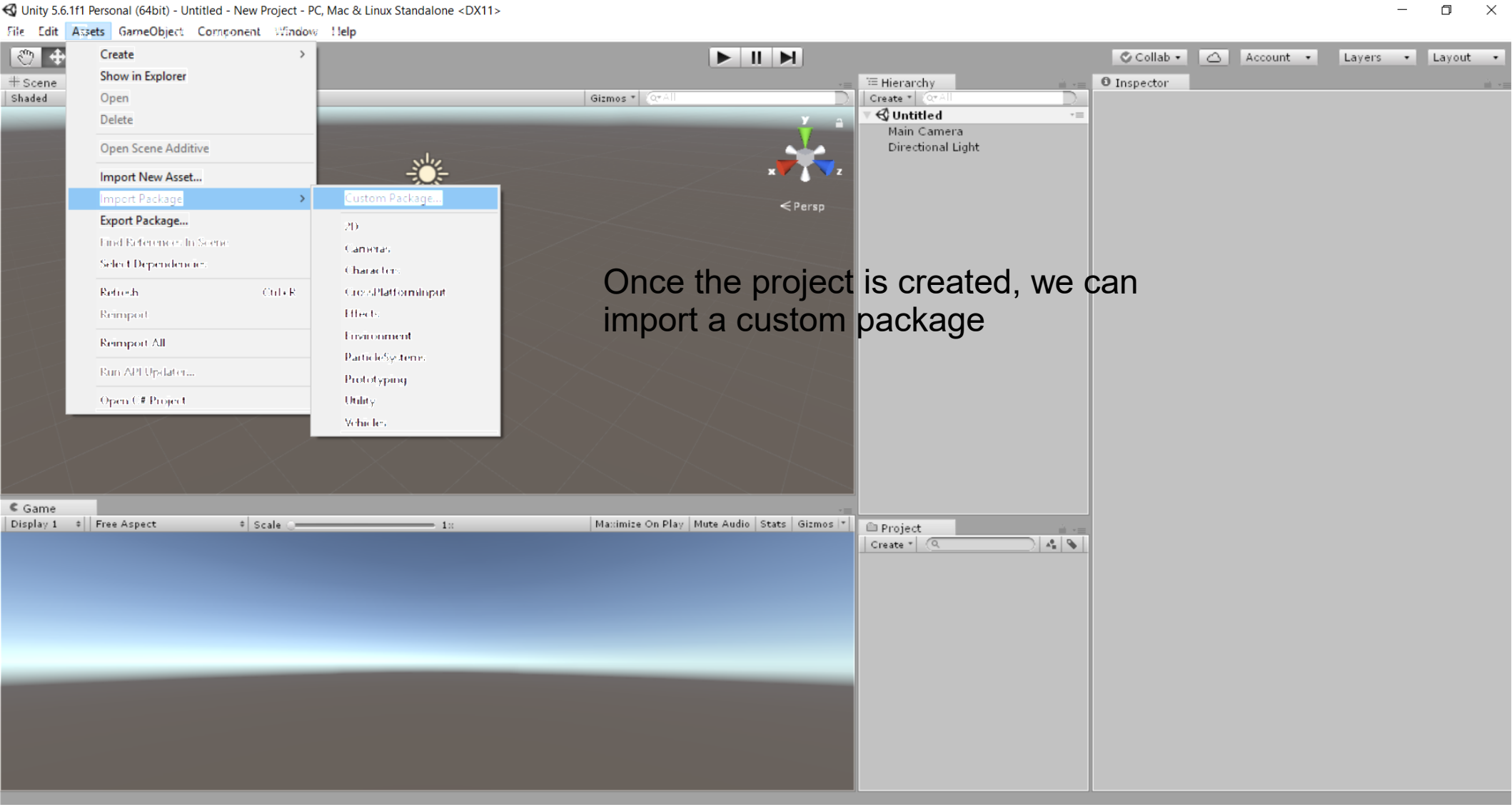
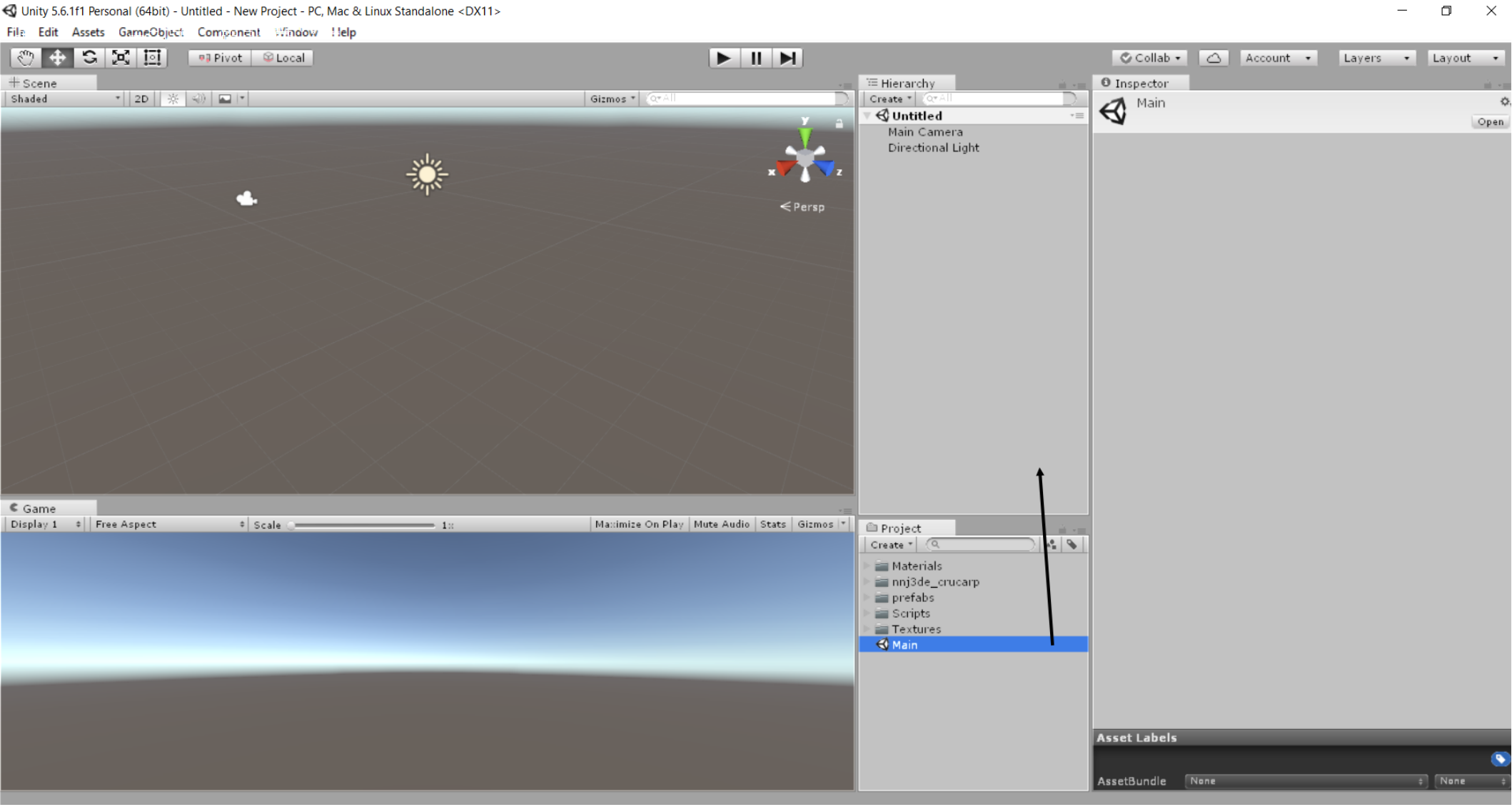
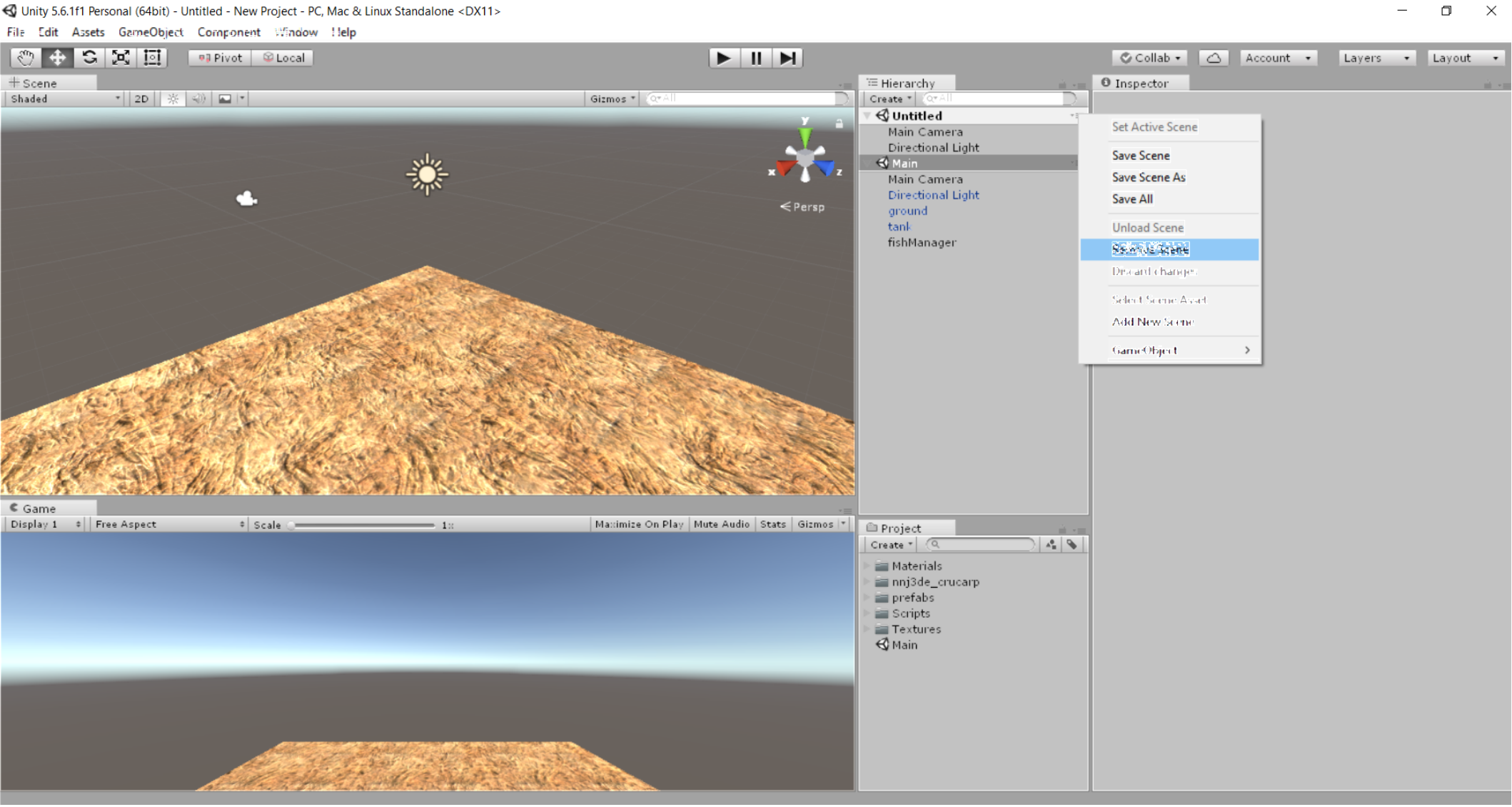
How to import a custom package to Unity and execute the program



