# MONKEY MANIA
Installation Guide

Different softwares was used to create MonkeyMania. It includes Unity hub, Unity and Visual studio. Instructions on installing all these are given below. The game can also be exported to Android Studio. Instructions for this are also provided below. The best way to run the game is using the .apk file provided in the package.
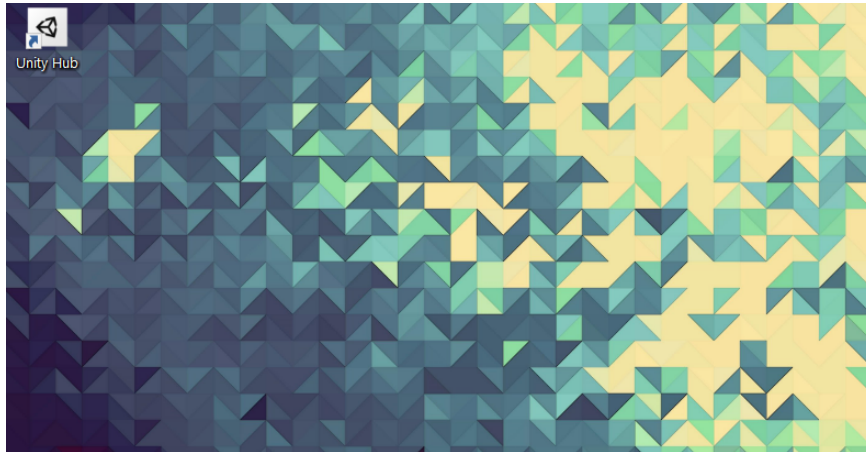
1.
Install Unity

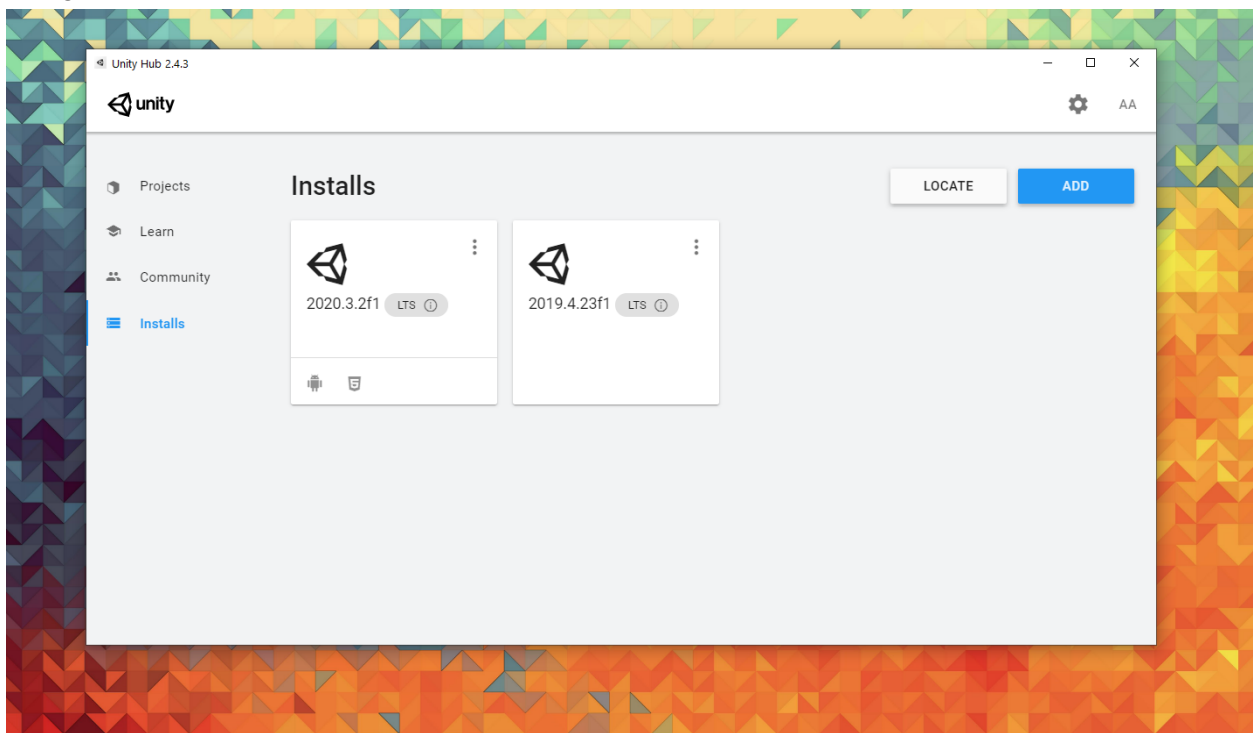Visit : https://unity3d.com/get-unity/download
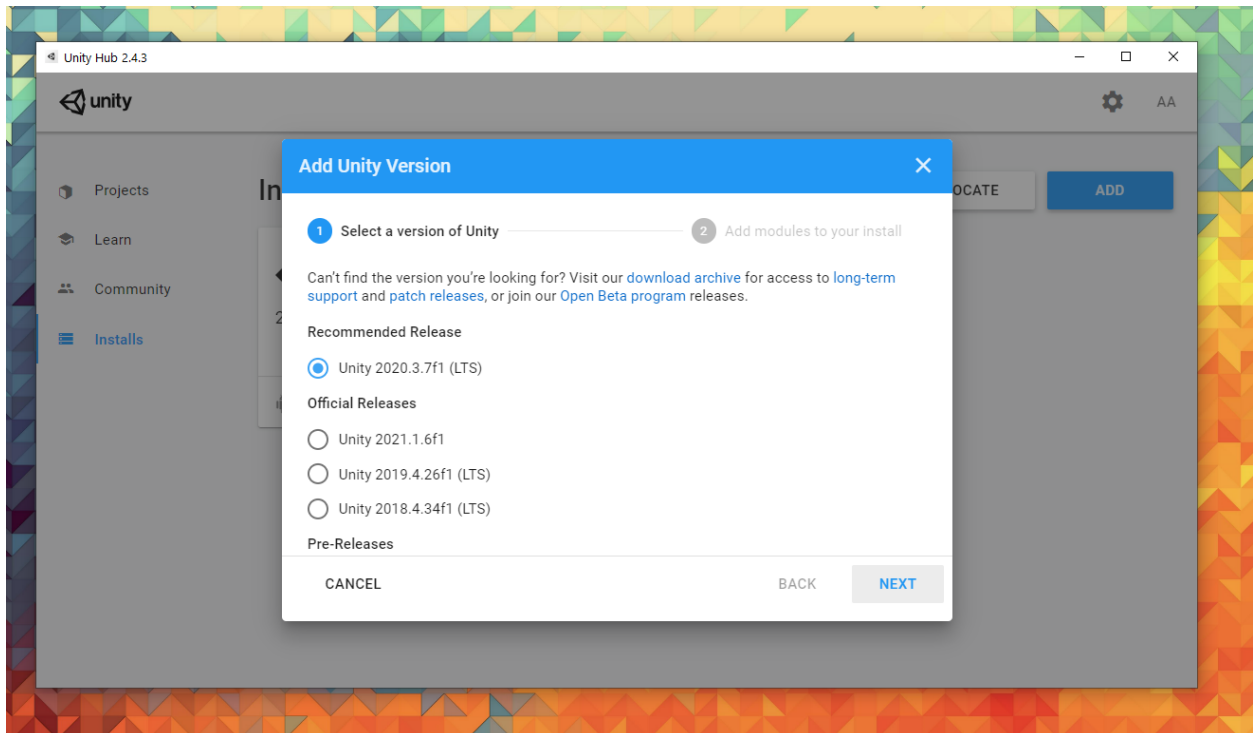Click Download UnityHub -
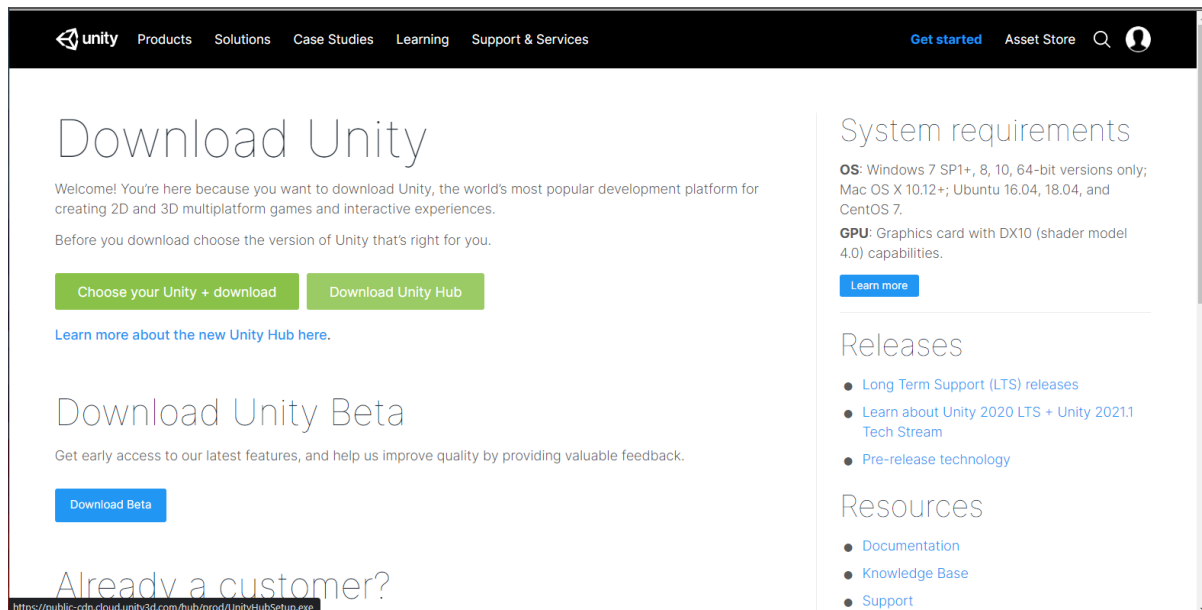
Run the .exe file and follow the instructions on screen to complete installation.
