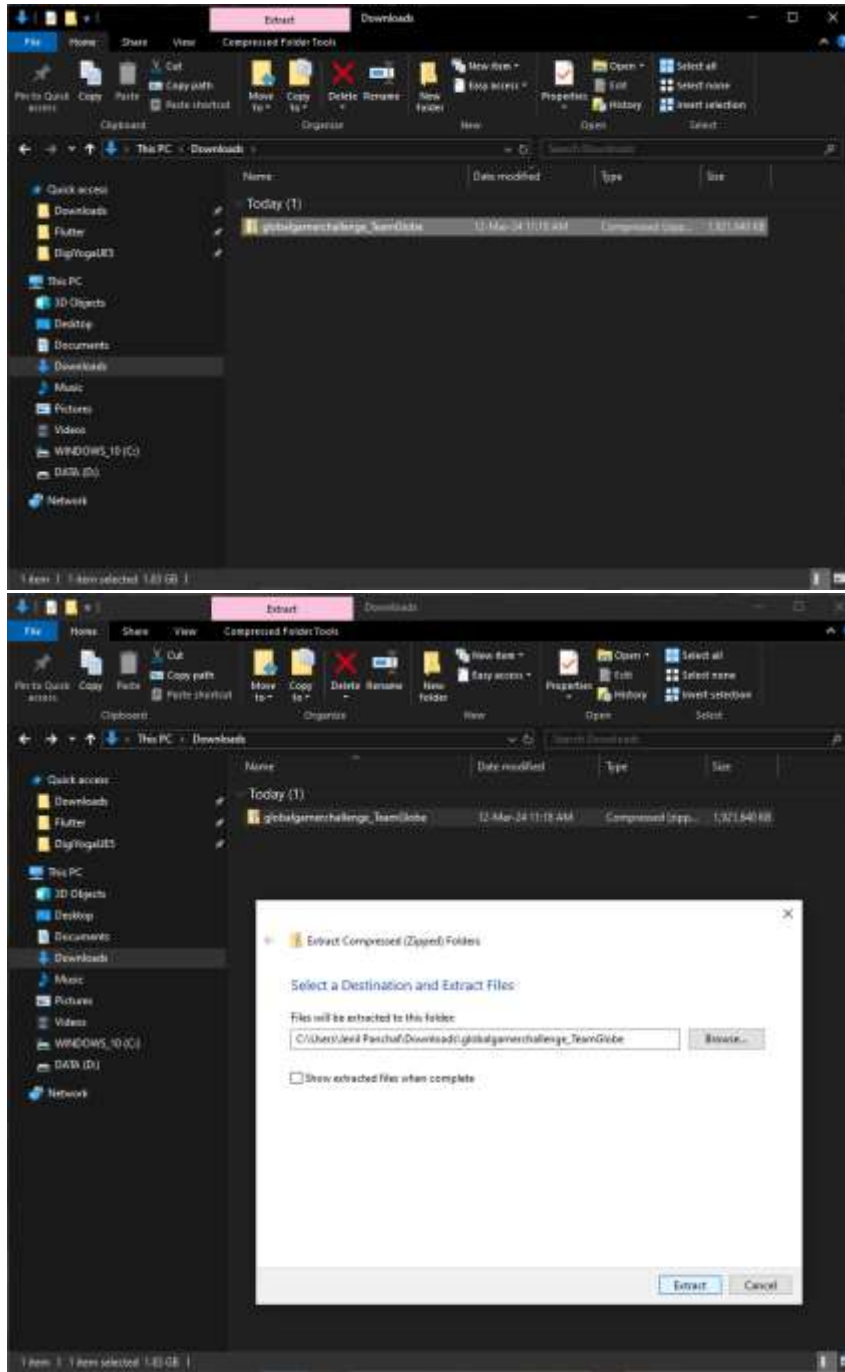
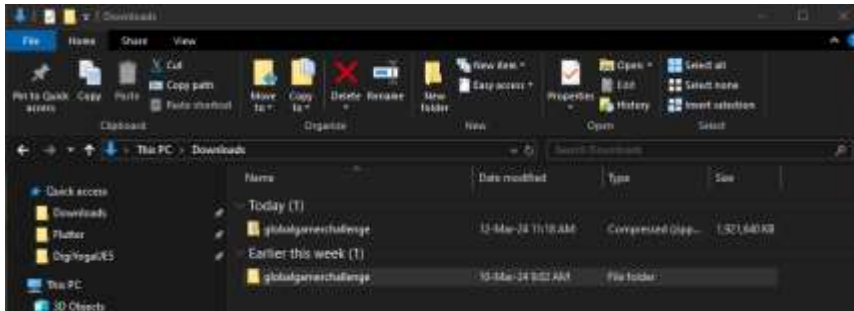