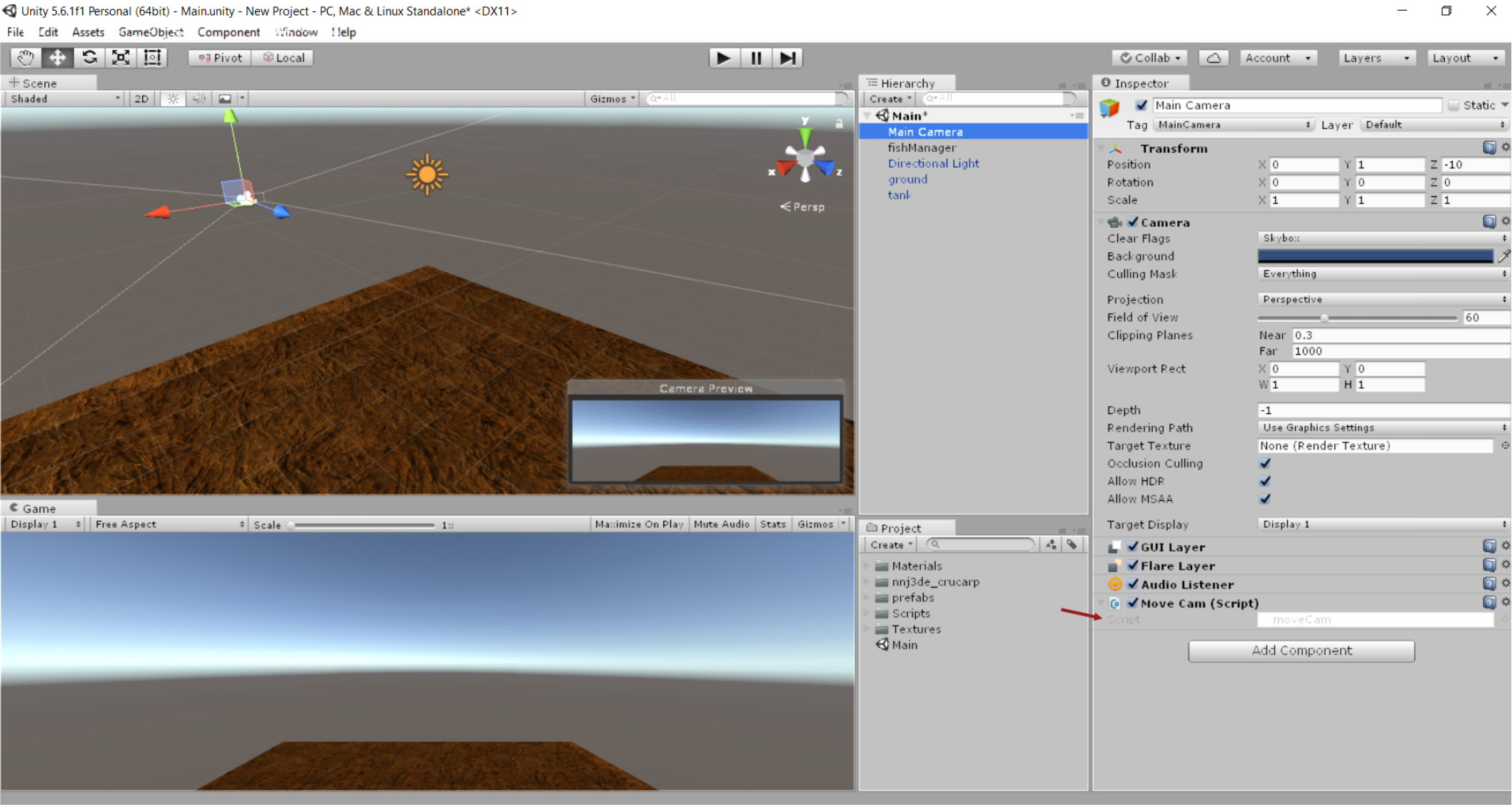
Once the project is created, we can import a custom package