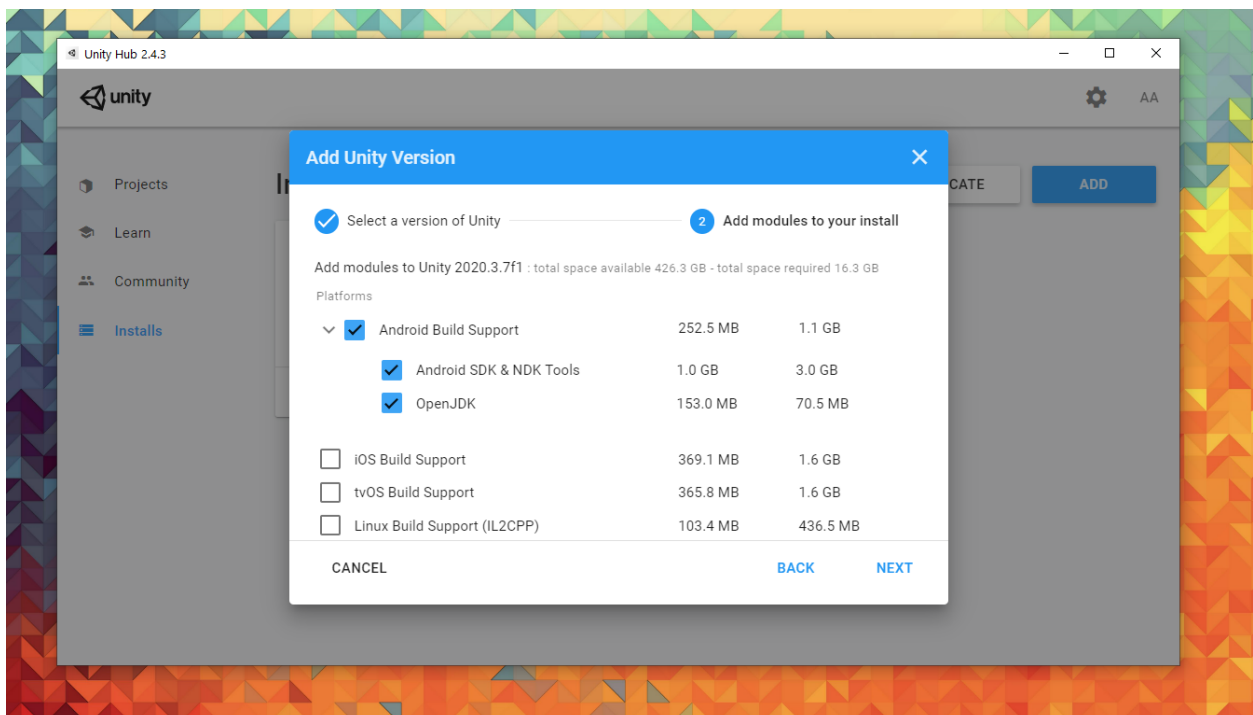Open Unity Hub -

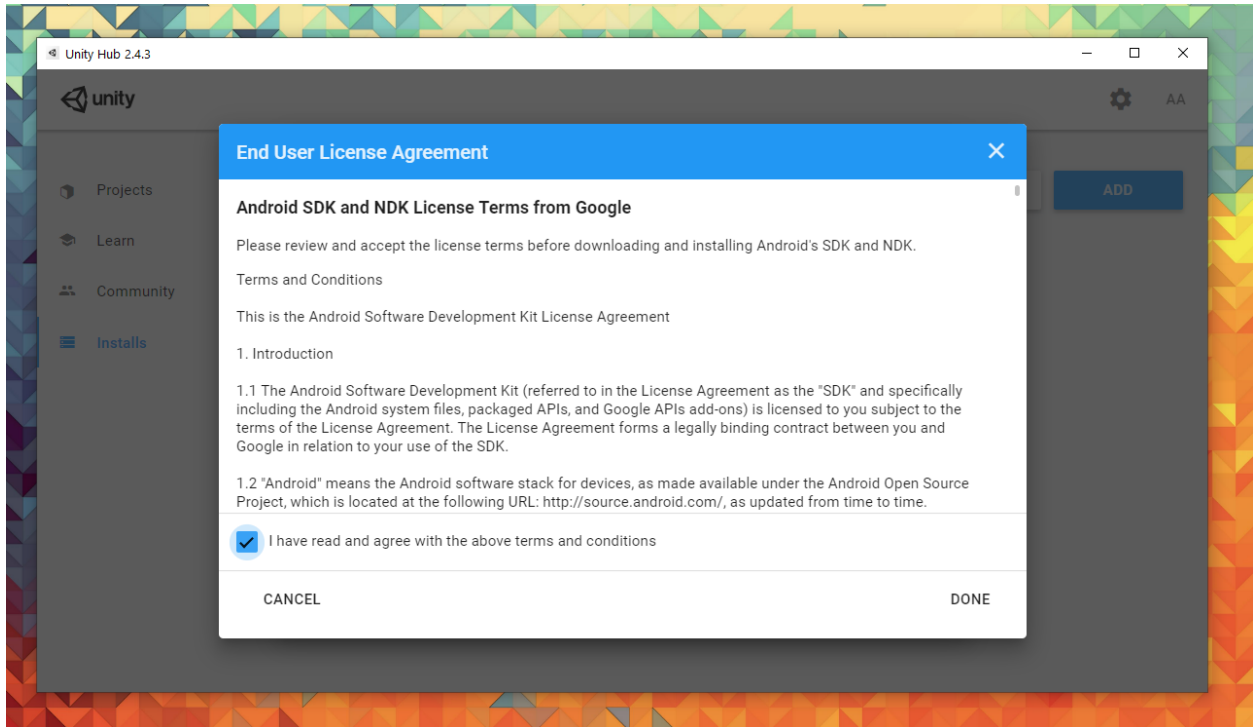Navigate to install and click ADD -

Select the recommended version and click next -

Select all the Android related modules in Build Support.

