User Manual for Project Running

Steps to run the project:

1. Install Java jdk-8, Android Studio for debugging of the application.
2. Install Visual Studio (v2015 is preferable)
3. Install Unity 3D

Project Folder Details:

1. All resources are in Assets folders.
2. Audio folder contain audio clip for background music.
3. Logo folder contain logo of the game.
4. Font folder contain all fonts used in app
5. Material and resources folders contains all pictures (backgrounds) used for making app.
6. Scene folder contain all the scenes of the game.
7. Script folder contain all C# scripts by which game is driven

To Run Project:

1. Open 'SORTit' folder in unity3D
2. Select 'Android' as platform of the game (in File->Build Settings…).
3. Connect mobile device by USB cable with debugging mode on.
4. Now go to 'File->Build & Run' and allow installation of app on the device in pop up appeared in mobile phone.