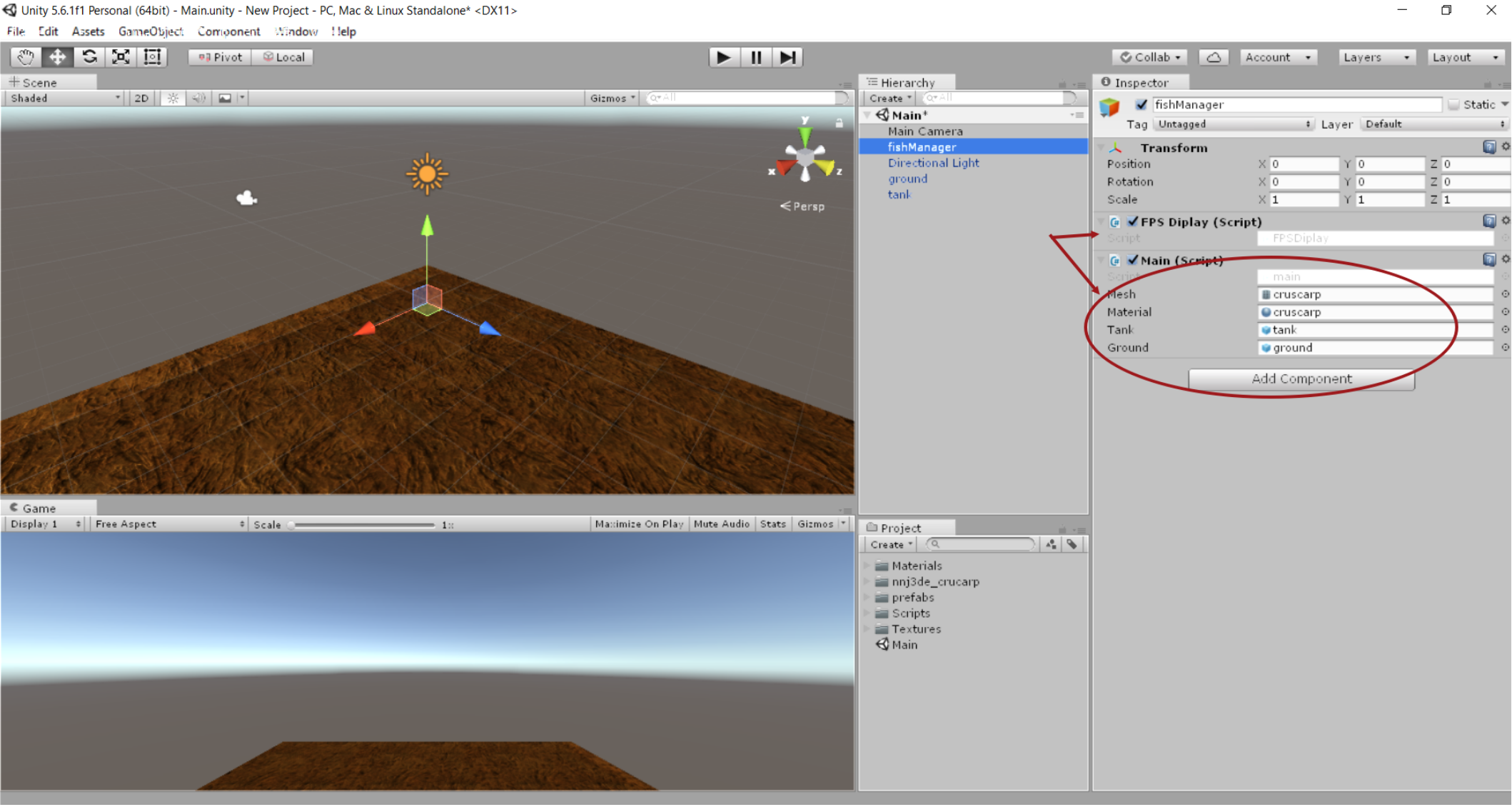
Then we can drag the Main scene from the project to the hierarchy



