# Cybercolor - Setup

Repo: <https://github.com/MichaelDusk2361/GAME_Project>

* Create a Project 2021.3.0f1 3D URP or higher
* Go to Window > Package Manager
  + Switch to “Packages in Unity registry”
  + Import Cinemachine (2.8.6)
  + Import input system (1.3.0)
    - click No when prompted to change the player settings
* Go to Project Settings > Player > Other Settings > Active Input Handling
  + Select “Both”
* Go to Assets > Import Package > Custom Package
  + Import cybercolor.unitypackage

Open any of the Levels from the Scenes folder. When playing, the game will wait for the first input, after which it will start after 10 seconds. Every input of a unique controller / keyboard will add a player. After each round, a random level will be selected to be played next.