

## Building Terminal Tales

1. Access the repository at [https://github.com/Studio-14/Terminal\\_Tales](https://github.com/Studio-14/Terminal_Tales).

2019-2020 BPA Software Engineering Team entry Edit

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264 commits 1 branch 0 packages 0 releases 3 contributors

Branch: master New pull request Create new file Upload files Find file Clone or download

JaysonCable	Update README.md	Latest commit 4cf32e0 1 minute ago
Assets	Typo fix in a comment	5 minutes ago
Documentation	Added Game Design Document	8 minutes ago
Packages	Removed ProGrids	7 days ago
ProjectSettings	Final cutscene and win screen	2 days ago
.gitattributes	Initialized Git LFS for larger files.	2 months ago
.gitignore	Update gitignore	2 months ago
README.md	Update README.md	1 minute ago

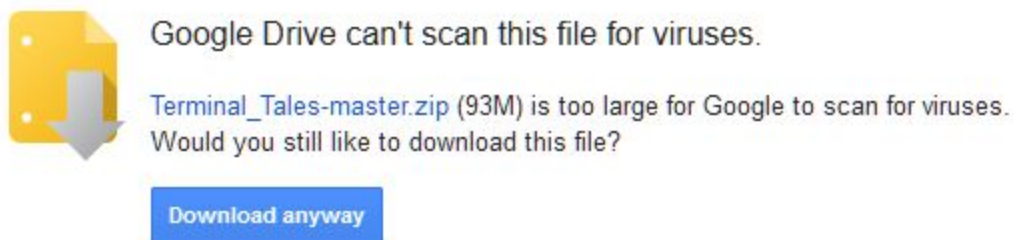
README.md

# Terminal\_Tales

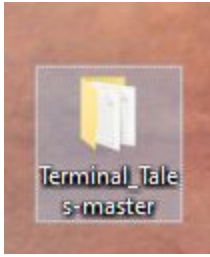
2019-2020 BPA Software Engineering Team entry by Jayson Cauble, Andrew Blondo, and AJ Ellis.

[Download the Source Code Here](#)

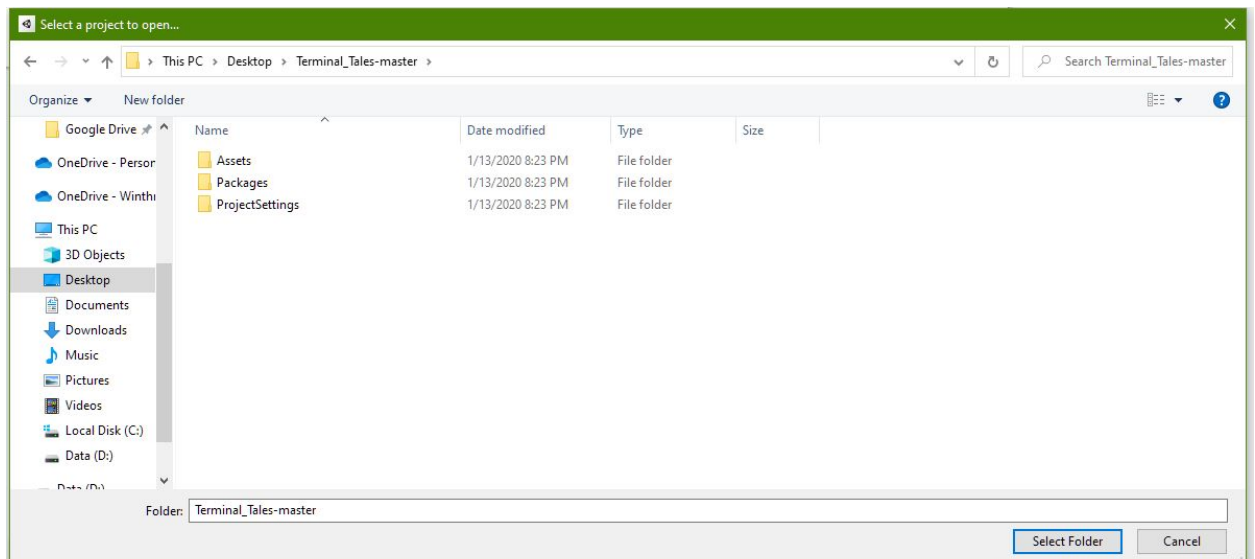
2. Click “Download the Source Code Here”. Click “Download anyway”.