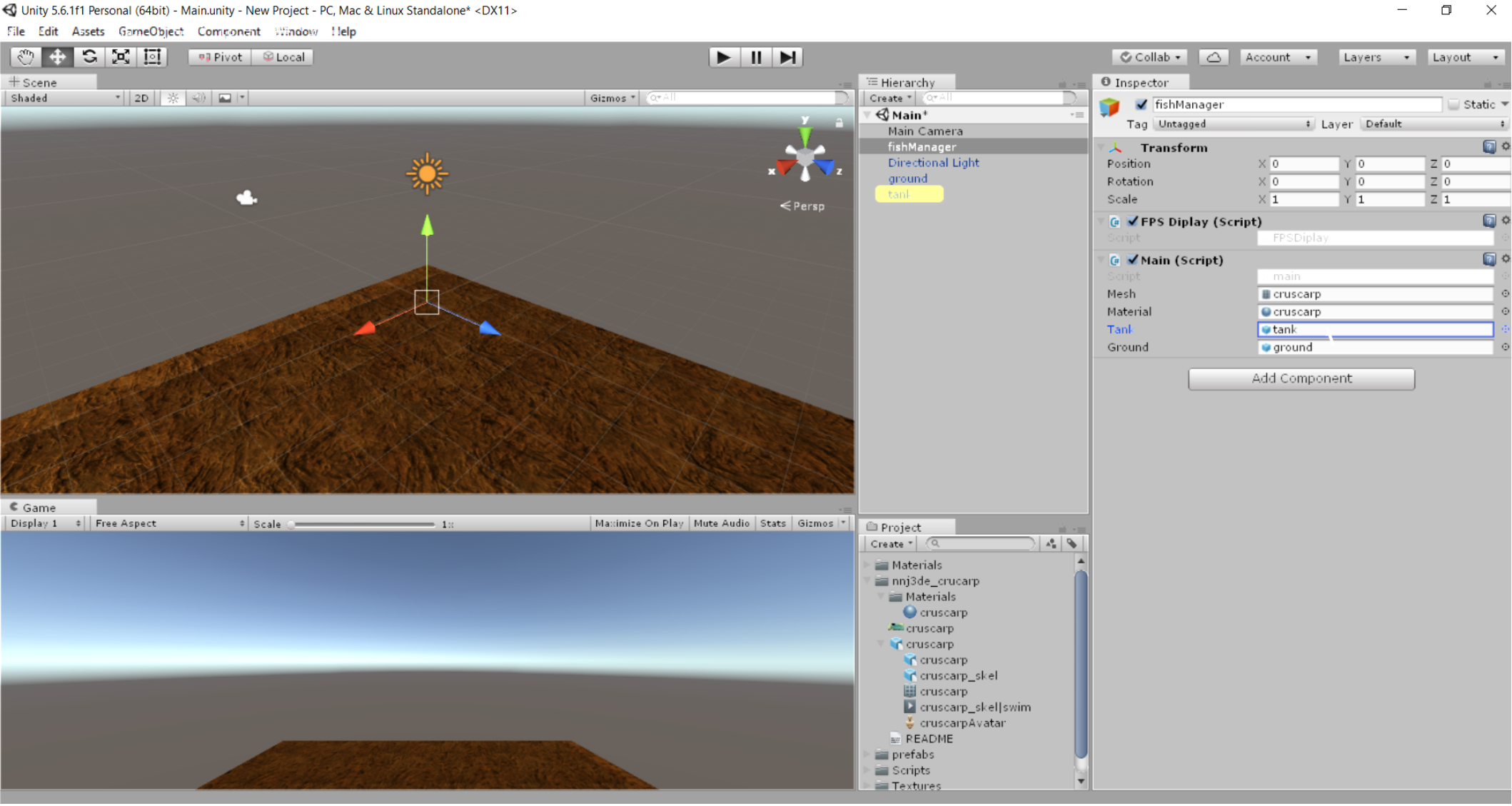
Remove the scene by default



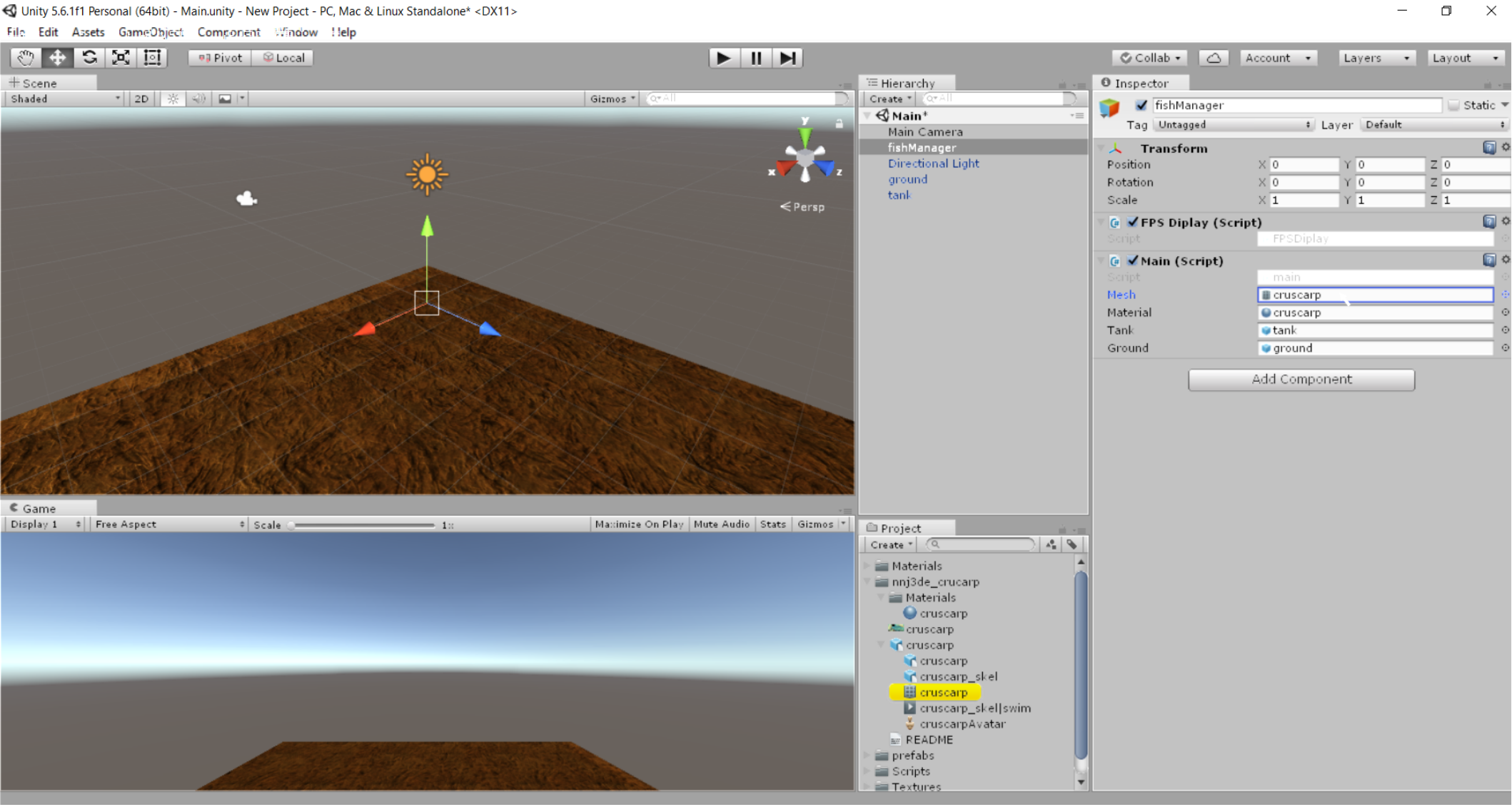
On an object, like the Camera, many scripts can be added, which will be executed along the program.



