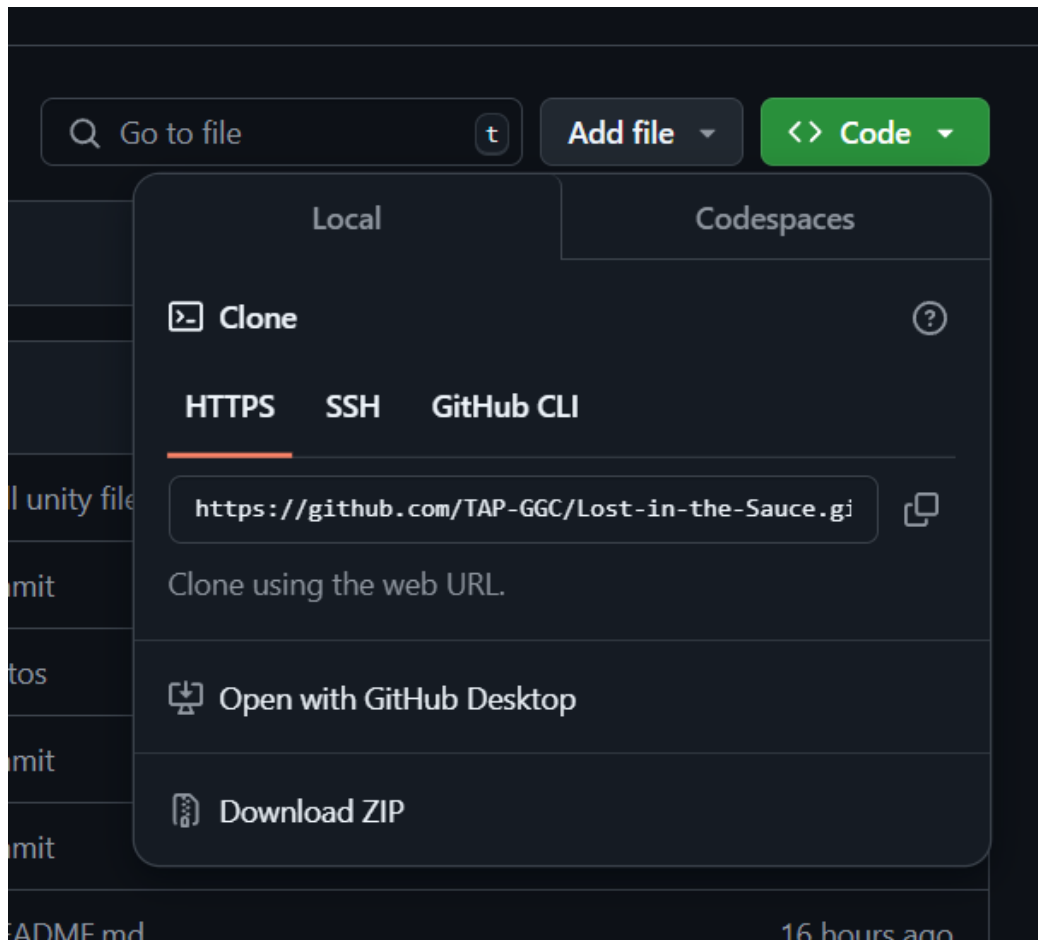


LOST IN THE SAUCE

PRESENTERS: Taisann Kham, Brittany
Giordano, Edgar Alvarez

UNITY Prep / Import Game

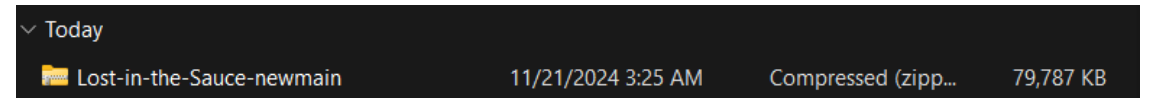
1. Click this [link](#) and click the dropdown next to the green code button on the top right of the screen.