Read and accept the End User License Agreement-

Once the installation is complete you are ready to create/open games on Unity.
On the first attempt to build a project you may be asked to link Unity to SDK. Unity has a detailed guide to do this. Please refer to this link :
https://docs.unity3d.com/540/Documentation/Manual/android-sdksetup.html
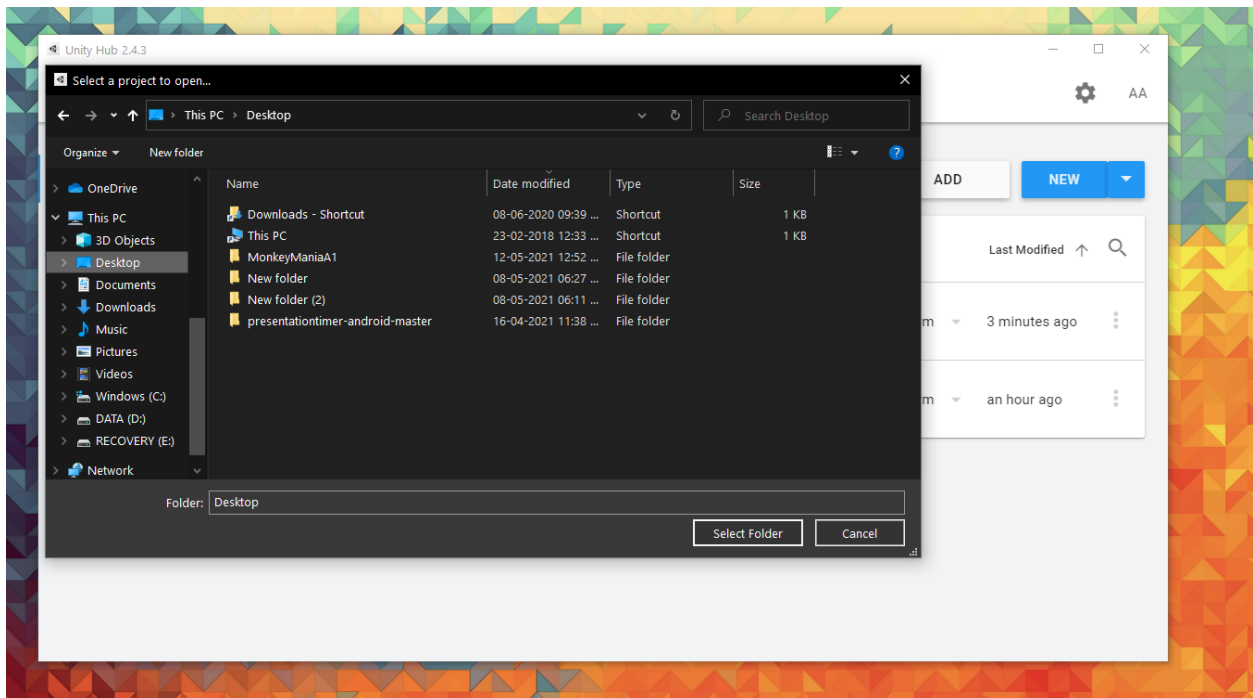
2.