Team Globe Submission

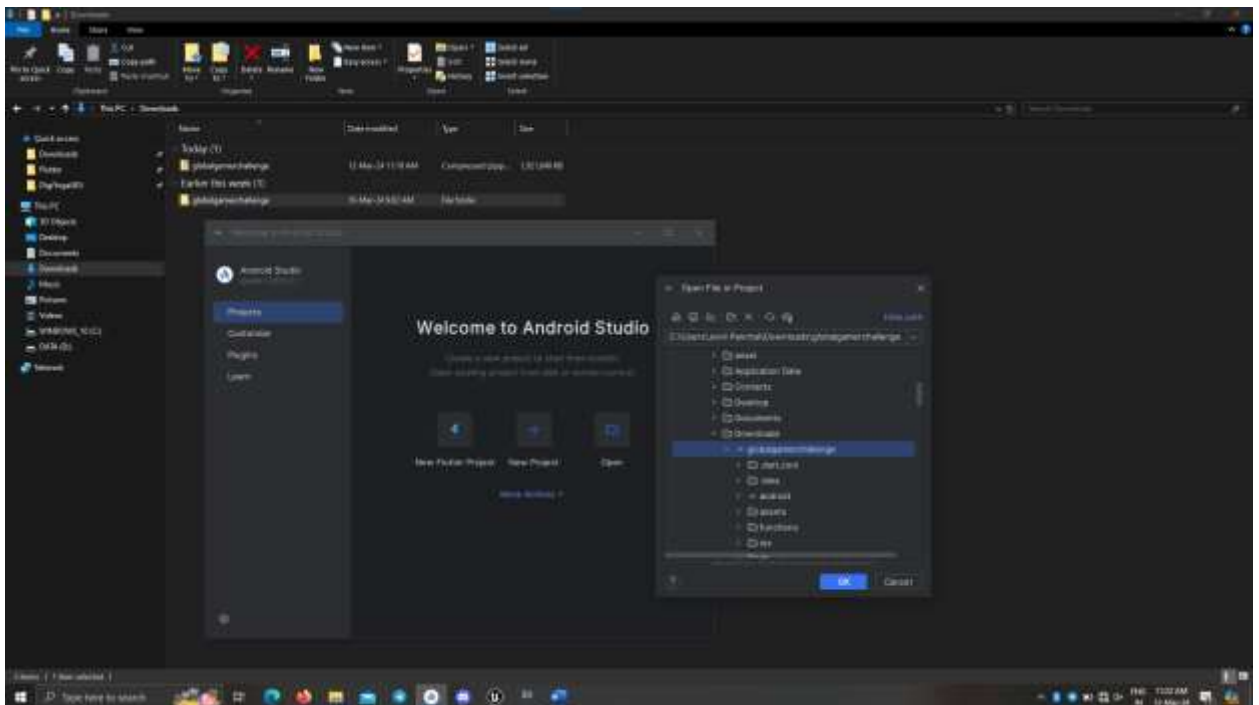
Read Me

1. Unzip the project

