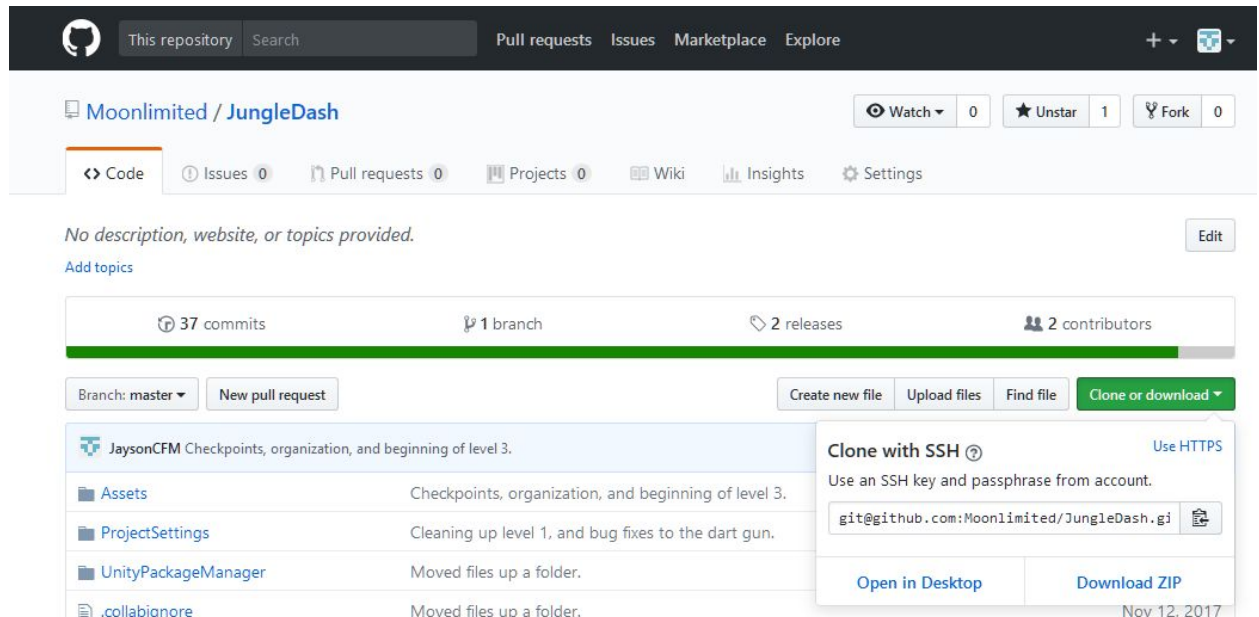


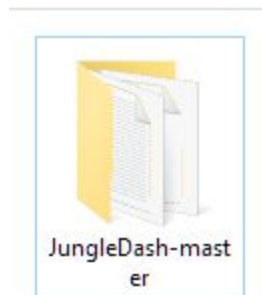
Jungle Dash: The Quest for Gas was built using Unity 2017.2.0f3, which is downloadable at <https://unity3d.com/get-unity/download/archive>.

Downloading and Opening the Source Code

1. To begin, first visit the GitHub repository at <https://github.com/Moonlimited/JungleDash> and select “Clone or Download” and click “Download ZIP”



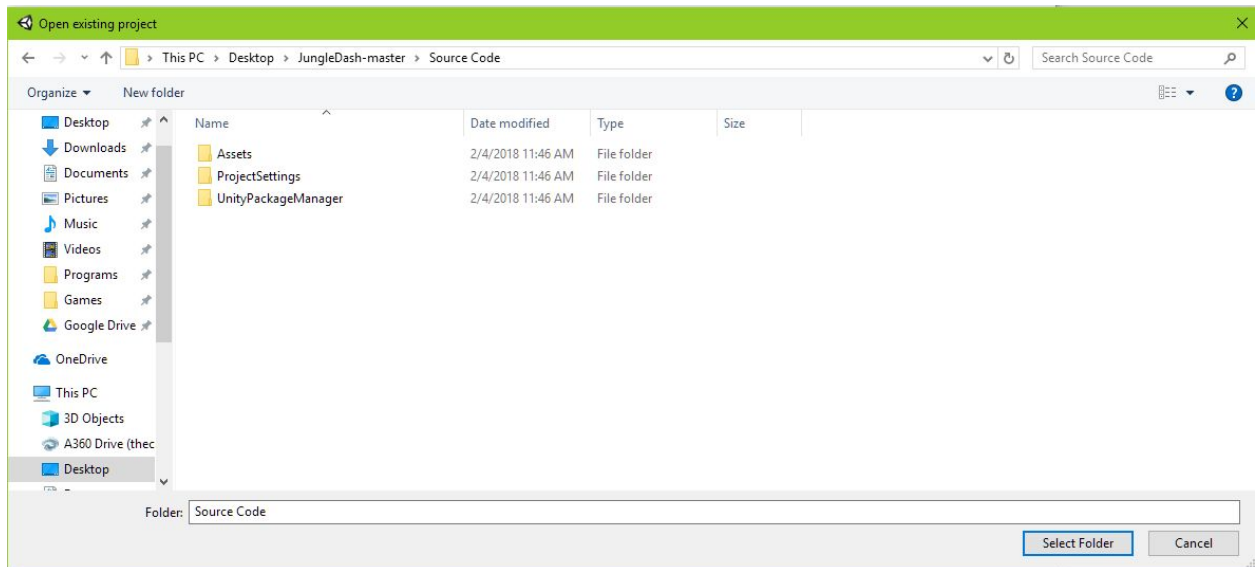
2. Extract the JungleDash-master folder to a location on the computer. The desktop is the most convenient place to do this.



