

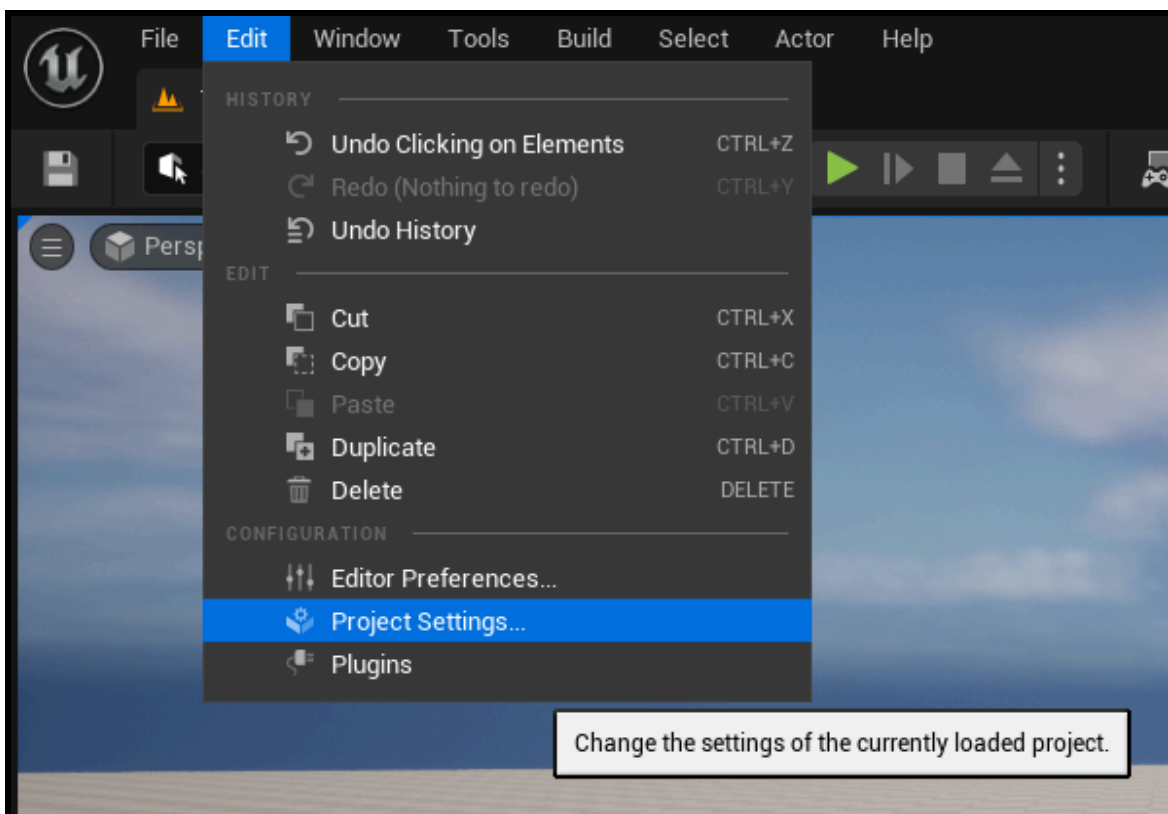
Build Instructions

Hat Trick

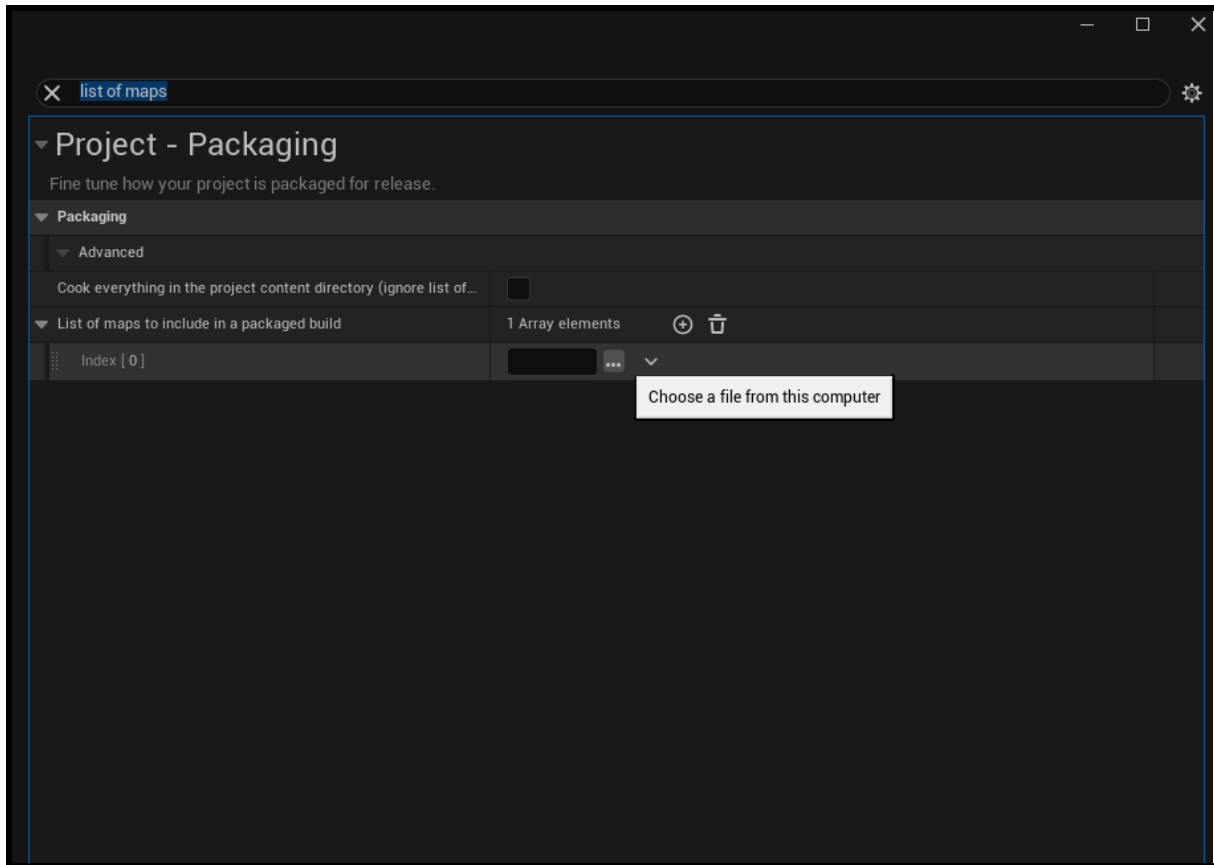
Build Path (with instructions): ...\BEAR\Build\

