**Android Project**

1. **How to build the project**

Prerequisite:

* Unity 5.5 or more
* Android SDK tool
* JDK Java

Setting up the Android SDK Tools

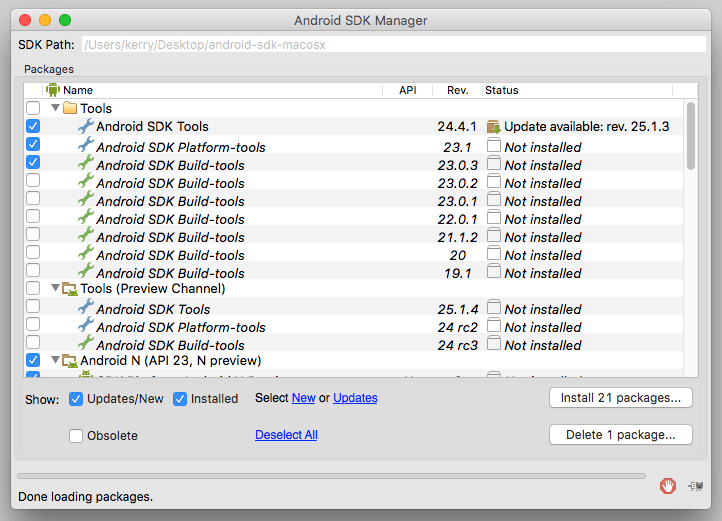
The first thing we need to install is the Java Development Kit (known as the JDK).

* Go to [the Java site](http://www.oracle.com/technetwork/java/javase/downloads/index.html) to download the most recent JDK. It’s labelled as "Java Platform (JDK)". Choose the one with the highest version number.
* Simply run the installer and follow instructions in the wizard to install it.

Next, we need to install the Android SDK Tools.

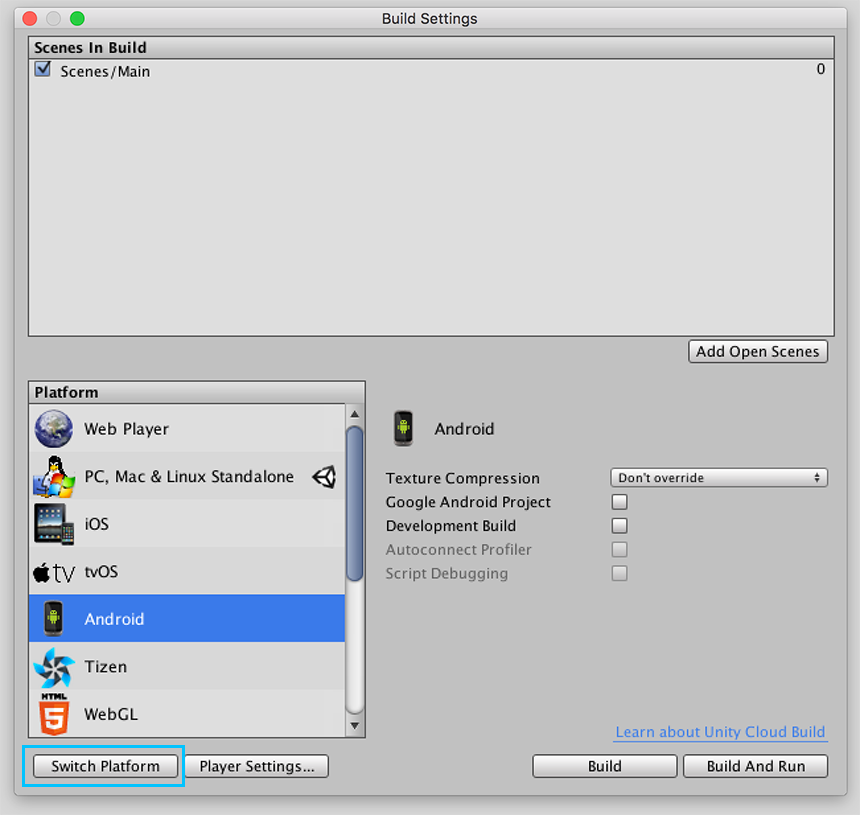
* You find Android SDK Tools here, <https://developer.android.com/studio/index.html> down of the page or direct download with this link <https://dl.google.com/android/repository/sdk-tools-windows-3859397.zip>
* Download the Android SDK Tools (also referred to on the site as "the command line tools"), rather than the full download of Android Studio.
* Unzip the downloaded file. The resulting directory is the directory that contains the Android SDK Tools.
* Open the directory that contains the Android SDK Tools, and navigate to **tools**.
* Double click the file called **android** to run it.

A popup will appear, showing a list of packages that can be installed. By default, the core packages for building and the package for the latest version of the Android OS are selected.

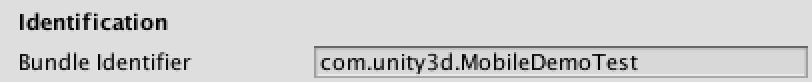


We now need to return to Unity and switch platforms so that we can build our game for Android.