2. Next click on Download Zip on the bottom the popup shown in the previous image.

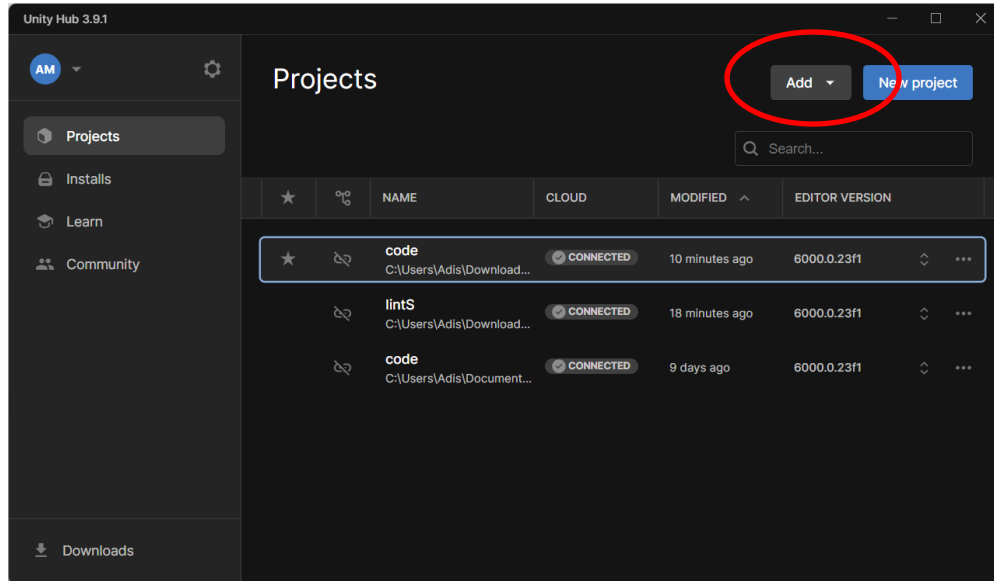


3. You should see this folder in your file explorer under downloads. Right click on it and click extract all.



UNITY Prep / Import Game

4. Open Unity Hub and click on the Add button.

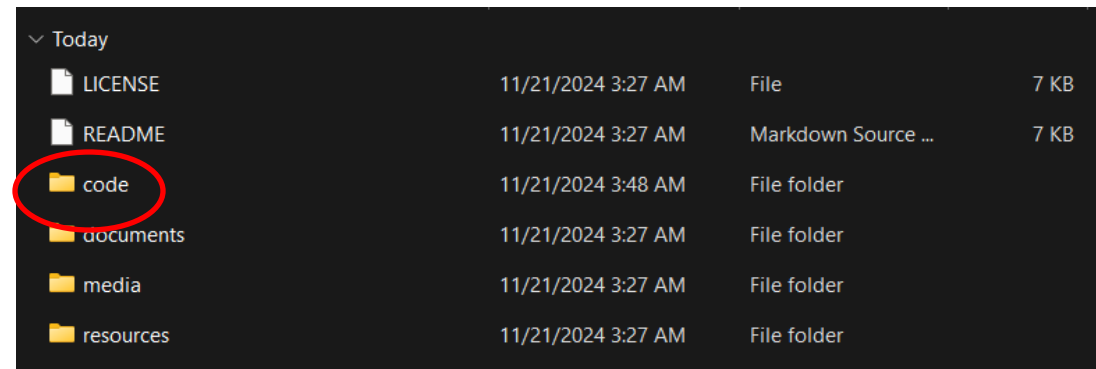


5. click on Add project from disk.

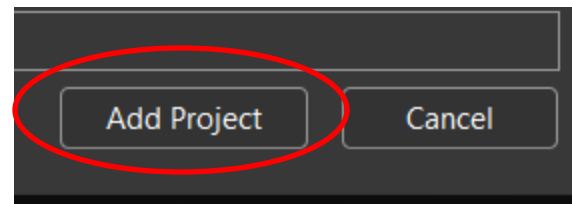
6. Find your exported file that we downloaded from GitHub earlier (should be in your downloads folder) and click on it.