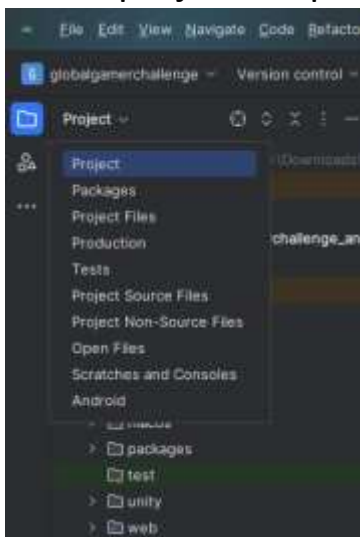




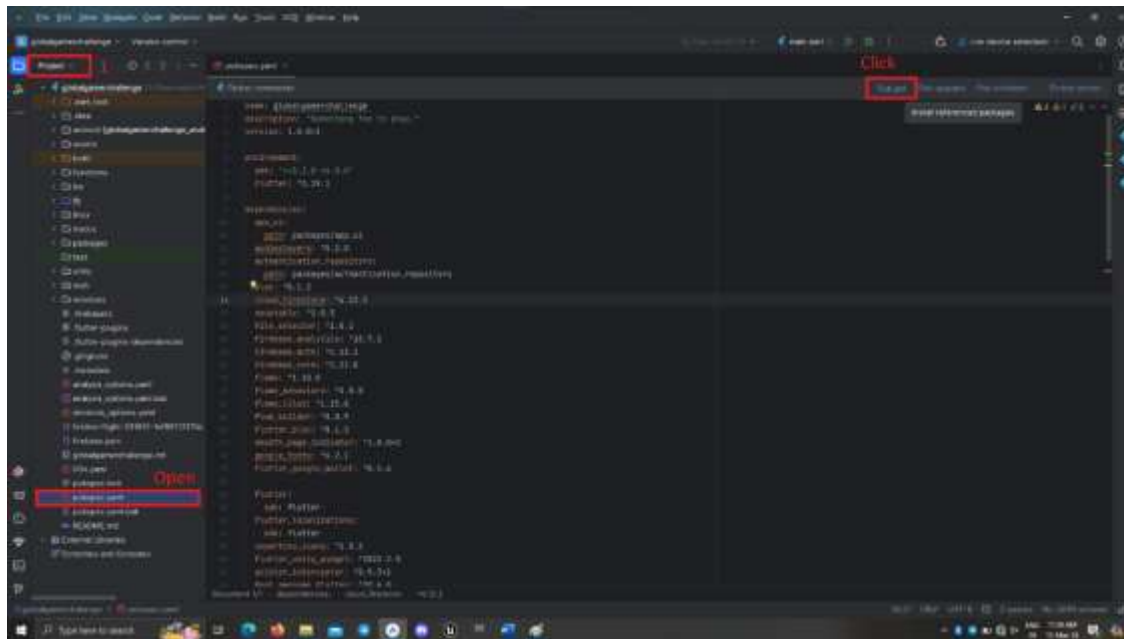
2. Open the flutter project in Android Studio



