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INSTRUCTIONAL GUIDE

To Develop the Phonebook App, I chose to go for Android and the entire project was developed using C#. Below I explain how the app can be built and tested.

Building/Deploying Project in an IDE

Requirements

- Unity Engine (Unity 2020.3.28f1 is recommended).
- Android Environment.

The Phonebook App was developed and built in Unity Engine and to avoid build issues, 2020.3.28f1 is highly recommended. The Instructions are as follows:

1. Install Unity

1.1. Download and Install Unity Hub through this website.

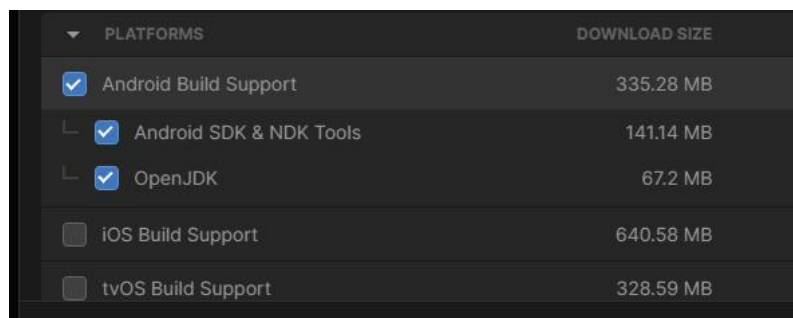
<https://unity3d.com/get-unity/download>

1.2. Select Unity version to install through website below (Unity 2020.3.28f1

highly recommended). <https://unity3d.com/get-unity/download/archive>

1.3. You will then be directed to Unity Hub.

1.4. Add Android Module in Unity Hub (Make sure then entire Android Build support is selected).

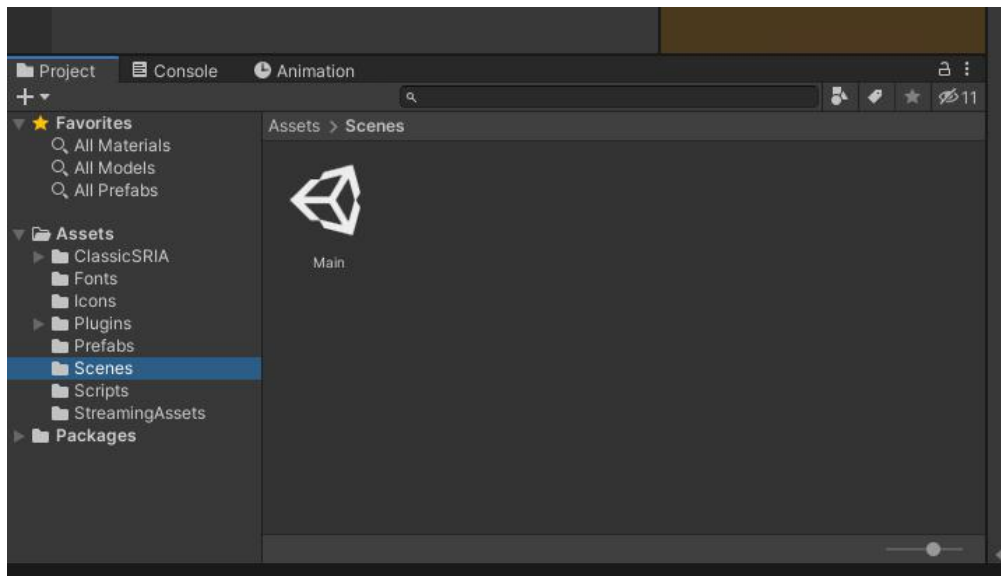


PLATFORMS	DOWNLOAD SIZE
<input checked="" type="checkbox"/> Android Build Support	335.28 MB
<input checked="" type="checkbox"/> Android SDK & NDK Tools	141.14 MB
<input checked="" type="checkbox"/> OpenJDK	67.2 MB
<input type="checkbox"/> iOS Build Support	640.58 MB
<input type="checkbox"/> tvOS Build Support	328.59 MB

- 1.5. Click next until install starts.
2. Download project from GitHub (preferably as zip).
3. Open Unity Hub.
 - 3.1. Go to Projects.
 - 3.2. Click Open then choose folder of project.
 - 3.3. Project should then be listed, click on it to open.