* Within Unity, open the Build Settings from the top menu (**File** > **Build Settings**).
* Highlight **Android** from the list of platforms on the left and choose **Switch Platform** at the bottom of the window.

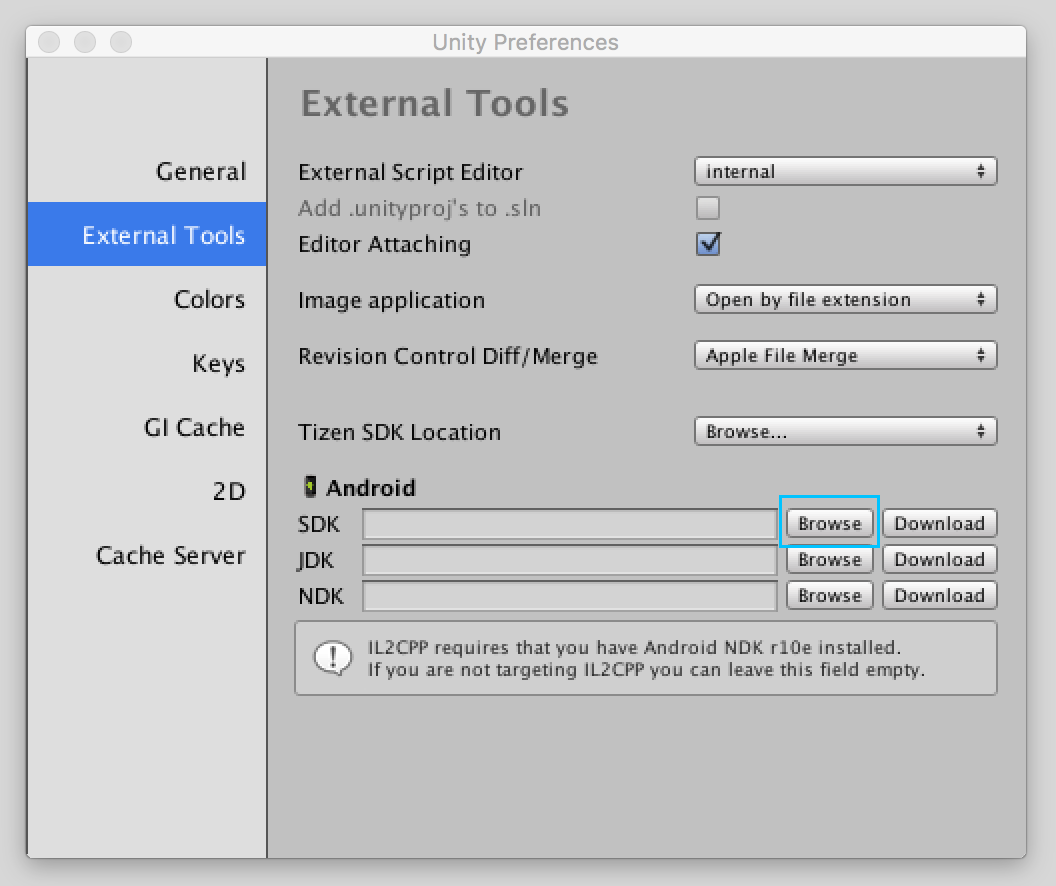


* Open the Player Settings in the Inspector panel (**Edit** > **Project Settings** > **Player**).
* Expand the section at the bottom called Other Settings, and enter your chosen bundle identifier where it says Bundle identifier.



Finally, we need to tell Unity where we installed the Android SDK Tools.

* Using the top menu, navigate to **Unity** > **Preferences** (on OSX) or **Edit** > **Preferences** (on Windows).
* When the Preferences window opens, navigate to **External Tools**.
* Where it says **Android SDK Location**, click **Browse**, navigate to where you put the directory containing Android SDK Tools and click **Choose**.