Build Instructions

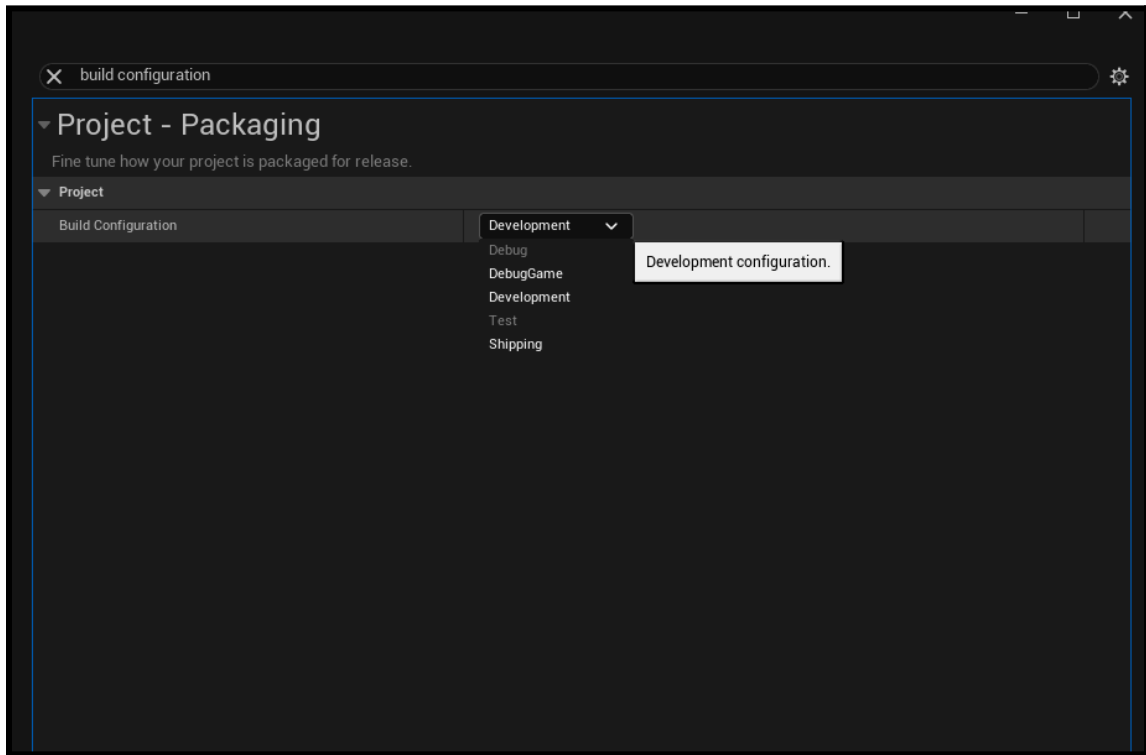
1. In the Unreal Editor, go to Edit->Project Setting to open the Project Settings window.