4. Build Project

4.1. Go to Project then Scenes\Main.



4.2. Open Main Scene

4.3. Go to File -> Build Settings -> Add Open Scenes -> Switch Platform to Android

4.4. Player Settings -> Android settings (Click Android Icon).

4.5. Then go to Publishing Settings-> Keystore Manager -> Keystore (Drop down list).

4.6. Create New Keystore Anywhere.

4.7. Sign Keystore and add a password of your choice.

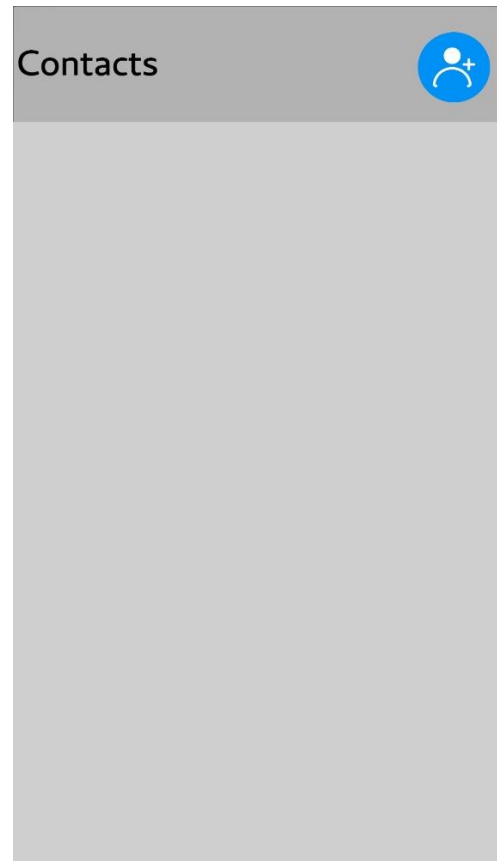
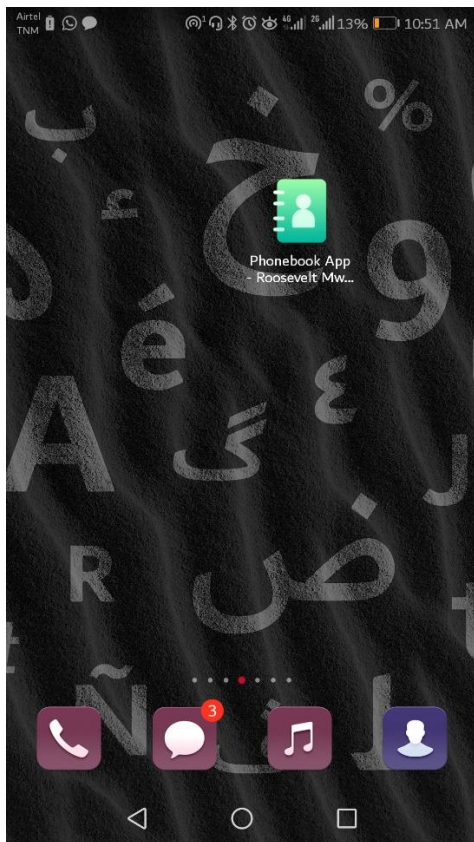
4.8. Build Project.

APPLICATION FEATURES AND USER MANUAL

The APK is also already pre built and is ready for testing. When installed

Features

- Once installed the Icon for the App will appear like below.
- Once opened, the App will look like below and new contacts can be added using the blue button on the top right corner.



- The form for filling the contact information will appear like below.

Save Contact

First Name..

Middle Name..

Last Name..

Email...

Phone Number...