3. When project is opened, Make sure Project view is selected



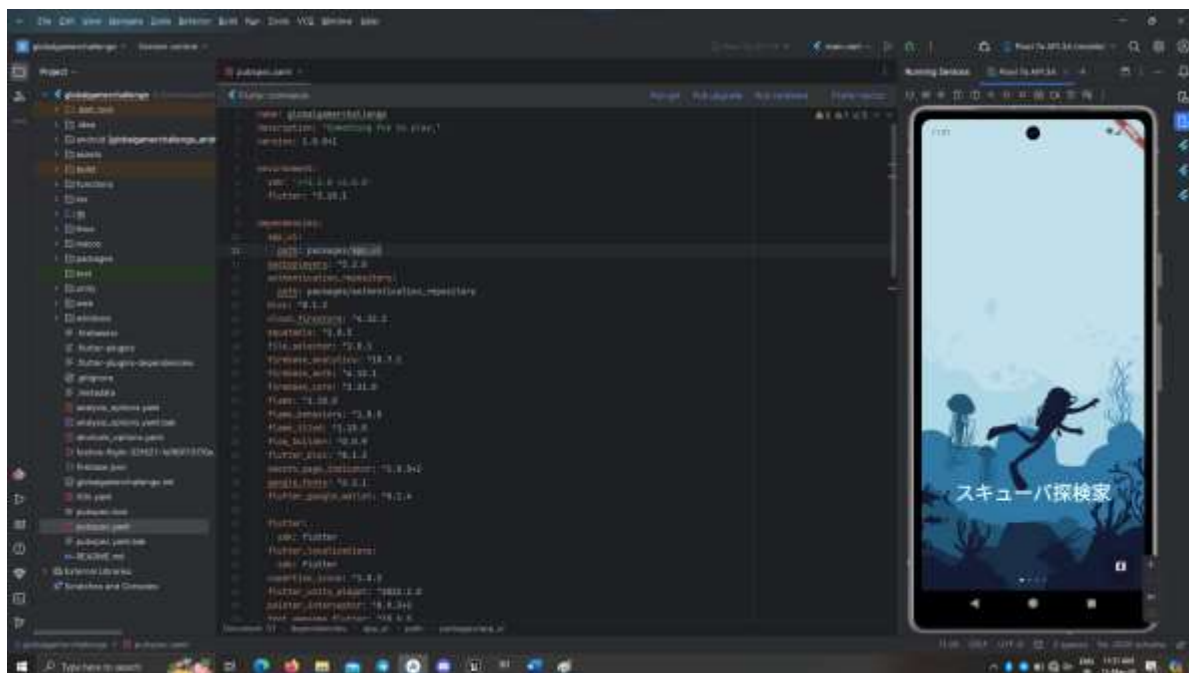
4. Open pubspec.yaml file and click “Pub Get”



5. Now start Android emulator and run the project:



Project should be running in Emulator



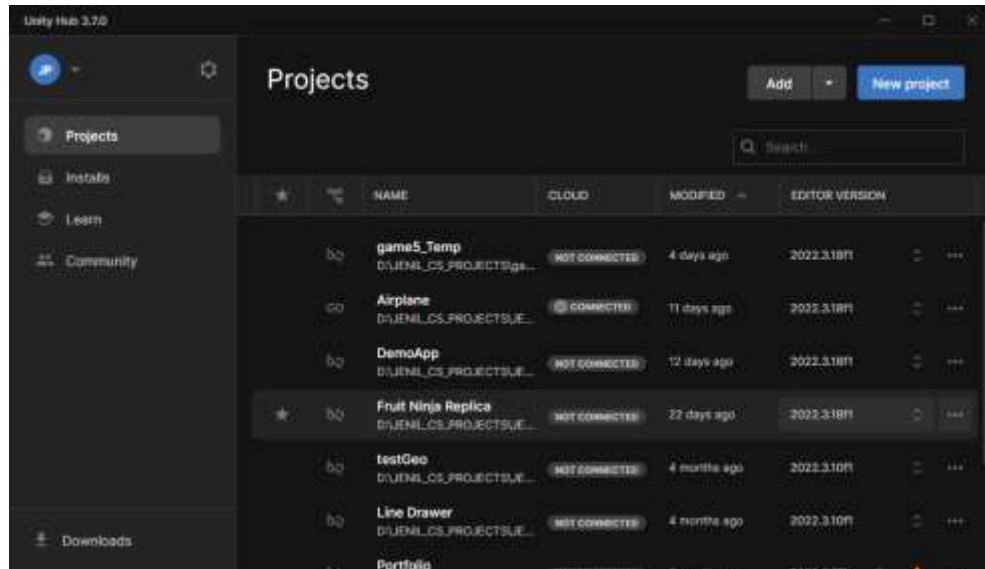
Troubleshooting:

1. During build if it shows error:

- Could not resolve project:unityLibrary

It means the unity part of our project needs to be built

i. Open the Unity Hub and click Add



Open Folder: Flutter Project “globalgamerchallenge” > unity > “Shrinking Planet” in Unity