7. Once in the folder click and enter the code file.

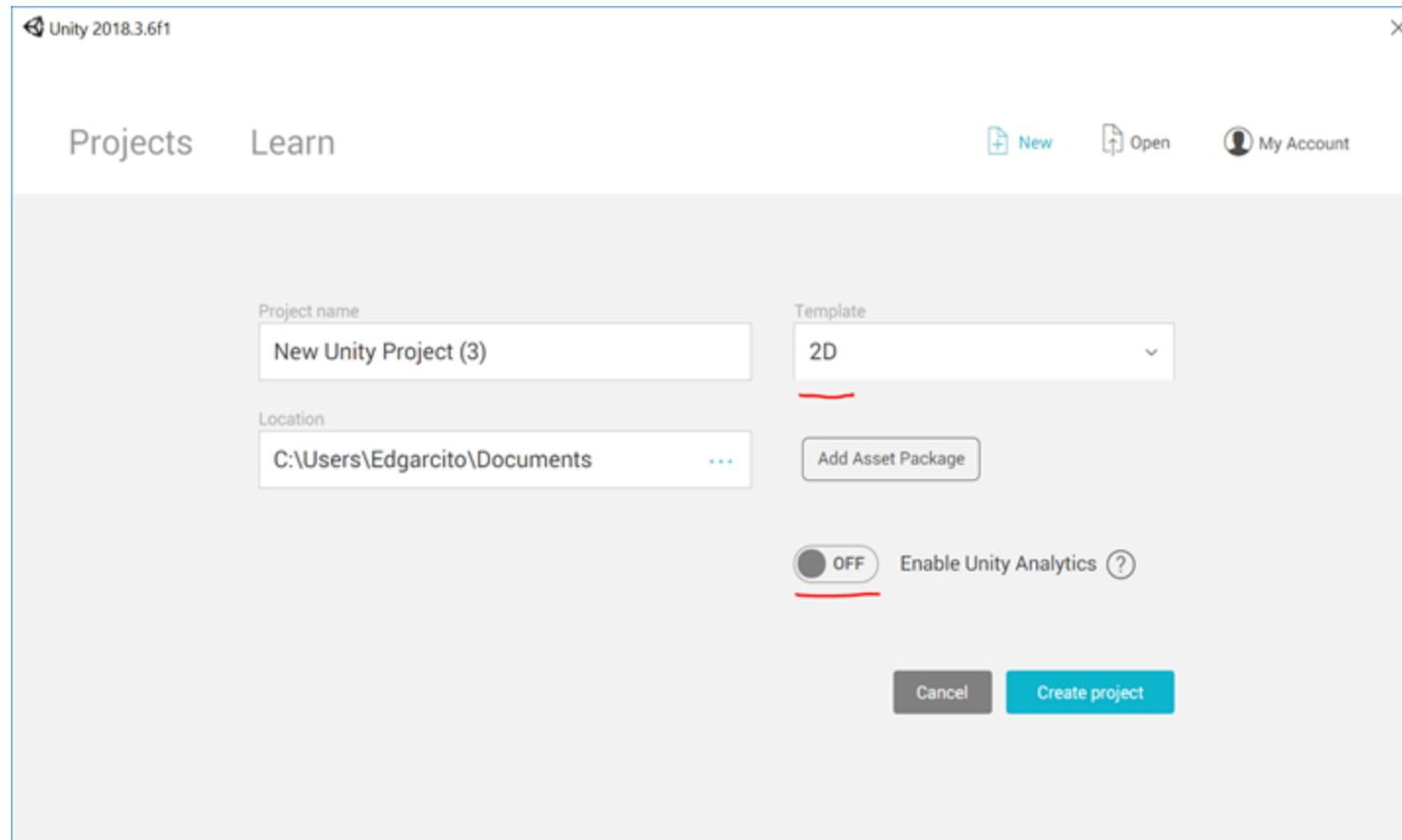


8. Click on add project



UNITY Prep / Import Game

Change Template to 2d and turn off Unity Analytics



Unity 2018.3.6f1

Projects Learn

New Open My Account

Project name
New Unity Project (3)

Template
2D

Location
C:\Users\Edgarcito\Documents

Add Asset Package

OFF Enable Unity Analytics ?