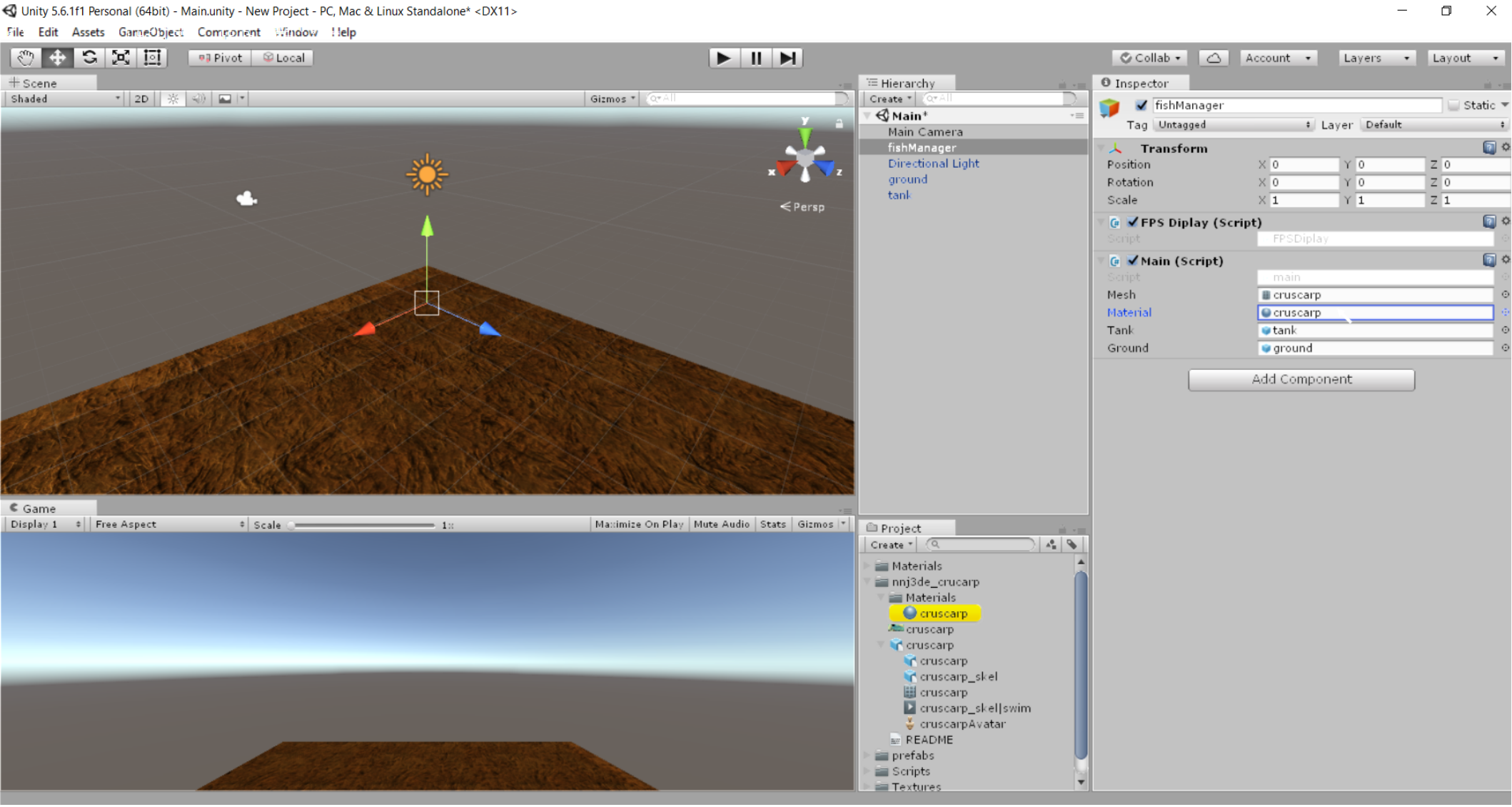
These scripts can also refer to the actual game objects of the project, like our main script. This will modify the properties of the objects, the tank will adjust its size to the input parameter we gave.



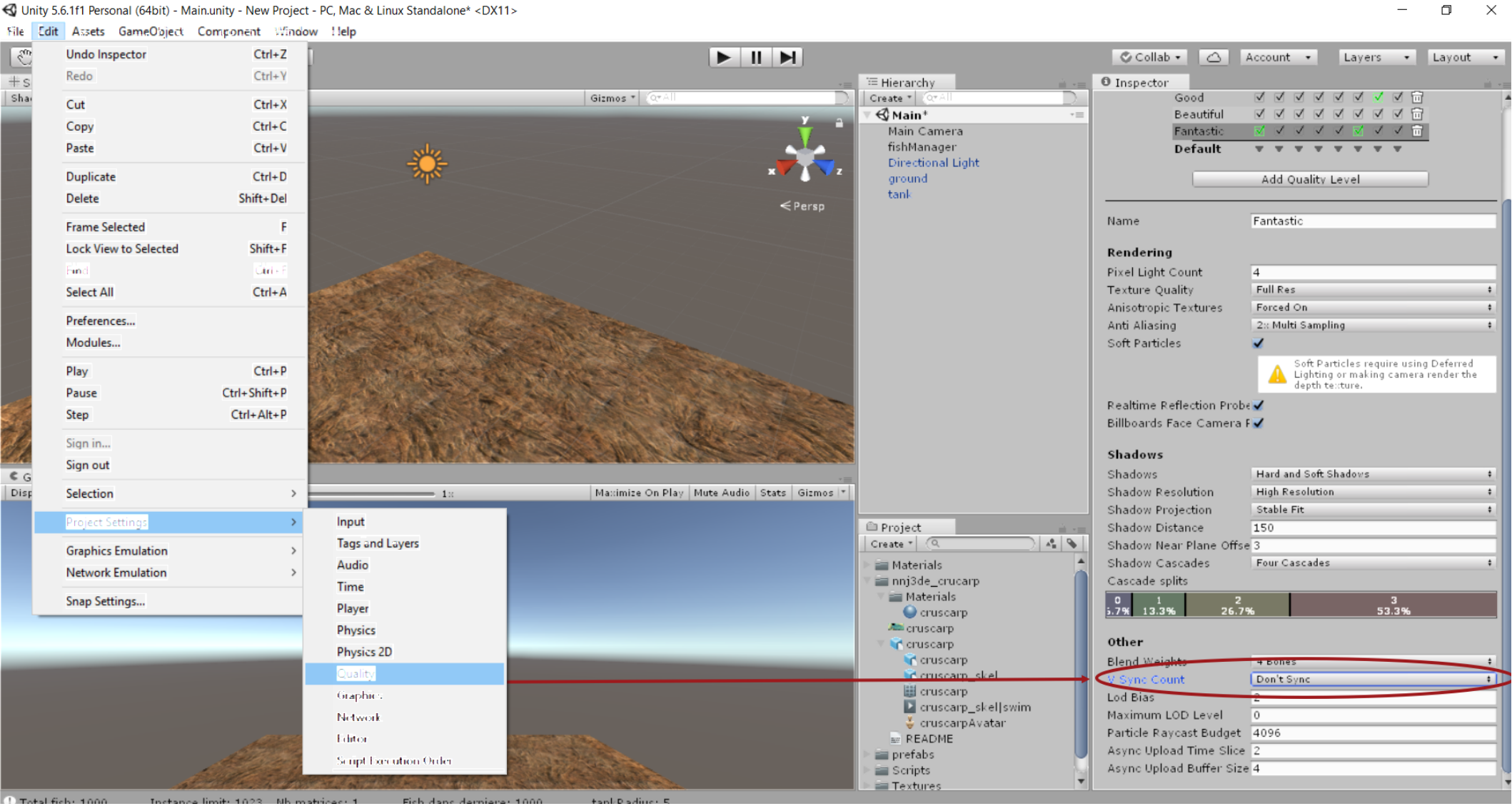
This will be already done, if not it is needed to drag the actual tank in the hierarchy to the Tank label under the main script. Same for the ground.



