**Installation/Compilation**

**Downloads**

Download the latest version of Unity 4.6.x for your operating system at: <http://unity3d.com/get-unity/download/archive>. Install all of the pertinent software and run Unity for the first time. Quit the program after it has successfully loaded.

**Environment Check**

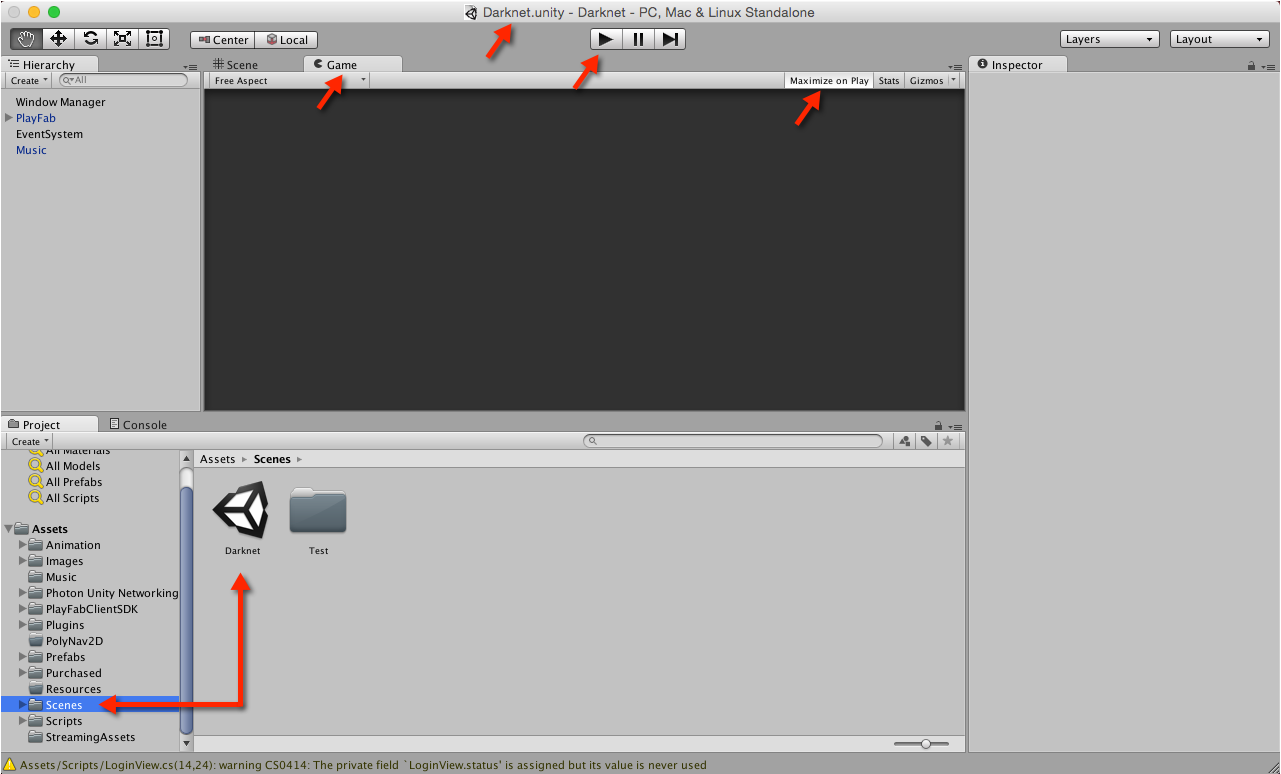
Inside of the “home” directory that you downloaded from Dropbox (the directory in which this README is located), you will find a multitude of files/directories.

* Darknet (directory): Contains all the source code and configuration files necessary for the game to compile and run in Unity
* Darknet.unity: The Darknet scene file that will open the game for editing in Unity; aliases to the scene file at Darknet/Assets/Scenes/Darknet.unity
* Darknet\_Mac: The Darknet executable game file that will run on OSX machines
* Darknet\_Windows: The Darknet executable game file that will run on Windows machines
* Darknet\_Windows\_Data (directory): Contains data necessary for the Windows executable