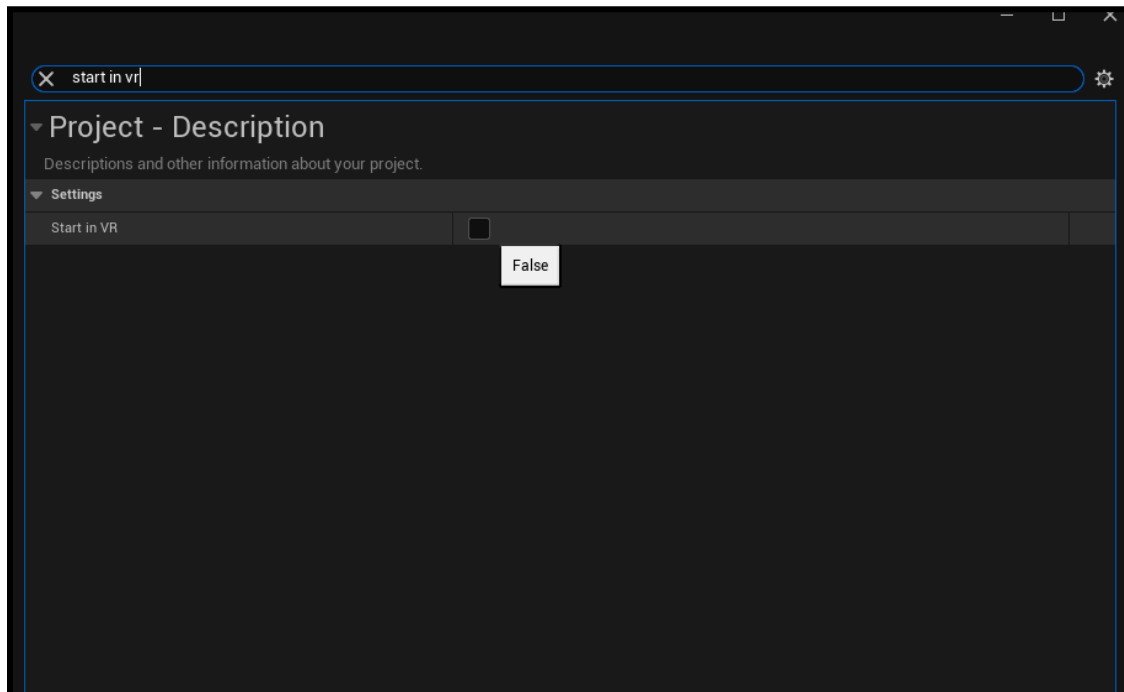
2. **(Only if you add a level)** Click on the search bar and type “List of maps”. Then, on the line “List of maps to include in a packaged build”, click on the + icon to add a new map. Clicking the three dots to the right of Index[n] will allow you to choose a level from the scene list. Repeat for each level that should be included in the final build.



- Once all levels have been added, click on search and type “build configuration” and set Build Configuration to “Shipping”



- Click on the search bar again and type “start in vr”, making sure the box is unchecked.



5. With all of those things completed, close out of the Project Settings window to get back to the editor. Check all of the levels to make sure that lighting does not need to be rebuilt. If it does, rebuild it before continuing.
6. To the right of the play button and controls, click on the Platforms dropdown. Then, hover over the Windows dropdown, select the correct configuration (see step 3), and click Package Project. Place in the Build folder(...\BEAR\Build\)