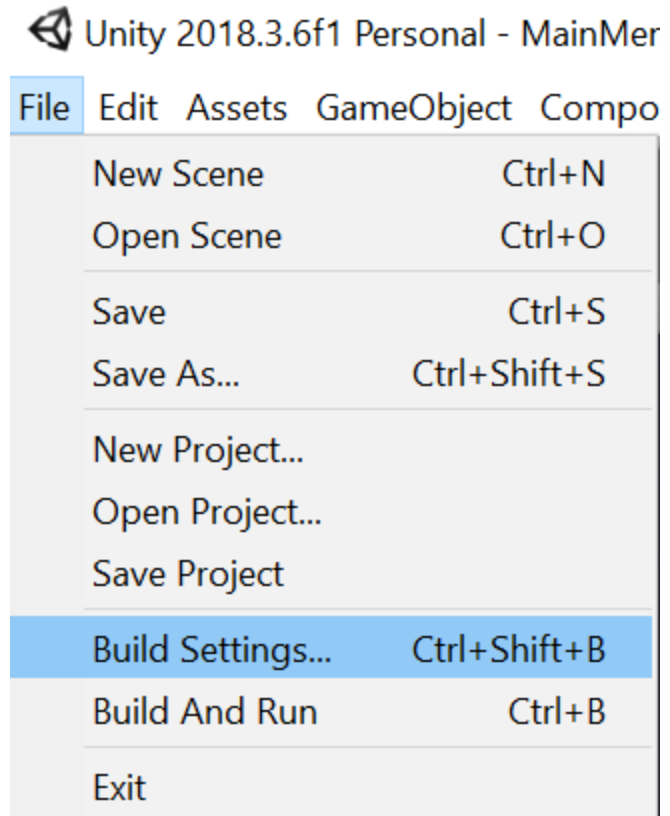
Cancel Create project

UNITY Prep / Import Game

1. Under File tab go to Build Settings

Or Press CTRL + Shift + B

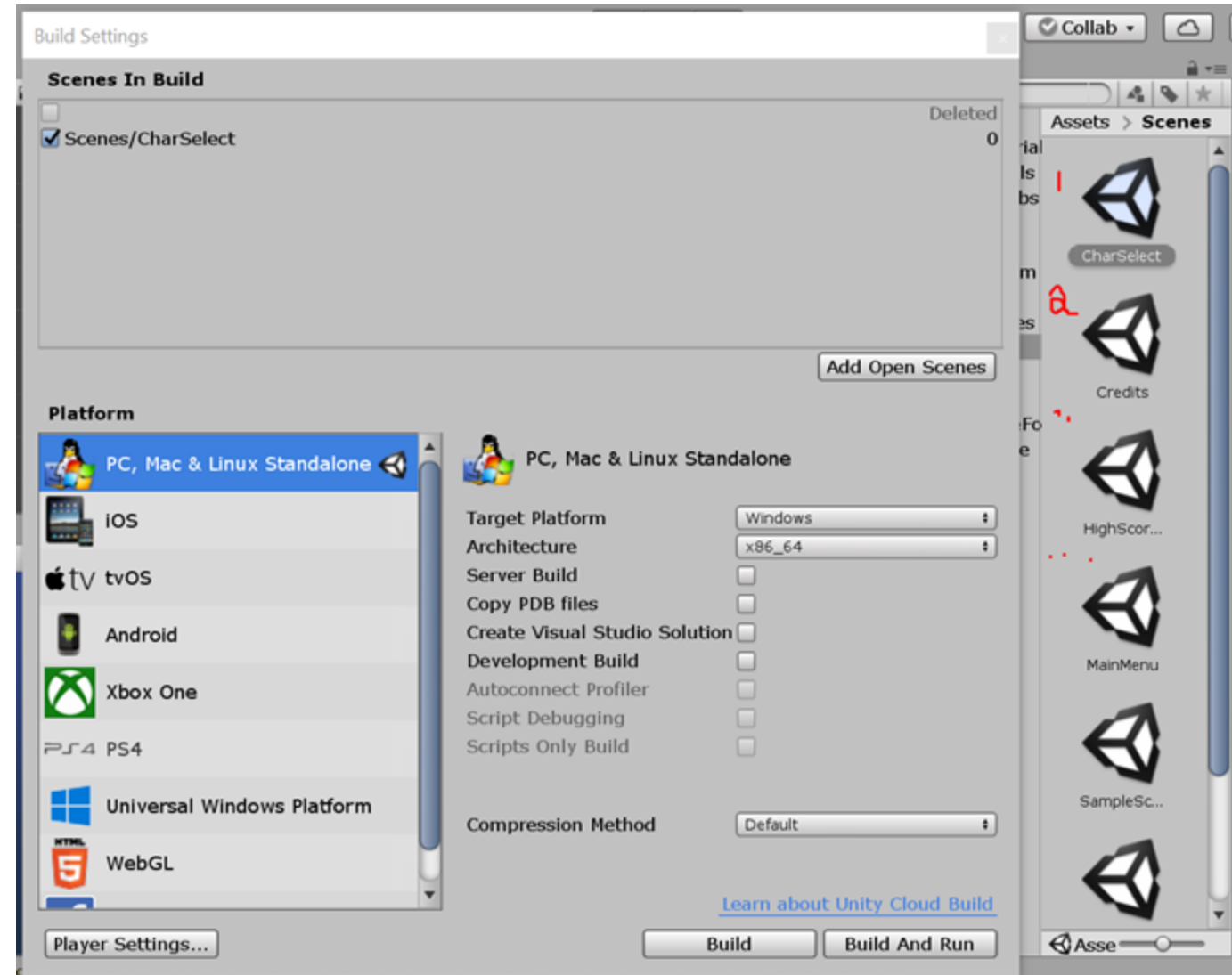
Pop Up should appear



