

*These instructions are based on users having a basic understanding of using a Chromecast as well as retrieving the IP address of the hosting smartphone.*

**To install:**

1. Connect your phone to your pc.
2. Drag the .apk from the “compiled” folder to your phone.
3. Install the .apk from your android phone.

**To Play:**

Connect the smartphone of the host to the Chromecast using the Chromecast application (which can be found in the Play Store). Then start the Scrabble Battle application on the smartphone of the host. Select the option to display the game view on the screen connected to the Chromecast. Then, select to option to host the game. Now clients, which are connected to the same wireless network as the Chromecast and the host, will be able to join, by starting the Scrabble Battle application and clicking join (using the IP Address of the smartphone of the host). Now all players will be able to select letters in a shared set of letters.

Alternatively, open the project in Unity and play it on your PC. Inside unity there is a Chromecast simulator you can use.

**To view the code:**

Viewing the entire project requires Unity 5.1 or above. You can download it for free. Open the 'mvp' scene from “Asset/Scenes” inside unity.

To just view all our scripts, access “Asset/Scripts”. All scripts are written in c#. It is important to remember scripts are inherently linked to Unity GameObjects and their Components, which can only be viewed from the editor.