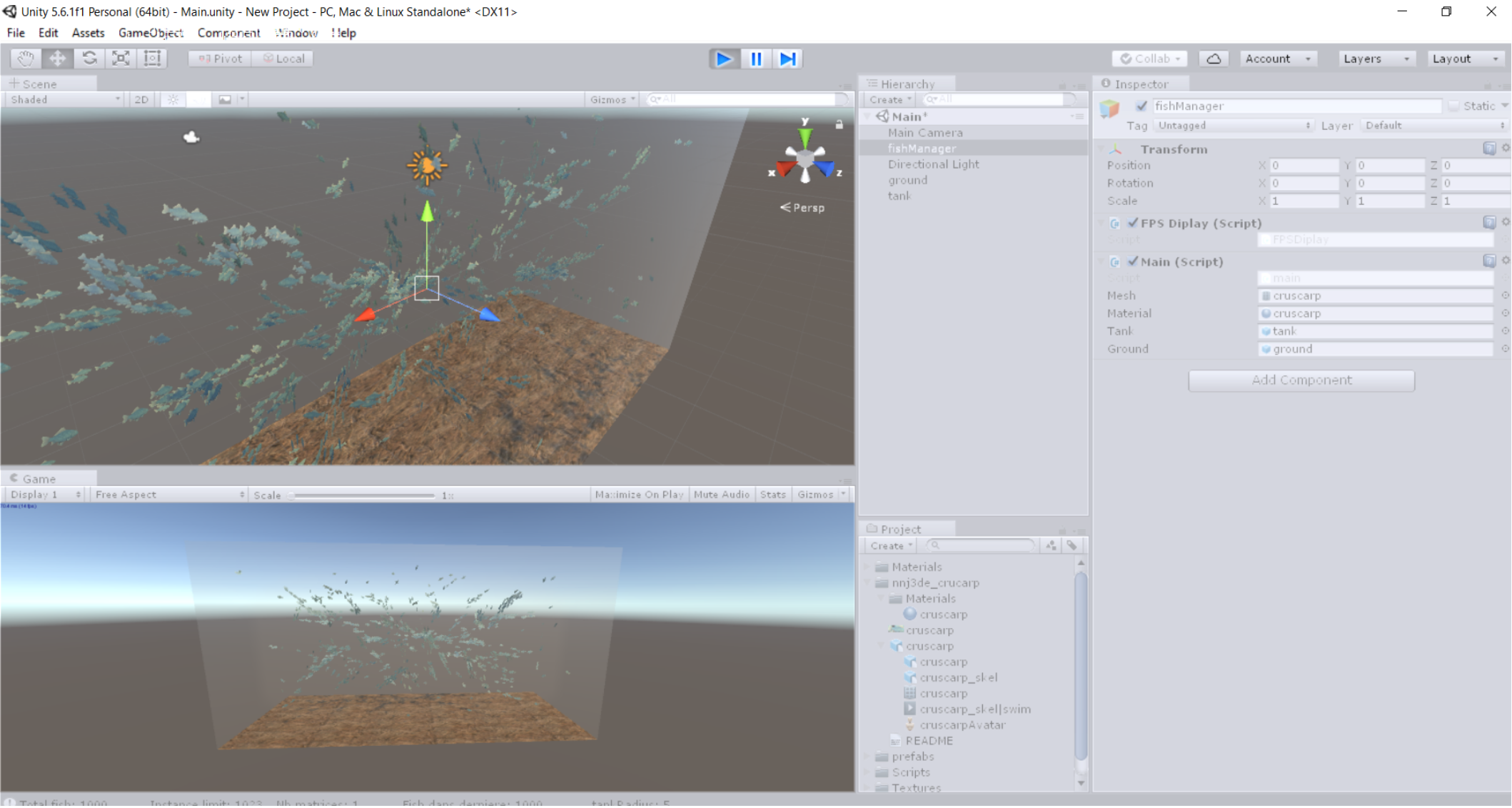
The same way is provided to the application the mesh we want to use to represent our fish. To use another mesh this only parameters will have to be changed.



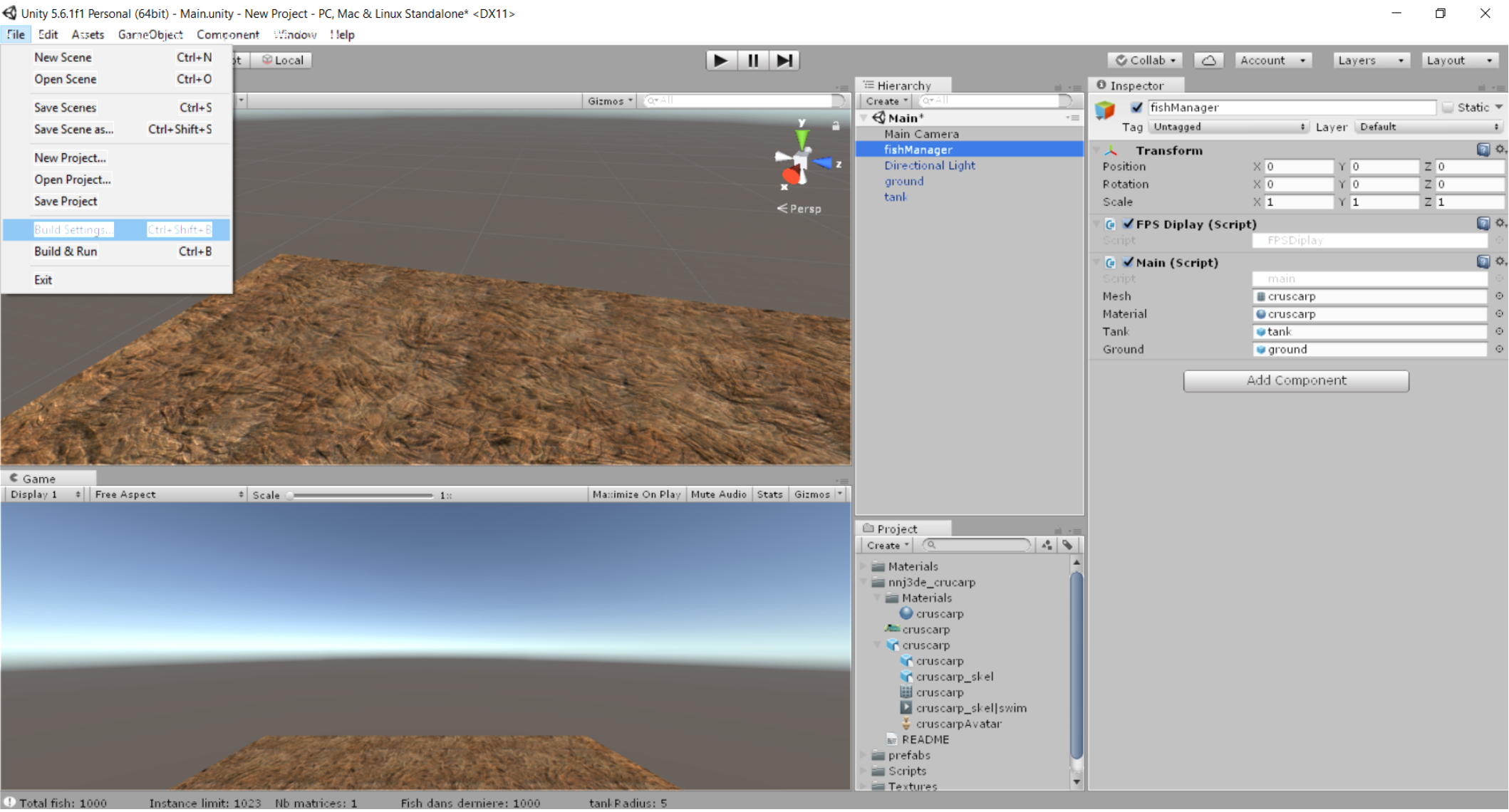
Same as before. But in this case we are setting the material to put on your mesh, its skin. To get another visual this would be the parameter to play with.