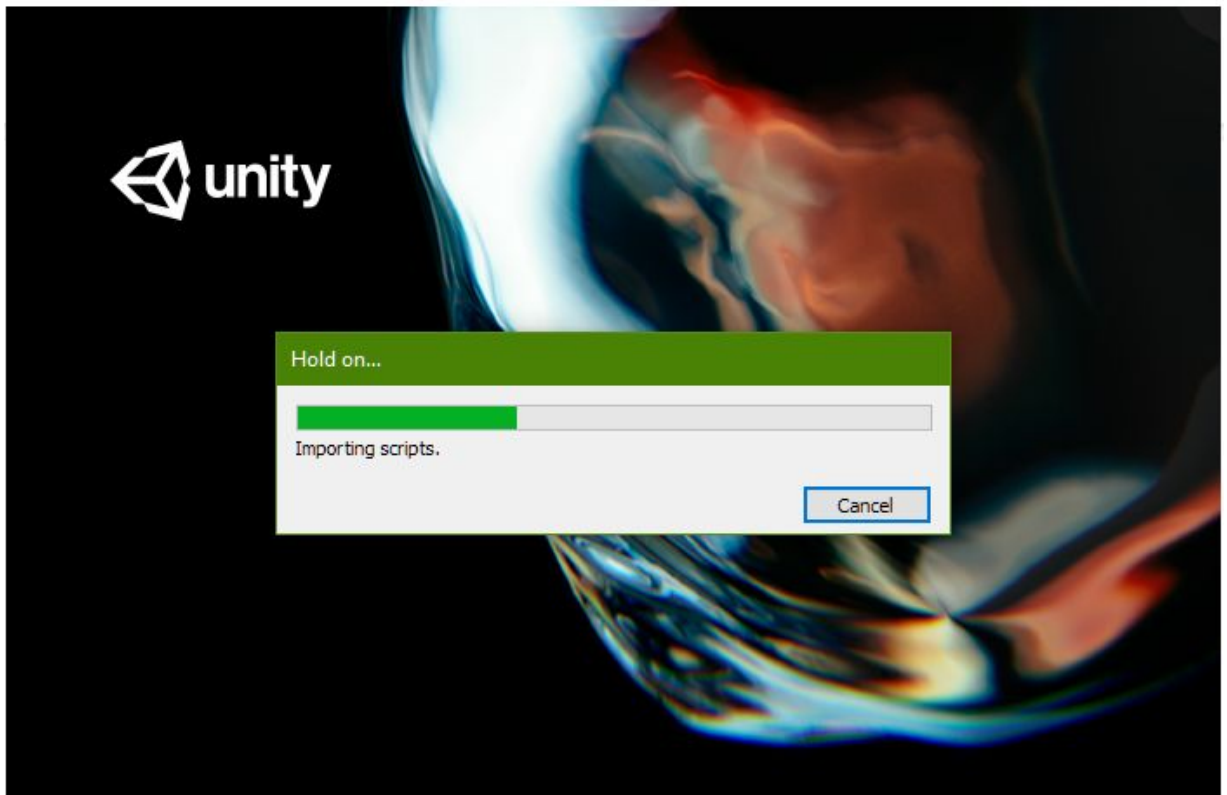
3. Extract the contained folder titles “Terminal\_Tales-master” into a location that is easily browsable to.



