# Software specifications

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| Chapter number | Software required (With version) | Free/Proprietary | If proprietary, can code testing be performed using a trial version | If proprietary, then cost of the software | Download links to the software | **Hardware specifications** | OS required |
| 1-10 | Unity 5 or greater | Free | N/A | N/A | http://unity3d.com/get-unity/download | Must have a Graphic Processing Unit with DX9 (Shader model 2.0) capabilities. Apparently, anything made after 2004 should work. | Mac OS X 10.8+ or one of the following Windows versions: XP SP2+, 7 SP1+, 8 |

# Detailed installation steps (software-wise)

The steps should be listed in a way that it prepares the system environment to be able to test the codes of the book.

1. Software A:
   1. Go to <http://unity3d.com/get-unity/download> and create a user account.
   2. Download the current version of Unity. The file is larger than 1GB, so it could take a while depending on your Internet speed.
   3. Double-click the installation file and accept all defaults.