Save

Cancel

Save Contact

Roosevelt

Kasimba

Mwandira

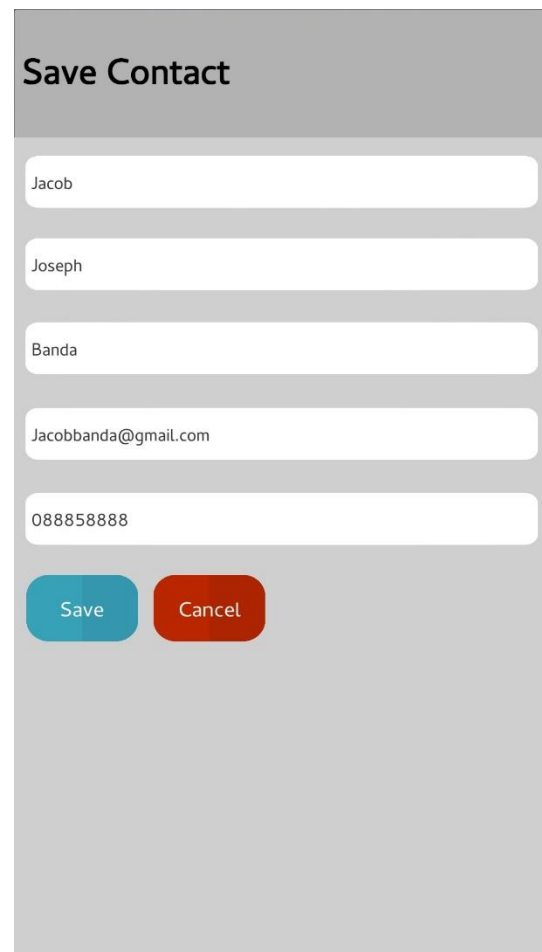
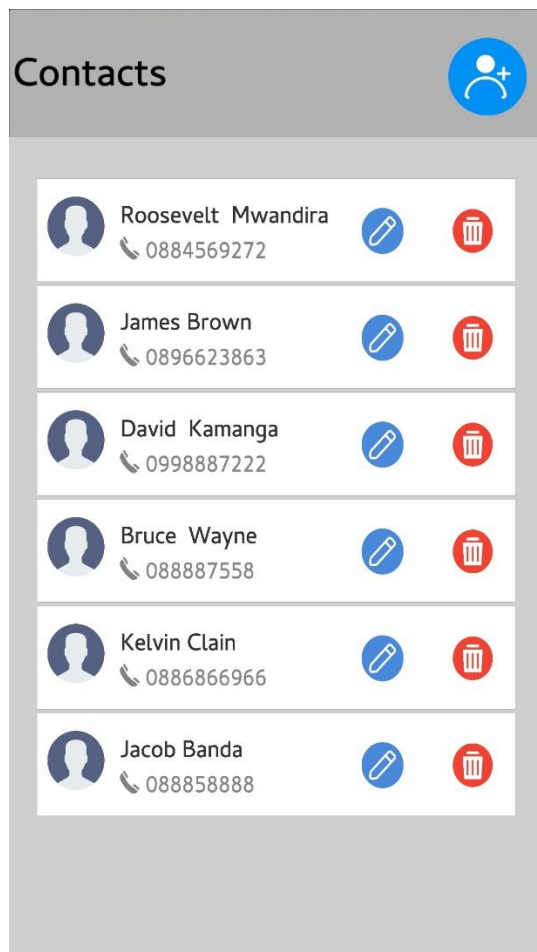
roosemwandira@gmail.com

0884569272

Save

Cancel

- Once the Contacts have been added they will be listed as shown below.
- Any contact can be edited as seen below. For instance, we will try to edit the contact for Jacob Banda as shown below.



- We will edit Jacob Banda to Jacob Phiri as well as seen below.

Save Contact

Jacob

Joseph


Phiri



















Jacobbanda@gmail.com

0888588113

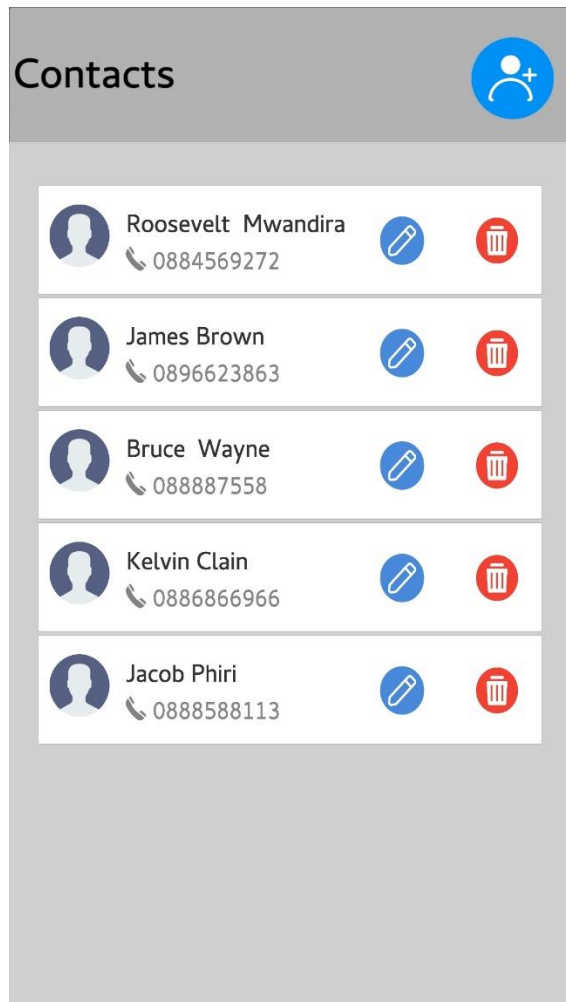
[Save](#) [Cancel](#)

Contacts



	Roosevelt Mwandira 0884569272		
	James Brown 0896623863		
	David Kamanga 0998887222		
	Bruce Wayne 088887558		
	Kelvin Clain 0886866966		
	Jacob Phiri 0888588113		

- We can also delete contacts as seen below. The contact for David Kamanga was deleted



Database Schema

- In the Database, it was not necessary to have multiple tables so there is only one table which is the Contacts table.

Classes

- The classes used can be located in the project folder in Assets/Classes.