UNITY Prep / Import Game

For this Part you you will have to

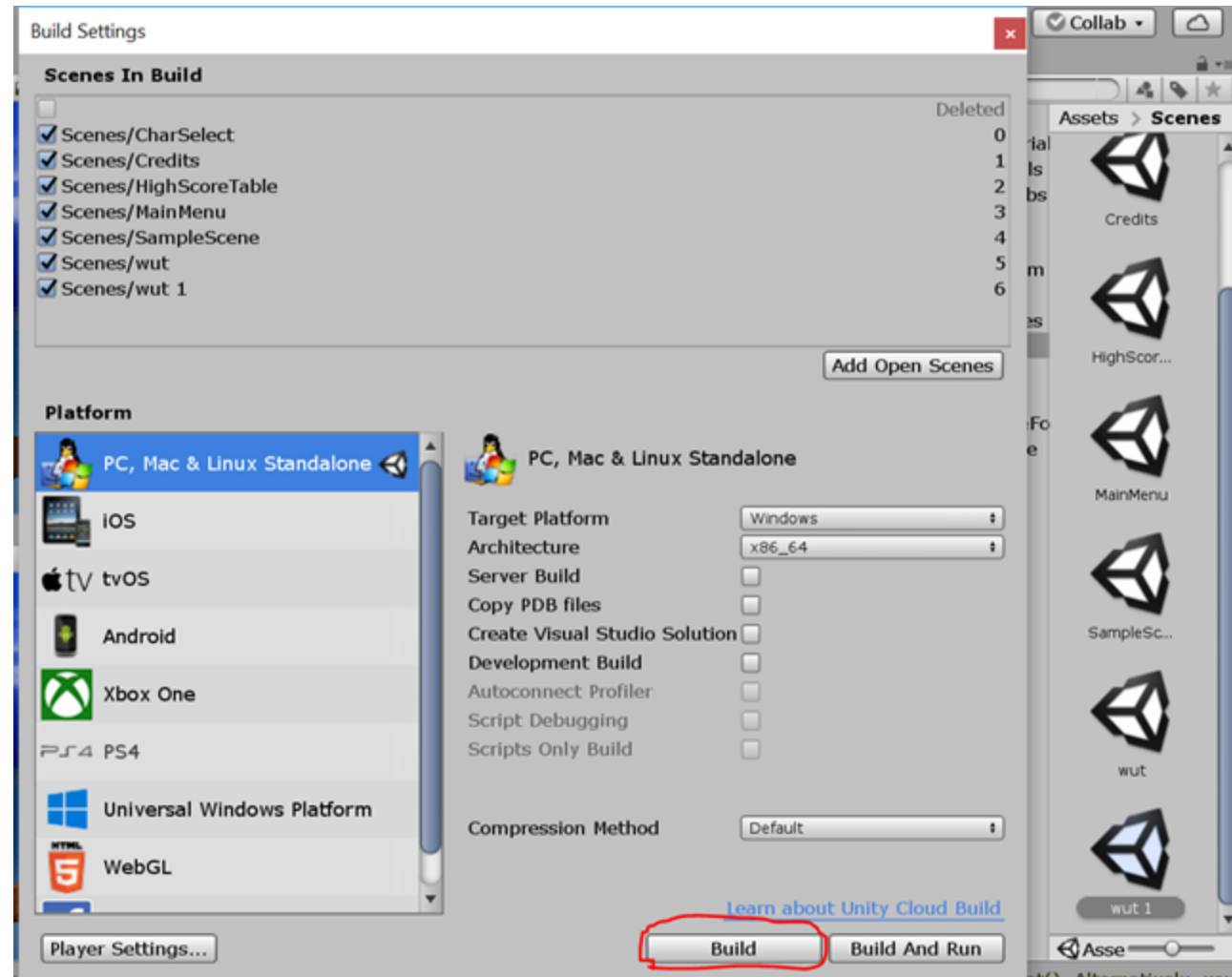
1. change the scene by double clicking
2. Then click Add Open Scene
3. Repeat till all Scenes are in the Build