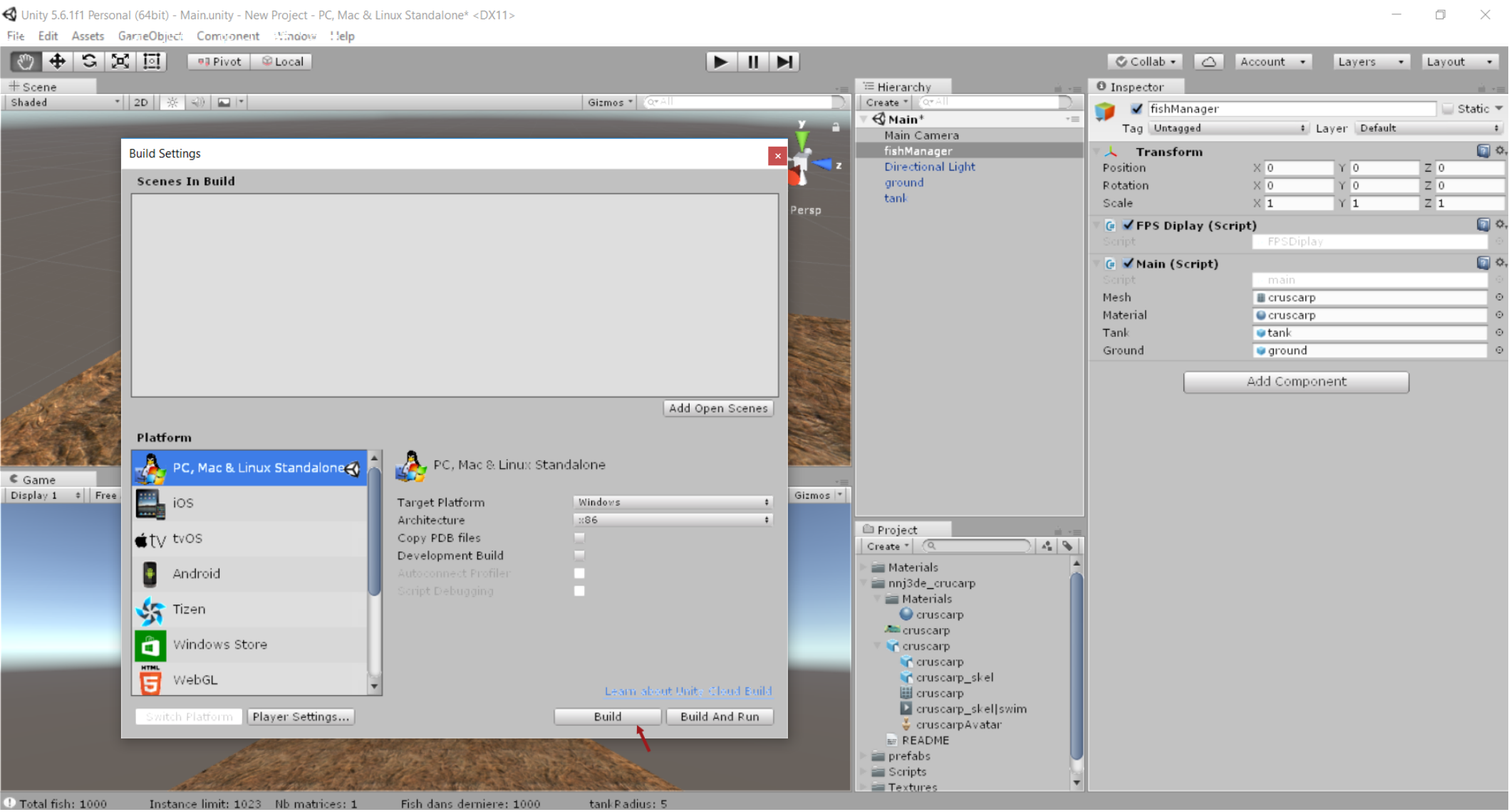
Project settings: We focus on the V Sync Count, setting this parameter to “Don't Sync” will allow our application to display, if able to, more than 60 frames per second.