Preparing your Android device

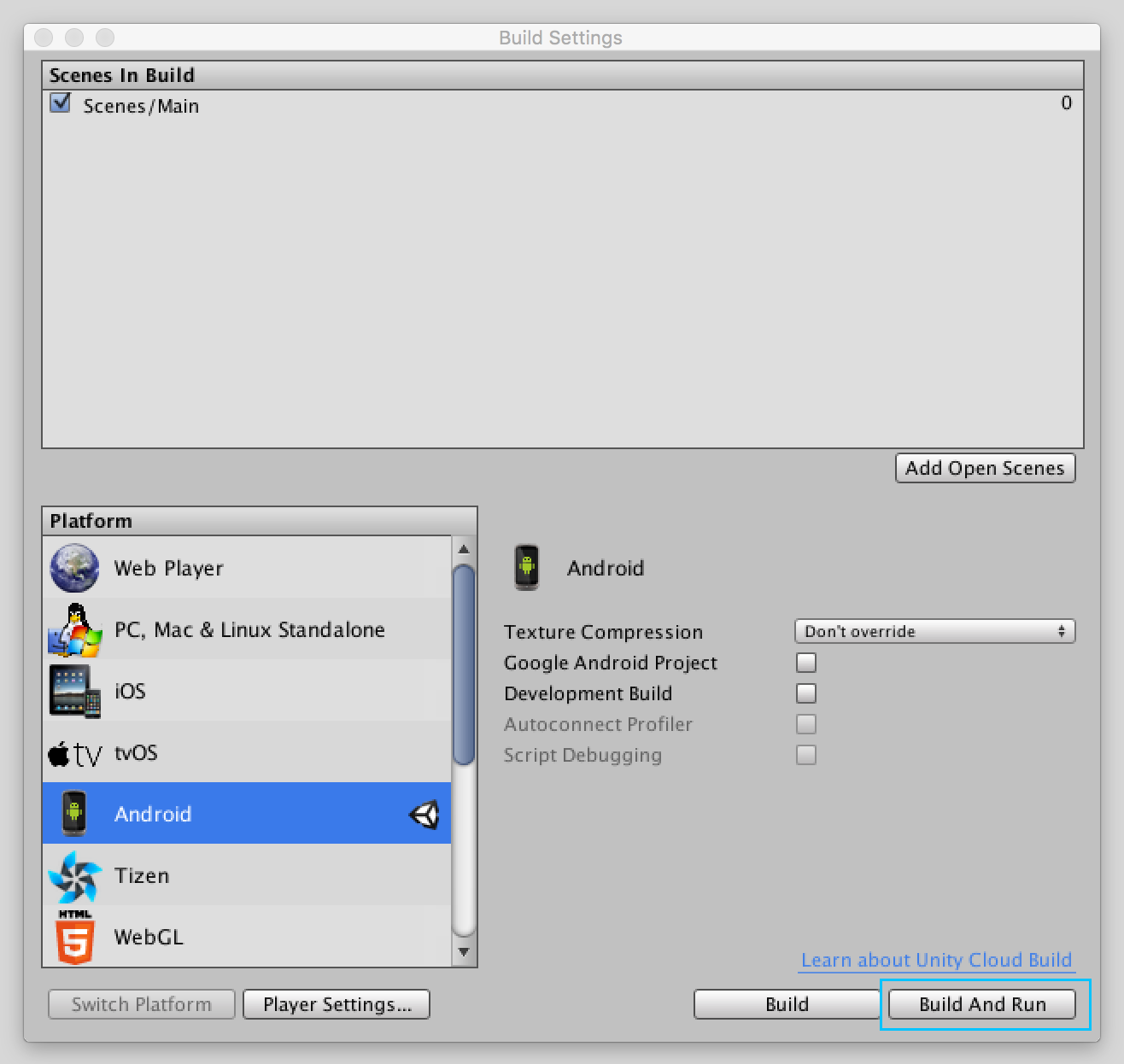
Next, we need to enable developer mode on our Android devices

* On your Android device, navigate to **Settings** > **About phone**
* Scroll to the bottom and then tap **Build number** seven times. A popup will appear, confirming that you are now a developer.
* Now navigate to **Settings** > **Developer options** > **Debugging** and enable **USB debugging**.

Building an Android project using Unity

Now we’re ready to build!

* Connect your Android device to your computer using a USB cable.
* In Unity, open the Build Settings from the top menu (**File** > **Build Settings**).
* Click **Add Open Scenes** to add the Main scene to the list of scenes that will be built.
* Click **Build And Run**.



Unity will now create an .apk file called "Android" in the “Builds” folder.

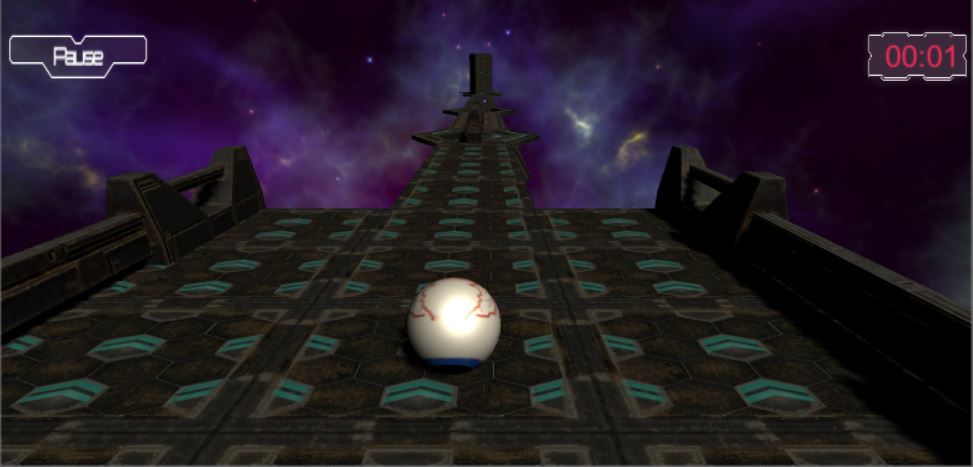
Testing the game on your Android device

The game will now run on the connected device.

**! ! ENJOY ! ! 😉**

1. **UserGuideline**

The Player control a ball, an Eye more precisely. The ball roll by herself. The user can not control speed. The player have to use sensors of the phone to move the eye on left or right.

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1. **Architecture Design**