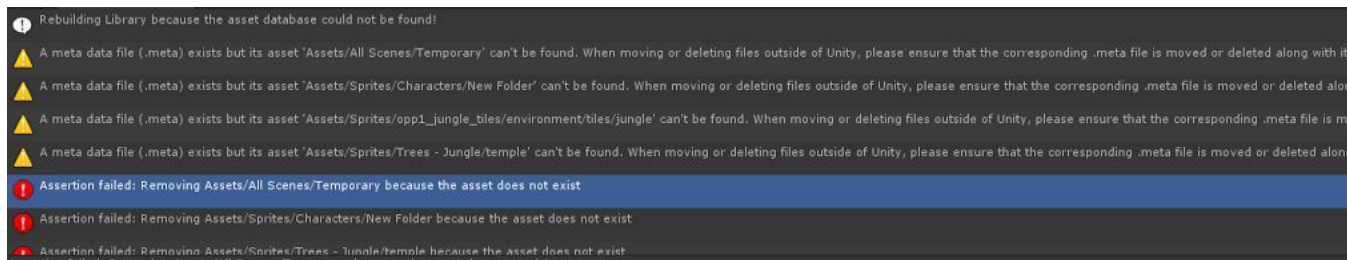
3. If Unity has not been run on the computer before, creating an account is required, but it is free. If Unity has been set up, then a window similar to the one below will appear.



- Click the Open button and point it to the Source Code subfolder in the JungleDash-master folder.

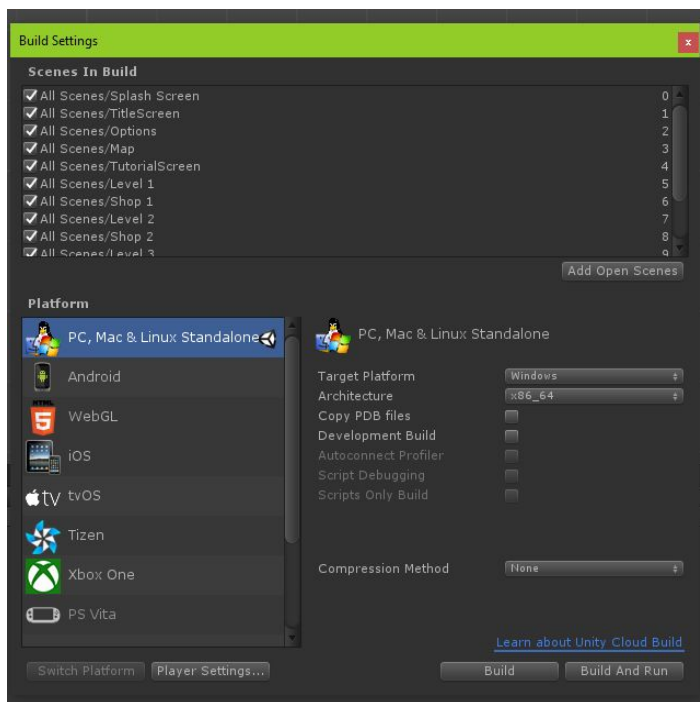


- If any warnings or errors appear below, these are normal when downloading the project from GitHub and may be ignored.

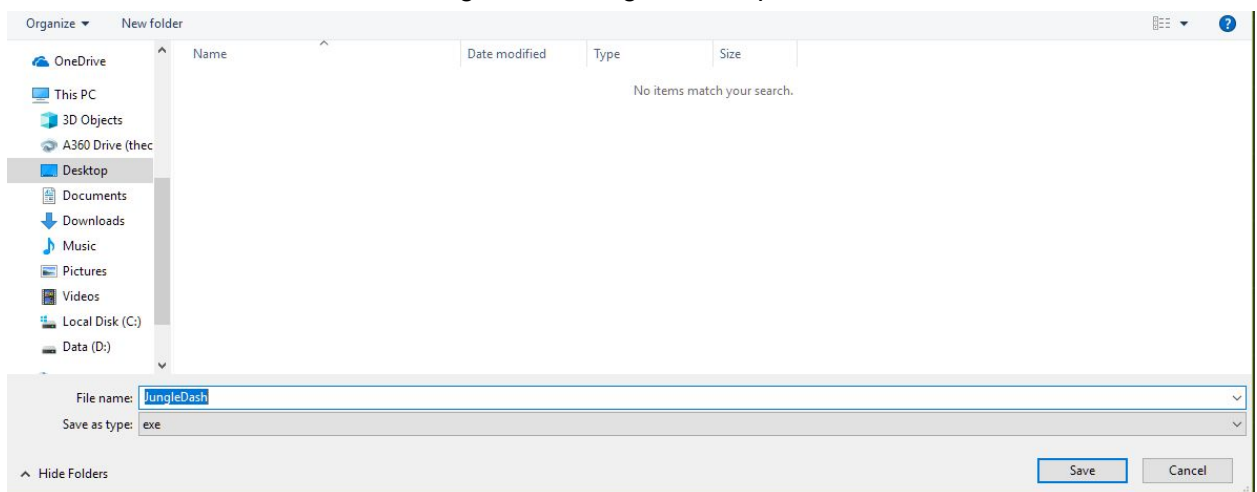


Building the Game

1. In the top left hand corner, select File and click Build Settings. A new window will appear with a list of scenes, and devices to build to.



2. By default, the target platform will be the Operating System installed on the PC that is running Unity. The Unity installer can be run again to select more platforms such as macOS or Linux on a Windows PC.
3. Click Build. Unity will ask where to put the files that will be built and to give a name to the executable file. Click Save and the game will begin to compile.



4. A new window will appear showing a folder, a .exe file with the name that was chosen, and UnityPlayer.dll. At this point, the game is built and ready to be played.