

User Manual

- **Technologies**
 - Unity version 2017.3.1f1
 - Visual Studio Code
- **File Structure**
 - Assets
 - Starting and Main scenes
 - Media
 - This folder contains the sound-byte we used to play during the collision.
 - Model
 - This folder contains all the scripts for creating the quad-edge graph as well as instantiation of all the traversal objects.
 - See the documentation for detailed explanation of each script.
 - Prefab
 - This folder contains all the prefab objects that are built during the execution of the game.
 - Interfaces for managing the properties of the prefabs.
 - See documentation.
 - SkySerie Freebie
 - A free Unity Asset that includes numerous skyboxes.
 - StreamingAssets
 - This folder contains pre-built graphs using the .obj file extension.
 - Graphs can be added to this folder using most modern 3D Modeling software.
 - UserInterface
 - Images
 - Contains glyphicons for the pause and play buttons.
 - MainMenu
 - This folder contains button prefabs used in the Main Menu as well as the scripts that control them.
 - See documentation.

- Prefabs of the buttons used on the main game screen as well as their scripts.
 - See documentation.
- Camera control script that uses W, A, S, and D to pan, left click for rotation, and shift and control for zooming in and out.
 - See documentation.
- **How to Build**
 - Windows
 - To add more models, create graphs using 3D modeling software and place them into the StreamingAssets folder.
 - All additional models must be valid models.
 - Must be orient-able surfaces, must have 2 sides.
 - No sudden flips of face normals in 3D modeling softwares.
 - MacOS
 - Use Unity Build Settings to build for Mac platform.
 - Navigate into the Build → Contents → Resources → Data and move the StreamingAssets folder into the Contents folder.
 - Must move this folder to recognize the files inside the StreamingAssets folder.