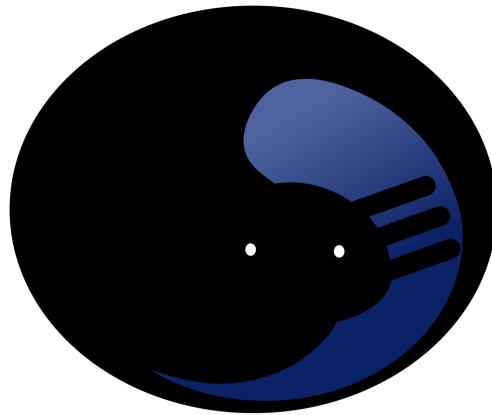


Polymer Reef

Installation Instructions



Computer Games Development
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Group 4

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1. Play

To play the game you need to do the following:

- Open the game's folder.
- Run the executable **Polymer Reef**.
- Choose the correct configurations for your device:

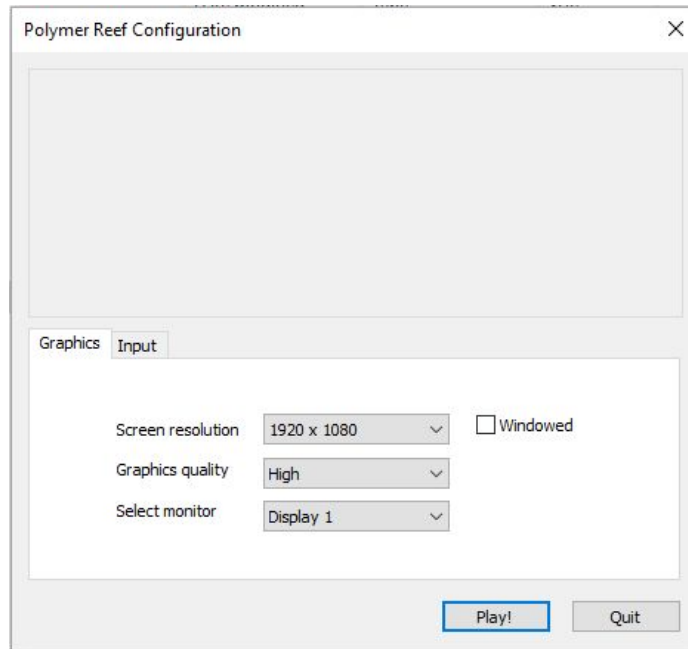


Figure 1: Polymer Reef's Configuration Window

After clicking “**Play!**”, the game will start.

2. Install

To install the game you need to do the following:

1. Clone the project on the game's github page (<https://github.com/afonsobspinto/Polymer-Reef>);
2. Make sure you have installed both **Unity** (<https://store.unity.com/download>) and **FMOD Studio Tool** (<https://www.fmod.com/download>) - We recommend version 2019.1.0f2 for Unity and 1.10.14 for FMOD Studio;
3. Open the FMOD Studio project of the game on the folder **PolymerReef/Assets/FMOD/axel_game_sound/axel_game_sound.fspro**;
4. Build the fmod studio project (F7);
5. Open one of the scenes on the folder **PolymerReef/Assets/Scenes**;
6. If it's not already, on Unity click on the tab FMOD and then Edit Settings and select the FMOD Studio project on the folder mentioned in step 3

Then you will be able to test, play and make the changes you want in the game.