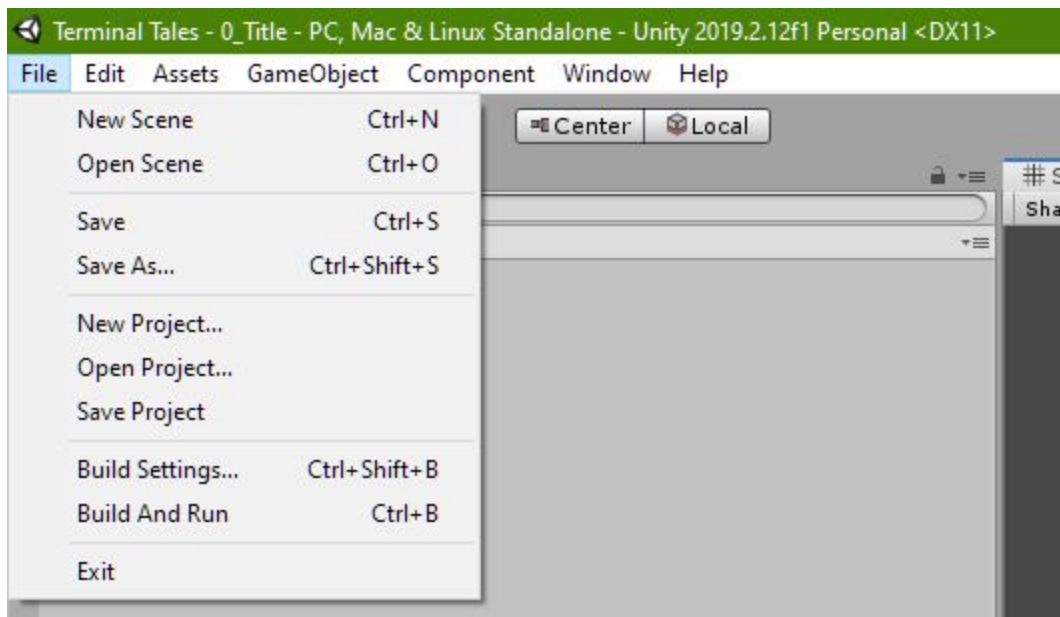
4. Using Unity 2019.2.12 (Or the Unity Hub with 2019.2.12 installed), click “Add” and select the “Terminal\_Tales-master” folder. Compatibility is not guaranteed with Unity versions other than 2019.2.12.



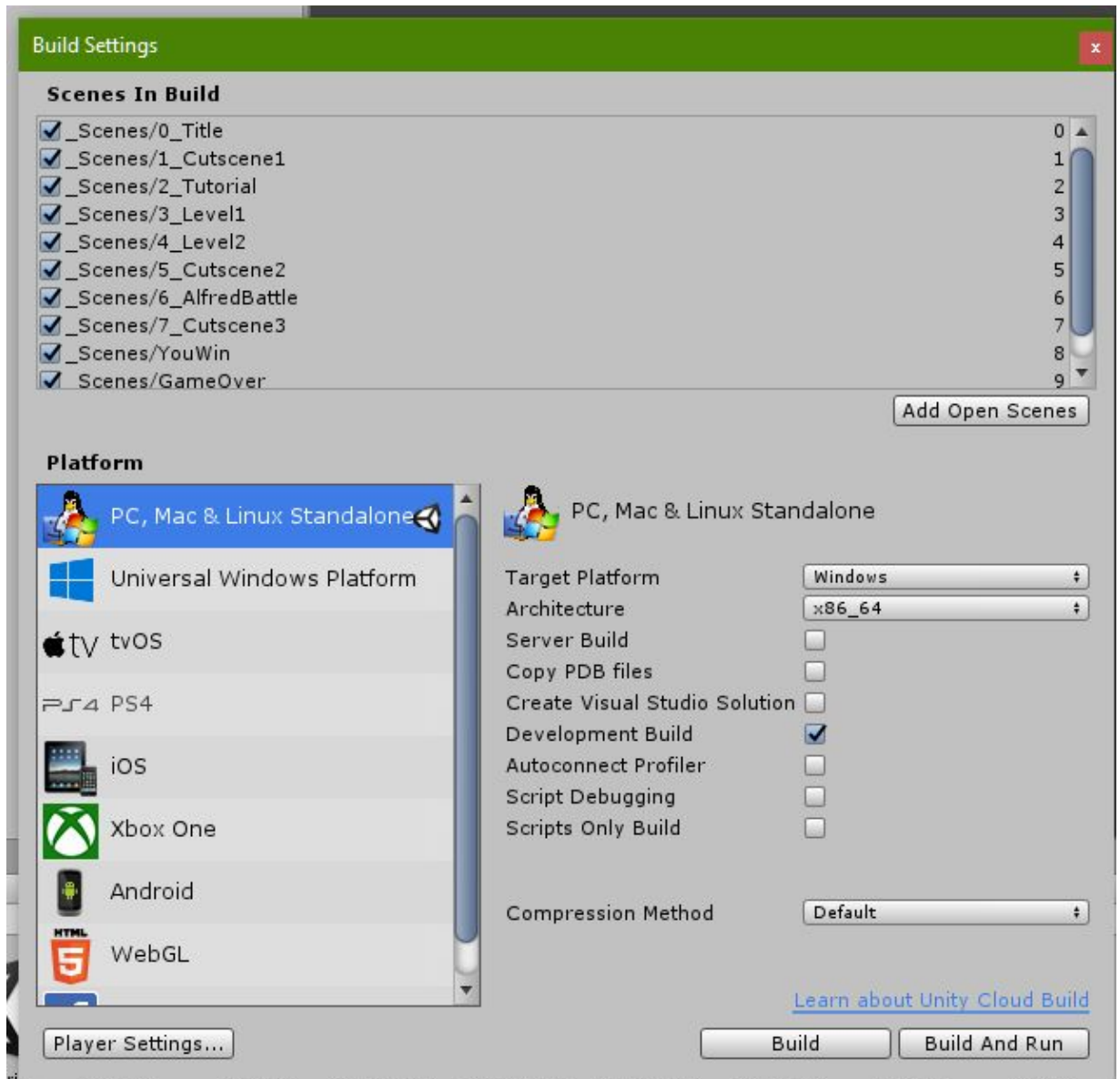
5. Wait for Unity to finish importing everything for the first time.



