# Introduction

All day 1 developers should read this document and complete the following instructions entirely before beginning any work.

# Software Stack

Below are links to all the software we use. Be sure to install the proper versions.

## Unity (Game Engine)

<https://unity3d.com/get-unity/download>

1. Click the link above
2. Click “Download Unity Hub”
3. Click “I agree” on the License Agreement page of the Unity Hub Setup wizard
4. Set your Unity Hub installation location
5. Click “Install” and wait until the wizard finished installing Unity Hub
6. Check “Run Unity Hub” and click “Finish”
7. Click on “Installs” tab to the left of the Unity Hub
8. Click the blue “Add” button at the top right of the Installs page
9. Select “Unity 2019.4.3f1” release version and click “Next”
10. Select “Microsoft Visual Studio Community 2019” module and click “Next”. Wait until the install finishes.

## Blender (3D Modeling and Animations)

<https://www.blender.org/>

1. Click the link above
2. Click the blue “Download Blender 2.83.2” button. Wait until the installer finishes downloading.
3. Execute the installer.
4. Click “Next” on the Blender Setup wizard

## GitHub (File Repository System)

<https://github.com/>

<https://desktop.github.com/>

1. Click the first link above
2. Click “Sign up for GitHub” or Log In using your own github credentials
3. Click the second link above
4. Install GitHub Desktop
5. Clone this repository: [git@github.com:MichaelBuxbaum/Project\_Homeland.git](mailto:git@github.com:MichaelBuxbaum/Project_Homeland.git)

## Visual Studio (Programming Environment)

## Linux Multi Media Studio (Audio Design Software)

## GIMP (Graphics Design)