Import project to Unity

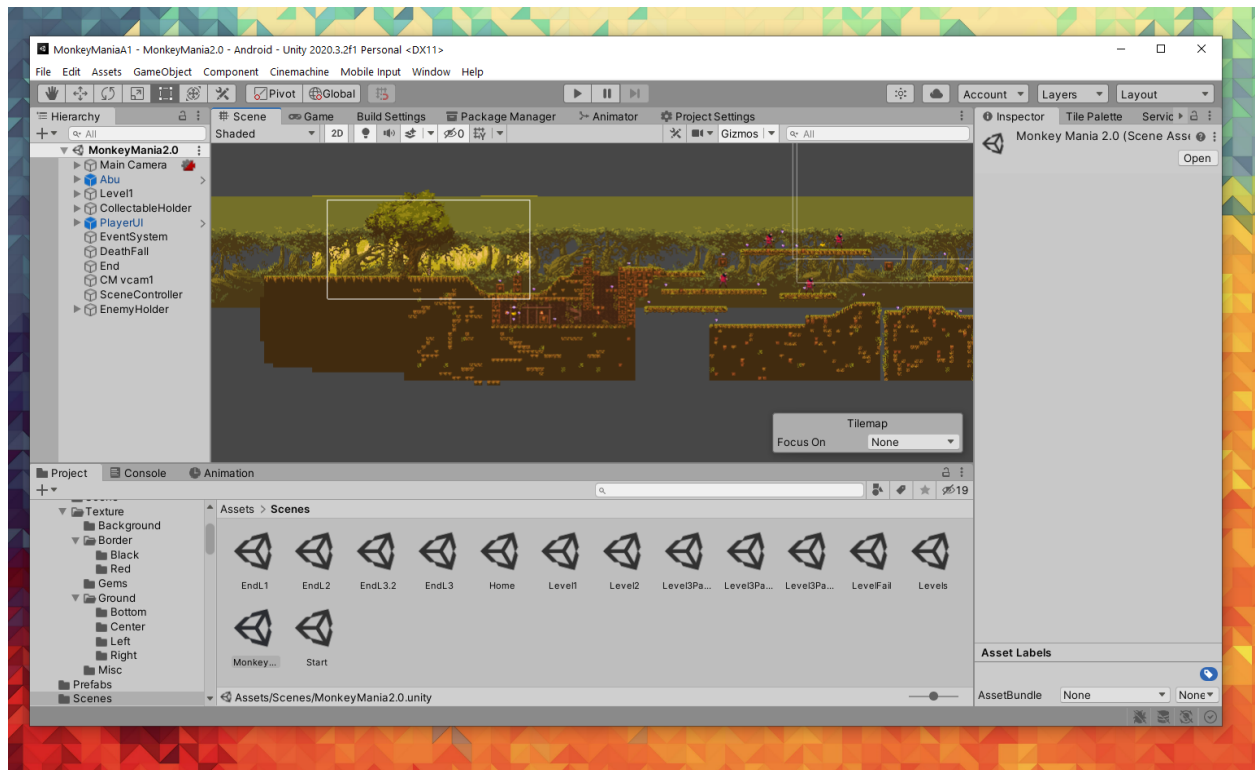Add UnitySource file to the root folder of installed Unity.