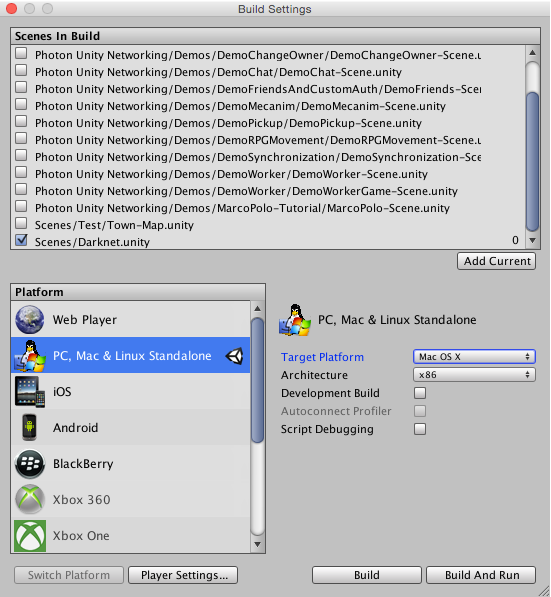
To traverse the source code on your own, look inside of the Darknet directory. You can find code written by Darknet’s team members inside of the Darknet/Assets/Scripts directory. While the code itself may be of interest, there are many other assets that were created and/or used in the game by Darknet’s team members, such as animations, test scenes, music, and images.

**Play (in Unity) Setup**

Double click Darknet.unity, which will open the game scene in the Unity. Make sure that the window heading says “Darknet.unity – Darknet.” Otherwise, you will have to double click the Darknet scene inside of the Assets/Scenes/ directory in Unity’s file inspector. You can play the game directly inside of Unity by pressing the play button. You can stop the game by pressing the play button again. Make sure that the “Maximize on the Play” button is selected inside of the “Game” tab. The following image shows all the key points mentioned.



**Play (as Executable) Setup**

****If you would like to play Darknet without Unity, then simply run Darknet\_Mac or Darknet\_Windows (depending on your operating system). You will be presented with certain graphics options. Choose the options that you prefer. Depending on your graphics card, it might take a while to load the game the first time it runs. If you get any strange image artifacts during gameplay, then simply quit and restart the game. If you would like to build a custom executable yourself, go into “File” in the Unity toolbar and select “Build Settings.” In the new window, make sure that only the Darknet.unity scene is selected in “Scenes in Build.” If it does not exist, double click it in the main Unity window and click “Add Current.” Finally, click “Build” and choose a location to save your executable.

