System Manual

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1 System Requirements

1.1 Minimum Requirement

- Operating System: Windows 7 or newer
- CPU: Intel i3 or better
- GPU: Intel HD Graphics 530 or better
- RAM: 2GB or larger
- Storage: 500MB
- Sound: Headphone recommended

1.2 Recommended Requirement

- Operating System: Windows 7 or newer
- CPU: Intel i5 or better
- GPU: nVidia GTX750 or better
- Storage: 500MB
- RAM: 8GB or larger
- Sound: Headphone recommended

2 Installation

You will want to get it directly from our GitHub repository:

1. Go to https://github.com/minh2134/Don-t-See
2. Choose the branch "master"
3. Download the branch as ZIP
4. Extract the zip file to the folder you desire
5. Click on MazeGame.exe to start your game!

3 Limitation

Though we tried our best, the truth is that this is the first Unity project that we made using our little time as students. So, this is definitely not a good one. Here is our documented limitation:

- The scene switching in the maze game does not work. So you for now can not access the mini game from the maze
  Interesting enough, the same function works as expected in the main menu
- The madlib do not show the inputed words
- Our build experience with Unity is faulty, so bugs are to be expected.

4 Debug and Development

4.1 Preparation

For debugging purposes, please clone our "develop" branch instead of "master branch:

Requirement: Have Unity Editor (2019.1.0f2-1 or newer)

1. On Windows, open Git Bash on the path you want, for Linux, open your terminal emulator and change directory to the path you want
2. Type this command then press "Enter":
   git clone https://github.com/minh2134/Don-t-See
3. Then, change directory to the folder "Don-t-See"
4. Type this command to switch to branch "develop":
   git checkout develop
5. You can then copy the folder to somewhere else then debug it in Unity Editor

4.2 File Hierachy

Please consult to the file hierachy below to find the file you need:

Assets/

- 3rdParty/
  Purpose: To contain all of the external assets that have a predefined hierachy
- Prefabs/
  Purpose: To contain all of the prefabs
- Scenes/
  Purpose: To contain all of the levels and mini-game scenes
- Scripts/
  Purpose: To contain all of the scripts handling behaviour and game logic
- Sounds/
  Purpose: To contain the game sounds, including background music nad SFX

4.3 Debugging

Here is some guildlines for debugging process:

- Try to isolate the problem. What level/mini-game did the error occur?
- Find the correspond scene and open it in Unity Editor
- Try to recreate the error, then export the Unity Debug Log
- Create an issue ticket on our Github page with the debug log file to notify us

4.4 Development

We appreciate all effort made to improve our game. Please refer to the README.md file of the Github repository and this System Manual for any information you need.
We also encourage you to contribute to the original project through Github forking system.

5 Contact

If the documentation still not satisfy you, please contact us through:

Email:

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