UNITY Prep / Import Game

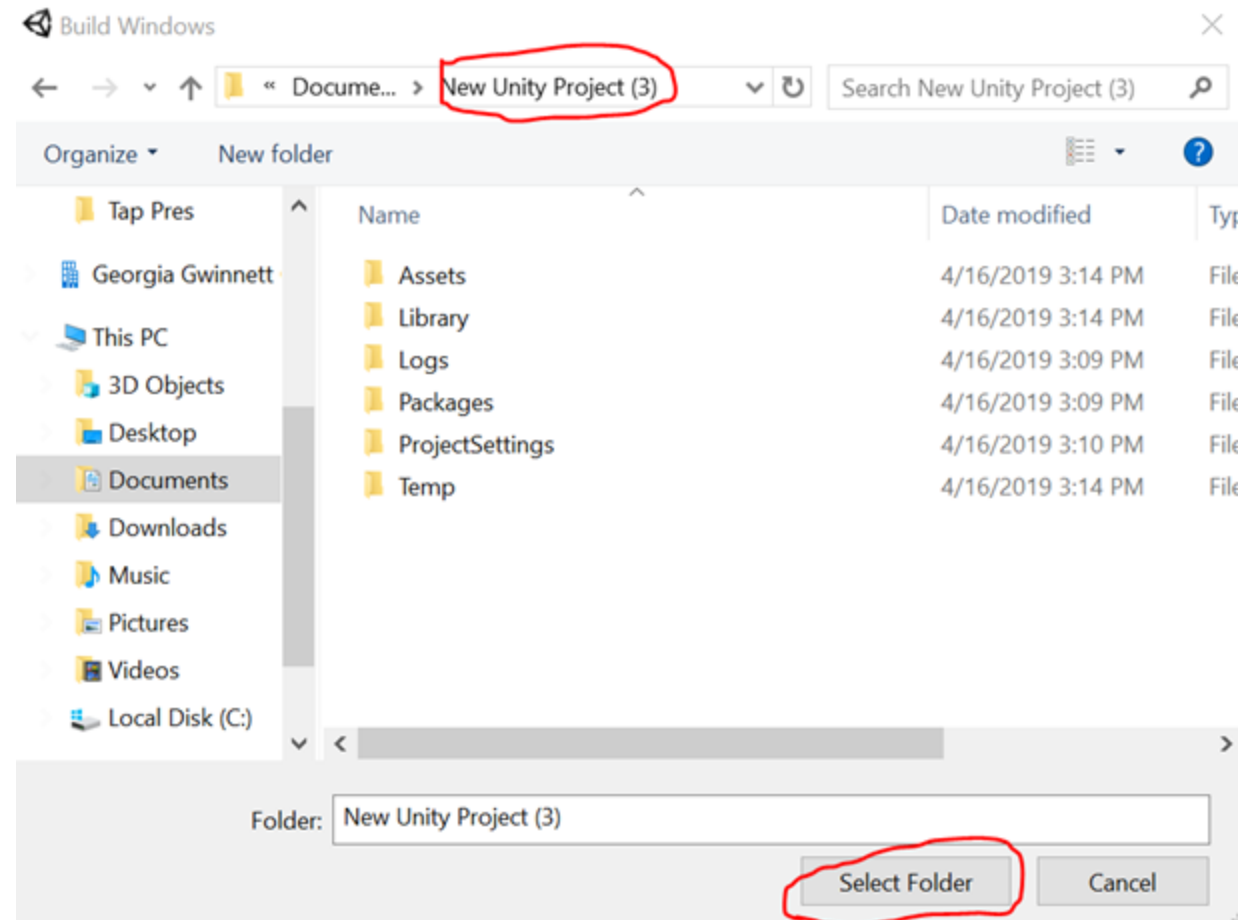
Should Look like this

Then click Build after all scenes are in build.



UNITY Prep / Import Game

1. Once you press Build this pops up.
2. You can just Click the folder name in the top bar.
3. Then press select folder to confirm.



UNITY Prep / Import Game

1. After loading it should be ready.

