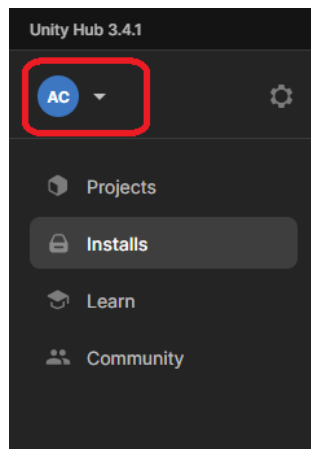
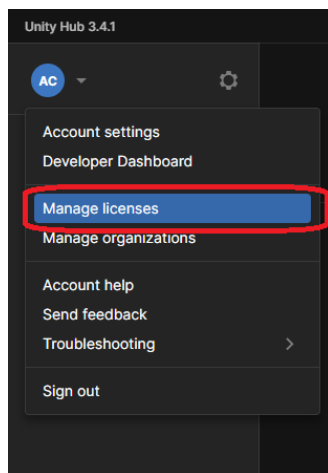


Steps;

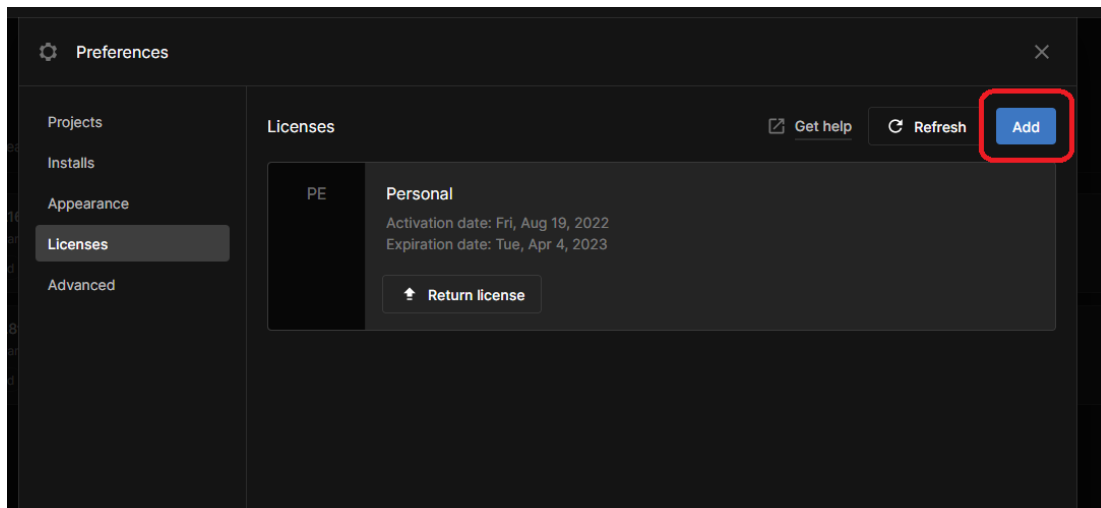
1. Download Unity Hub
<https://unity.com/download>
2. You need to create an account and create a personal license.
 - After creating an account
 - Click profile dropdown



