

# User Manual for the Turn-Based VR Game

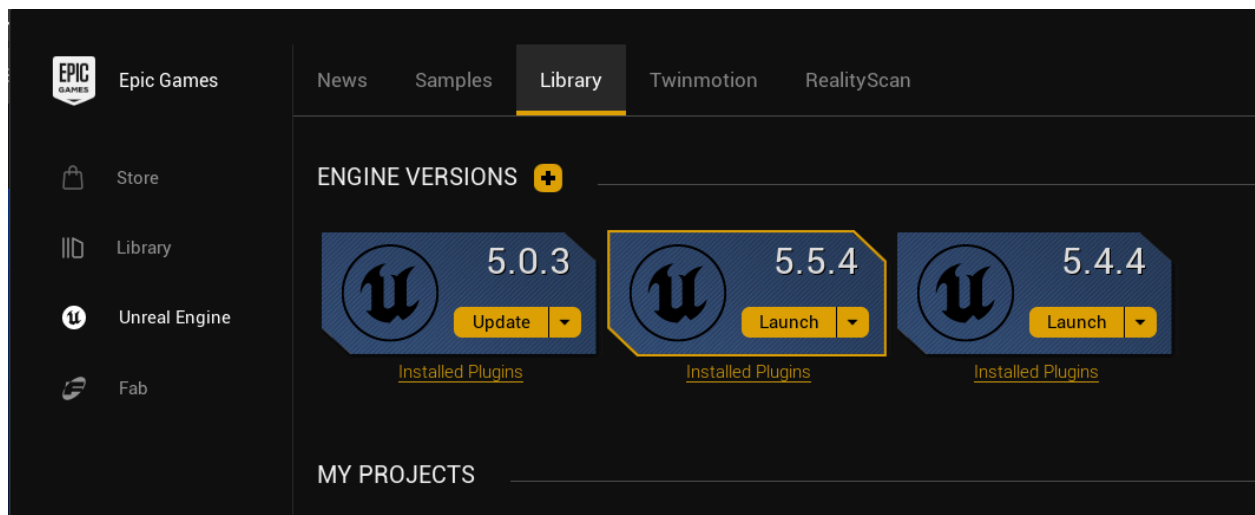
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## Hardware Requirements

This game was created using a Valve Index. Controls are specialized to use the Valve Index and not tested with other VR devices as I do not own them.

## Software Requirements

The Epic Games Launcher and Unreal Engine are a requirement to view the source code of the game. To download the Epic Games Launcher go to: <https://store.epicgames.com/en-US/download> and download the Epic Games Client. On the Epic Games client,



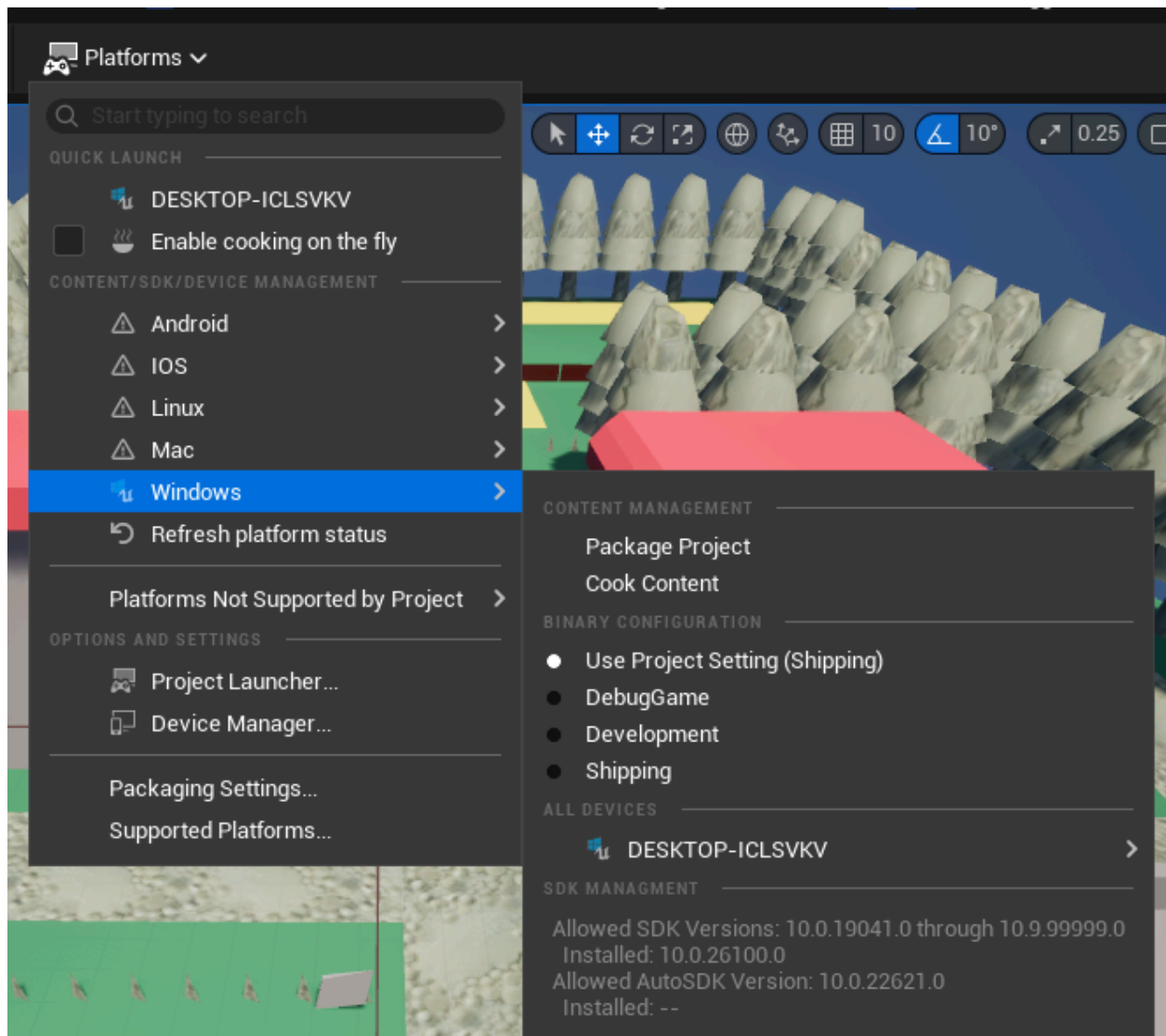
On the Epic Games client, you will see a section called **Unreal Engine**. There you can download **Unreal Engine ver 5.5.4** which is the version the game was created in.

## Source Code

The source code is located on Github. To download the source code, simply clone the repository from <https://github.com/RaziqK/Quikish>.

# How to Package the Game

Project settings are already set up in Github.



To package the game you need to click **Platforms -> Windows -> Package Project** which will provide an executable of the game to play it. The github will already provide an executable version of the game.

# How to Run the Game

To run the game, simply open the Windows folder and run the **Quikish.exe** file. This will open the game as it is already packaged.