**Gameplay**

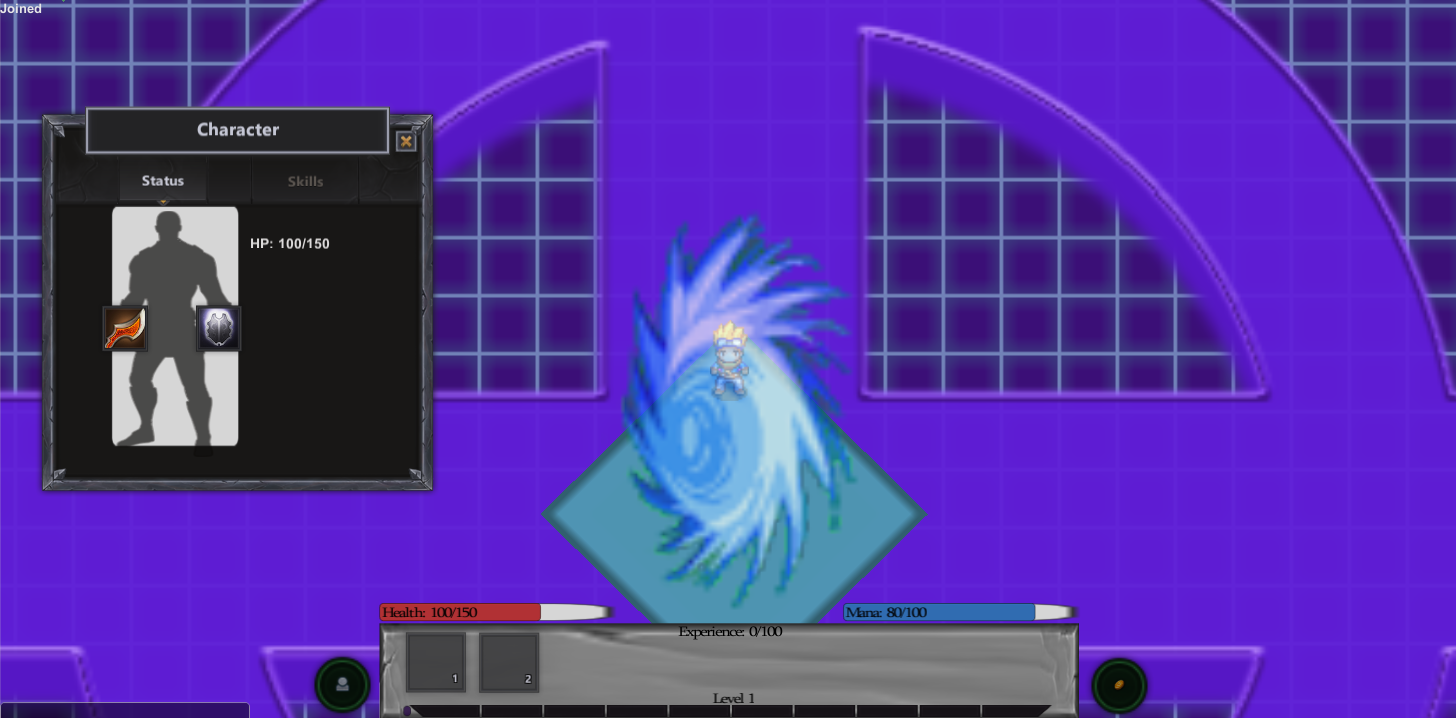
**Introduction**

In order to play Darknet, you must be connected to the Internet. While this game is a multiplayer game, to understand the Darknet world and its controls, it is suggested that you play a single player game first. In order to fully appreciate the multiplayer aspect, however, you can play in two separate windows—one in Unity and another in the executable. Otherwise, you can also contact the team so we can log on with you. See the end of the document for details. Upon starting up Darknet, you will be presented with the following login screen.



**Login/Registration**

You can use the registration button to create your own account. It will require a username, an email address, and a password. If you would prefer not to register for a new account, you can log in with the following the username and password: “**testing1**” and “**password**”. After entering in your credentials, the world will load up. Afterwards, you will be treated to the following screen.

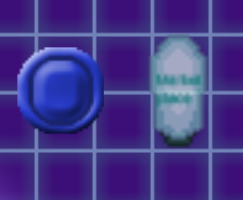


**Movement**

Your character will appear in the middle of the screen. He can move around the world freely using either the WASD or arrow keys—where W corresponds to UP, A to LEFT, S to DOWN, and D to RIGHT. Note that you can walk diagonally, as well.

**Teleportation Portals**

You can access two other areas in the world via teleportation portals, which appear as undulating circles. Simply walk into them to activate the teleportation. The red portalwill take you to the Arena, where you will be able to fight enemies. The blue portalwill take you to the Marketplace. Unfortunately, at this time, you will not be able to buy items at the Marketplace.

*Red Portal Blue Portal*

**Attack & Item Pickup**

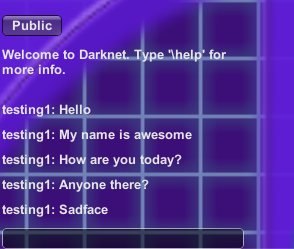
In the Arena, you are able to partake in combat. When you are close enough to an enemy, you will be able to inflict damage by using RIGHT CLICK. Beware! Your HP will decrease as you attack, as the enemies will fight back! Though there is no animation to indicate that you have attacked them successfully, you will notice that you lose health as they counterattack. The enemies will die after five hits. After defeating an enemy, they will drop an item. In order to pick up the item, you must get close enough to it and RIGHT CLICK.

**User Interface**

Upon loading the game, your equipment window and the chat window will be displayed. You can press the ESC key to hide all of the onscreen UI. You can also press the “X” at the top right corner of the equipment window. In order to reopen the chat window, press the ENTER key. You can open your equipment menu by clicking on the icon to the left of the red health bar. You can open your inventory by clicking on the icon to the right of the blue mana bar.

In order to chat, click into the text field and start typing. Send your message by pressing the ENTER key. In order to continue playing the game, you must focus back with your mouse by clicking anywhere in the game world screen. In order to log off, simply quit the program.



Enjoy Darknet! If you run into any issues or have any questions/concerns, feel free to email the project manager, Simon Ayzman, at [simonayzman@gmail.com](mailto:simonayzman@gmail.com) or call/text at (718) 813-7748.