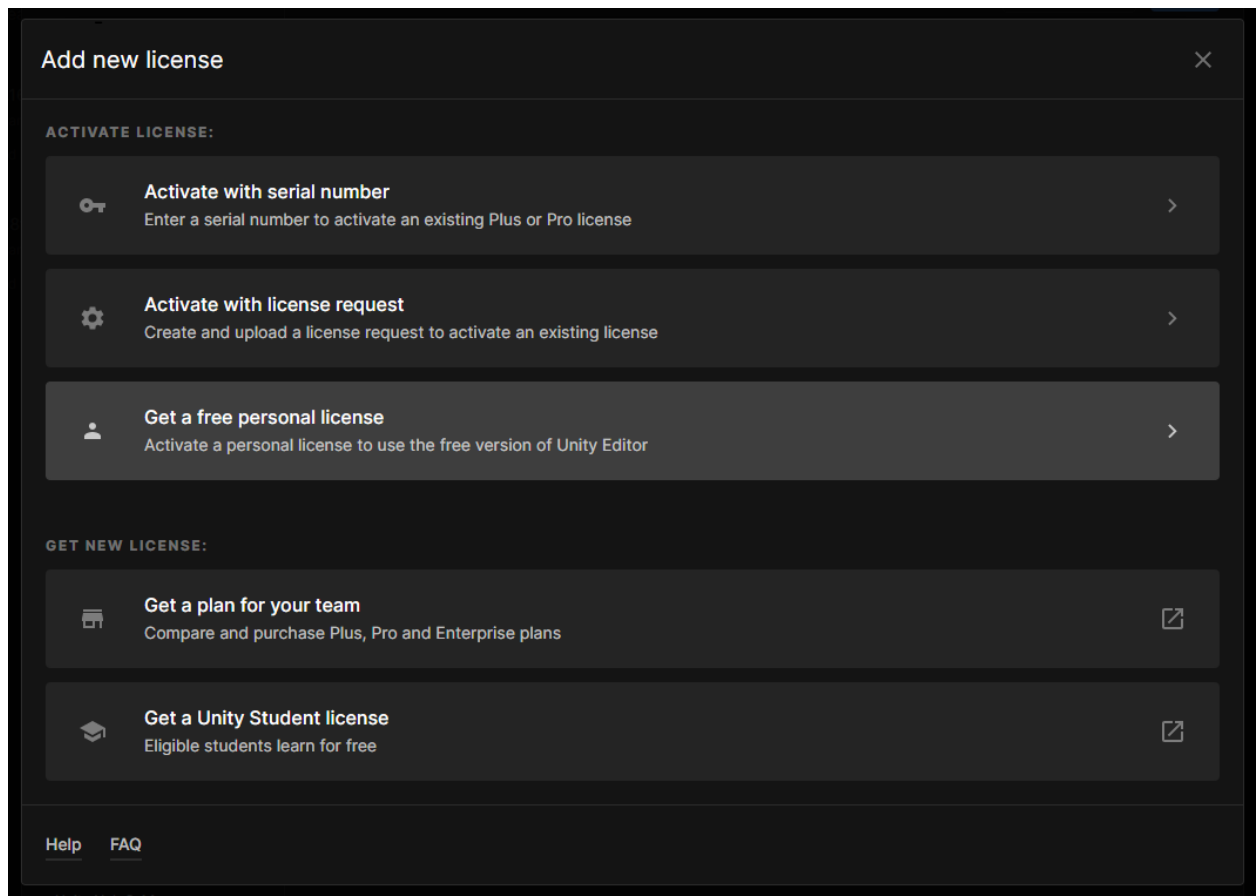
- Click "Manage licenses"



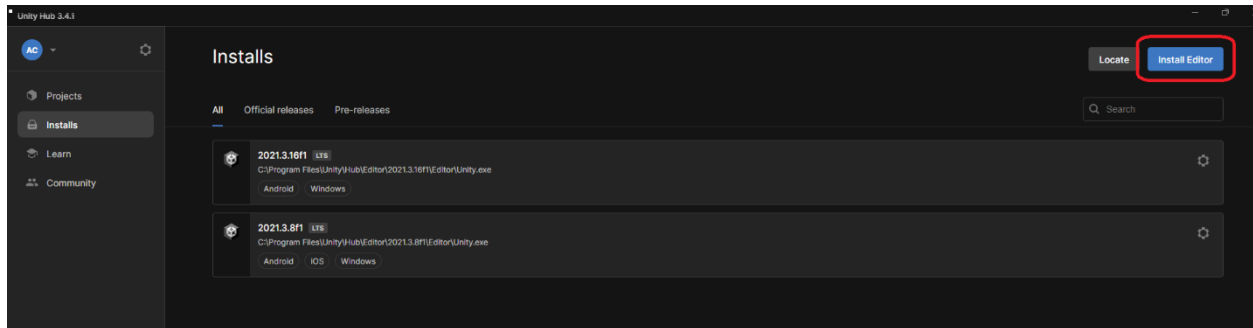
- Click "Add"