Open unity hub -
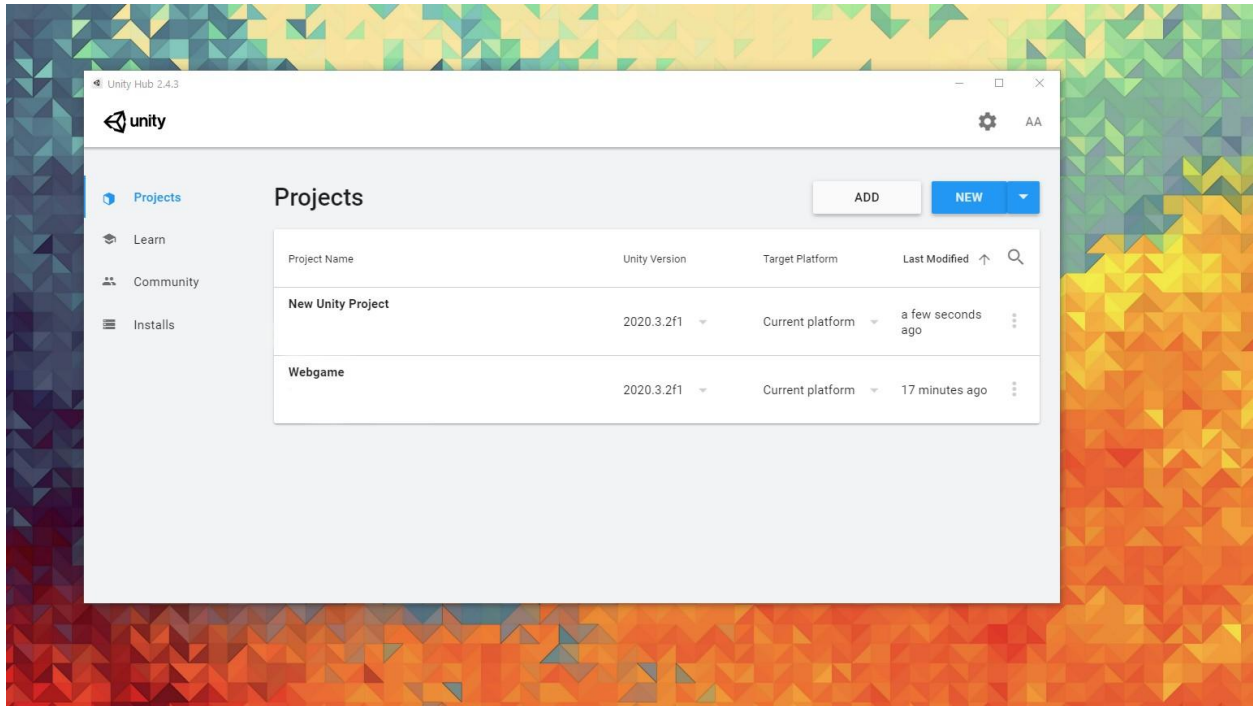
Can download the MonkeyManiaA1 from the google drive link given below.
https://drive.google.com/drive/folders/1rWDWc7qw9LIr9jRkLZ-hwMMOo_cwPJZ7?usp=sharing

Select Add and navigate to MonkeyManiaA1 folder in UnitySource -

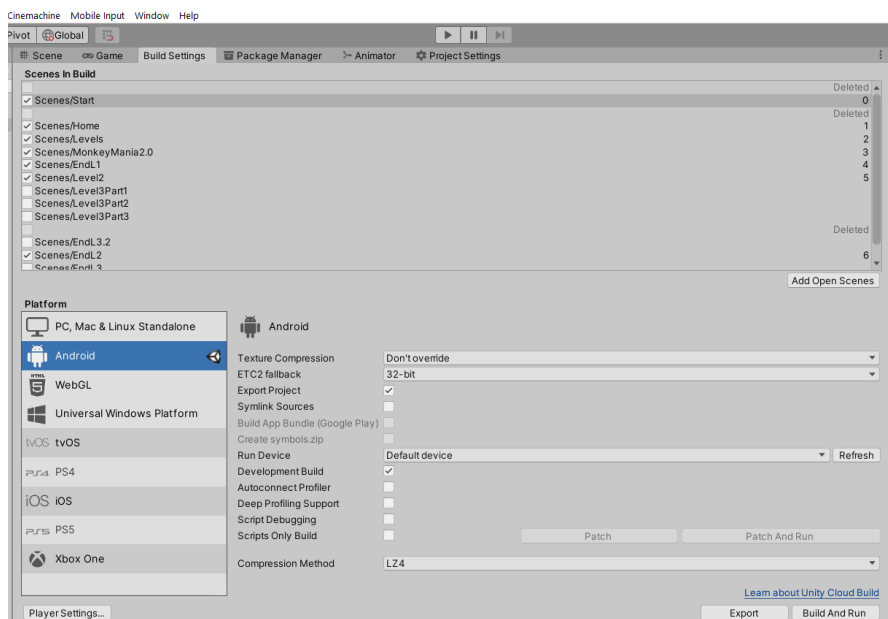Click Play once the project loads to run the project on the system -

Click File and select Build Settings. Select Android as project type and check "export" to create an exportable set of documents or uncheck to create an APK file.
