This project was built using Unity 2019.4.28f1 and Vuforia version 9.8. For best results, use these versions.

Installation instructions:

**Getting Unity and Vuforia**

Download Unity Hub (<https://unity3d.com/get-unity/download>)

Download Vuforia 9.8 (https://developer.vuforia.com/downloads/sdk), be sure to select the correct version number. Create a free Vuforia account if you do not have one.

Navigate to (<https://developer.vuforia.com/license-manager>) and generate a license key. Copy this somewhere for later use.

In Unity Hub, navigate to Installs, click “ADD”->patch releases->Unity 2019.4.28f. Download it.

**Setting up the project**

Download all project files from github (<https://github.com/JacobLove1/TrinketProject>) and place them in an empty file your choice.

In Unity Hub, navigate to Projects. Click “ADD”, navigate to the file you placed the project in, click “select folder”

In Unity Hub, change the Unity version to Unity 2019.4.28f1 if necessary. Select the modules for your phone type and computer type as additional installs.

Launch the project, installing/updating any unity packages when prompted

Launch Vuforia 9.8 from its downloaded location. So long as the project is the only open Unity project it will automatically attempt to install to the project. Install all the packages.

In Unity, navigate to window->VuforiaConfiguration. Paste in your license key from **Getting Unity and Vuforia** step 3.

The project should now be loaded in and functional. To view each part, navigate to the “Scenes” folder. “KnickKnack” is the main scene with both functional knickknacks, “PlaneFinder” is the scene for placing a single large knickknack.

**Running the project**

If you have a webcam, simply hitting “play” while under your desired scene will run the project.

To port the project to a phone, navigate to file, build settings

Select your phone type and connect your phone to your computer

Select “Build and Run”

These steps may differ slightly for your phone.