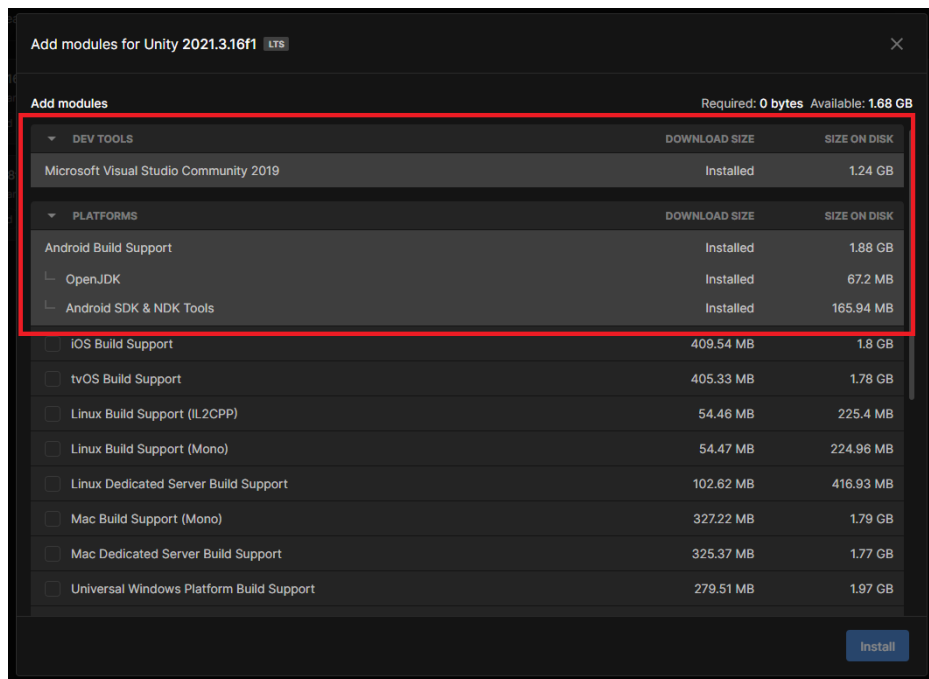
- Click "Get a free personal license"



3. Install any Unity Editor, preferably (2021.3.8f1 LTS)



After installing the Unity Editor, click the gear icon, then click “Add Modules”



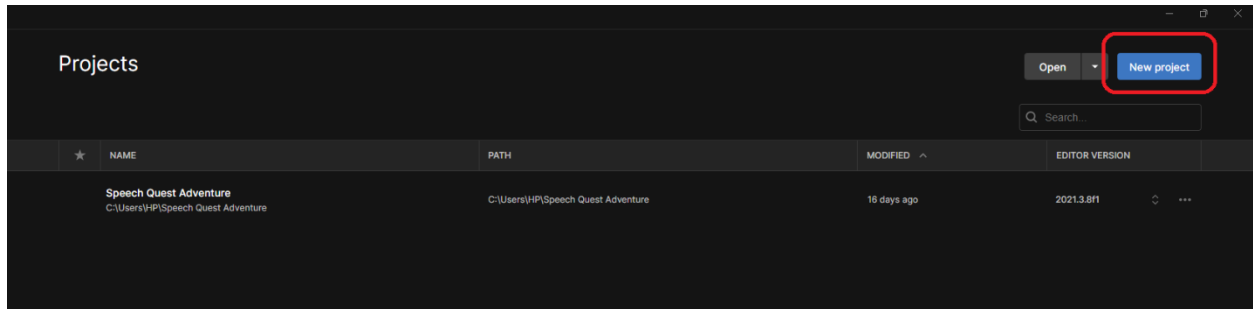
Install the highlighted modules (the red box), Microsoft Visual Studio, Open JDK and Android SDK & NDK Tools

4. Download the project folder from this link:

https://www.mediafire.com/file/okxp0vo15mrg552/Speech_Quest_Adventure.zip/file

5. Extract the folder and paste the folder somewhere you want.

6. After extracting the project folder, go to Unity Hub and click “Open”



7. Then choose the downloaded project folder, then wait for the Unity Editor to load the project.

8. You can now run the game in the editor.

The project Speech Quest Adventure utilizes Firebase Authentication and Realtime Database, the accounts that was used for the Firebase was a personal account. In case you want to create own database, you will need to create your own Firebase account and set up the Firebase Authentication and Realtime Database. The current project can still access the online Realtime Database, since the database has no rules which makes it open for anyone who has access to modify the contents of database. Please be guided.