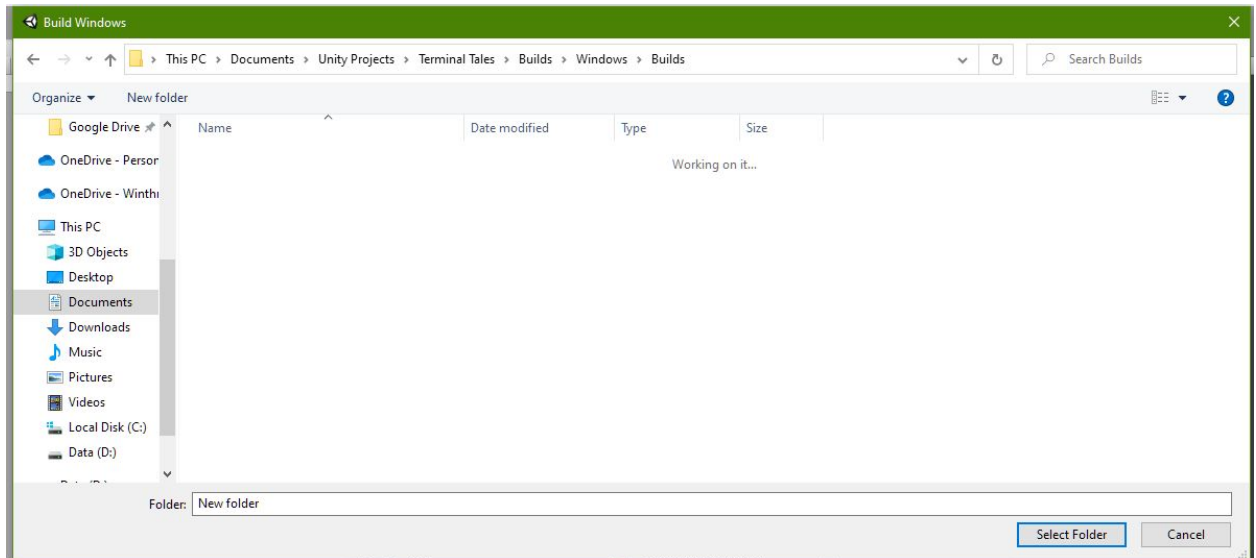
6. Click File, then Build Settings...



7. Select the platform to build to, and click “Build”.



8. Choose a folder for Unity to place all necessary files into. Click “Select Folder” and wait for Unity to build.



9. Double click “Terminal Tales.exe” and play!

Name	Date modified	Type	Size
MonoBleedingEdge	1/5/2020 12:03 AM	File folder	
Terminal Tales_Data	1/12/2020 9:35 PM	File folder	
Terminal Tales	1/12/2020 9:35 PM	Application	636 KB
UnityCrashHandler64	10/29/2019 9:21 AM	Application	1,606 KB
UnityPlayer.dll	10/29/2019 9:21 AM	Application exten...	40,923 KB
WinPixEventRuntime.dll	10/29/2019 8:57 AM	Application exten...	33 KB