

#### Requirements:

1. Unreal engine 4.27.2
2. Oculus Quest 2 and the mobile app for it
3. Register as a developer on the Oculus website. This will require a credit card or 2 factor authentication.
4. With the mobile app connected to the headset, go to menu, devices, select the headset and enable developer mode
5. Download github repository and add to unreal engine, project should be correctly preconfigured
6. Download visual studio with these options:
  - a. Game Development with C++
  - b. C++ Profiling Tools
  - c. C++ AddressSanitizer
  - d. Windows 10 SDK (10.0.18362 or newer)
  - e. Unreal Engine Installer
7. Install Android Studio 4.0 according to this guide:  
<https://docs.unrealengine.com/4.27/en-US/ShippingAndReleasing/Mobile/Android/Setup/AndroidStudio/>
8. Make sure only API level 29 is installed (Android 10.0)
9. Locate and run  
`[EngineInstallLocation]\[UE_Version]Engine\Extras\Android\SetupAndroid.bat`

This link may be

helpful: <https://developer.oculus.com/documentation/unreal/unreal-quick-start-guide-quest/>

#### Build/Packaging Process:

1. Open the project in the unreal editor
2. Click File->Package Project->Android->Android(ASDC)
3. Wait for packaging process to complete, this will take a good while especially if it hasn't been done before on your machine
4. Once build is complete, navigate to the complete build file
5. Plug the Oculus Quest 2 into your pc and run the  
Install\_StemmingTheDisaster-Android-Shipping\_Universal.bat file to install the APK onto the headset
6. Now inside the headset navigate to the library and show the unknown sources category, and the game will be playable from there.

If you are having issues with the packaging process, the problem is likely an improper installation of android studio.