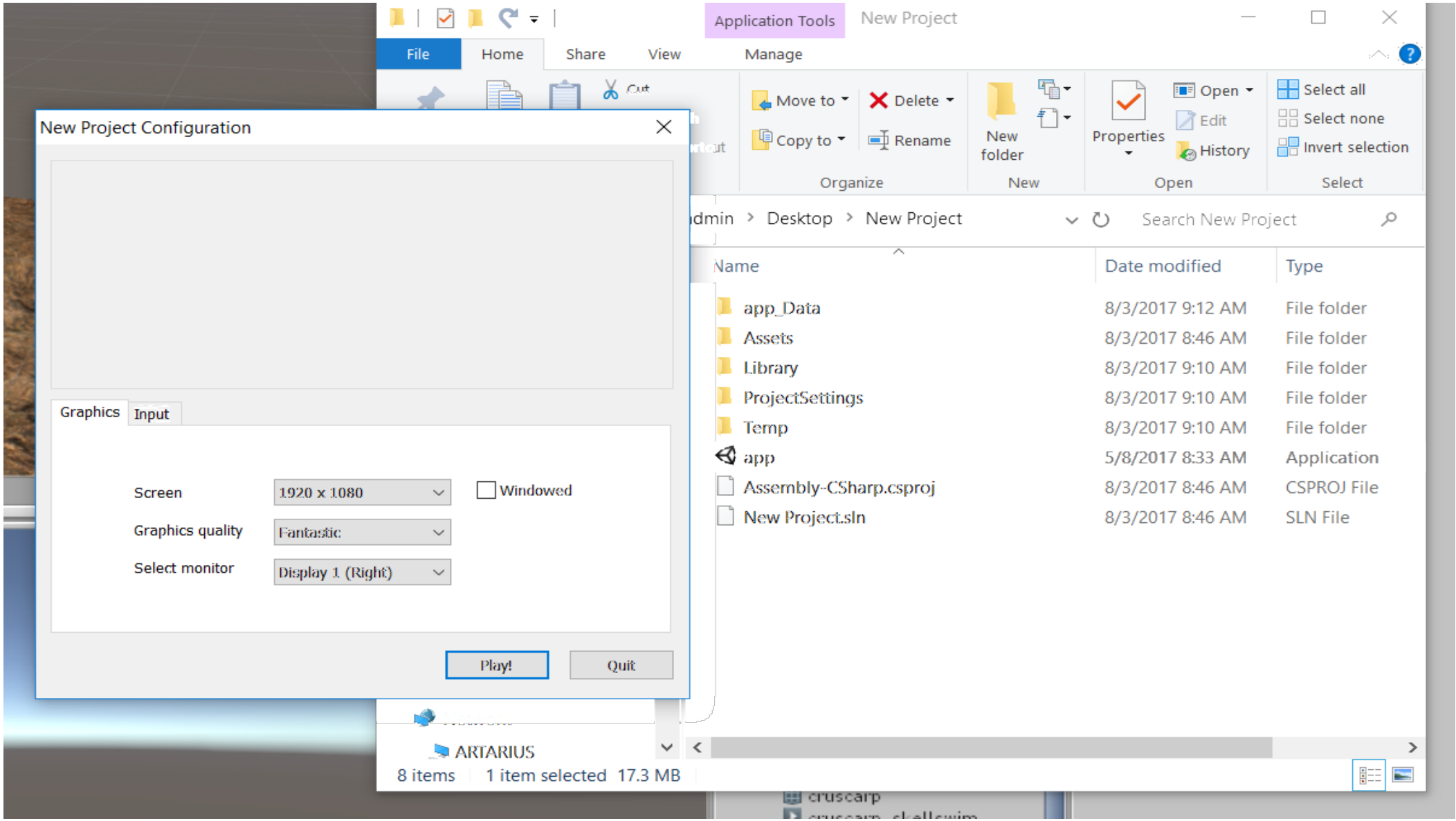
Then you finally need to press the play button to launch the application. The first screen is the editor's one, meaning you can drag your mouse inside to move inside the scene. On the second one, it is displayed the way it will be displayed out of Unity, through the camera.



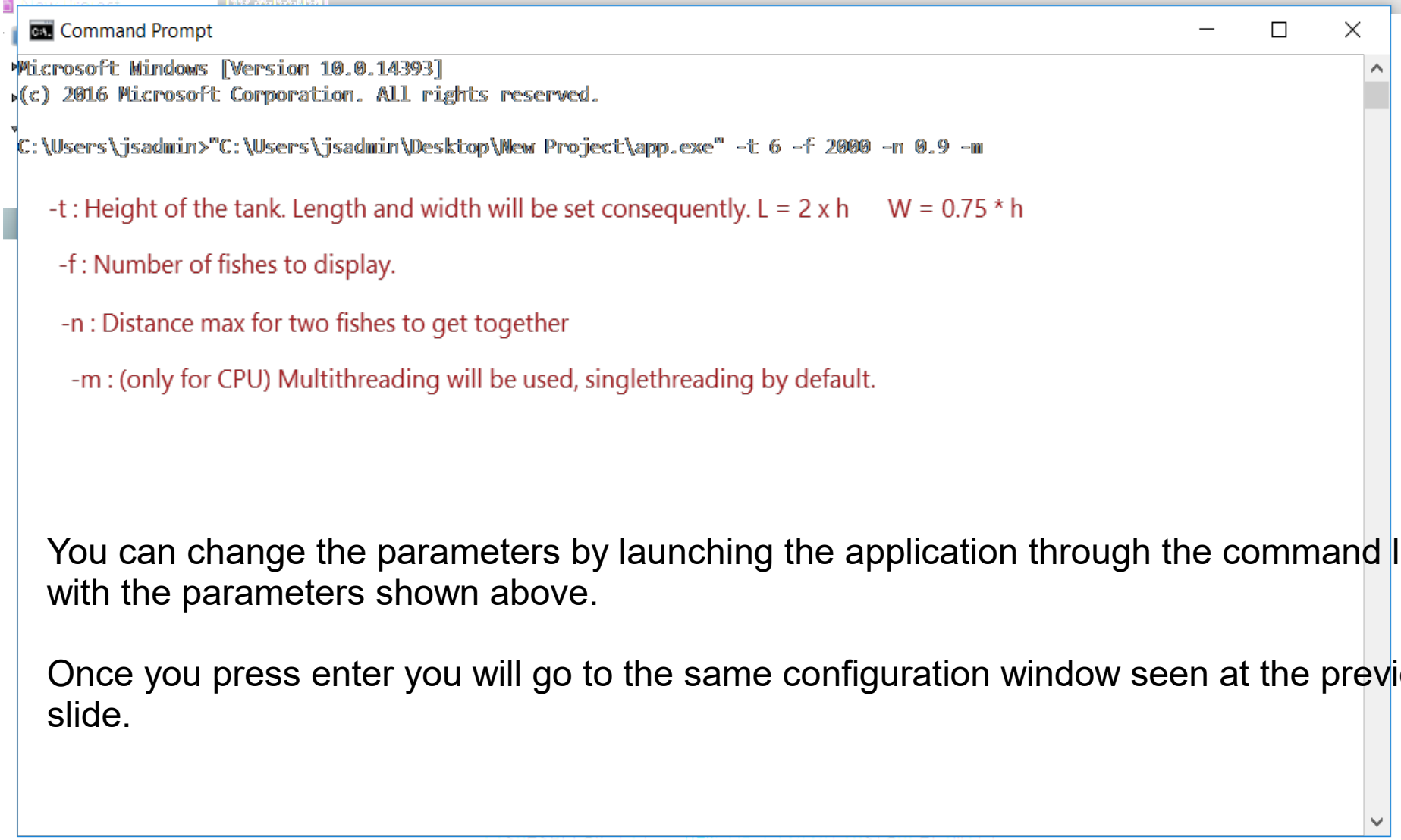
To export the application, we need to go through the build settings before actually build it.



You can here select your actual target and set some settings, then build the application.



Once you clicked on the app.exe icon in your project folder, this window will happen.
Letting you choose some display parameters.
By launching the application that way you can not change any parameters of the app.



You can change the parameters by launching the application through the command line with the parameters shown above.

Once you press enter you will go to the same configuration window seen at the previous slide.