Click Export/Build to complete the build.

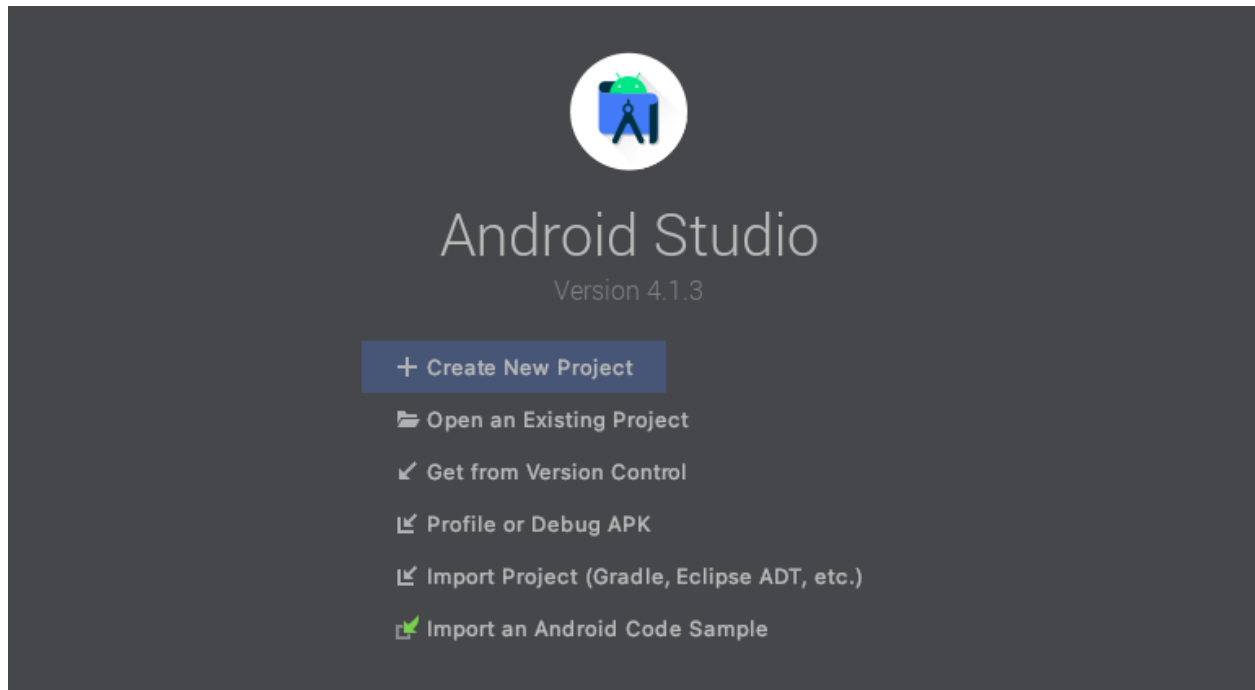
The Exported file can be imported into Android Studio and the APK can directly be installed on an Android phone and run.

3. Import to Android Studio
Steps to open the exported file created above in Android Studio.

Open Android Studio and select "Open an Existing Project"

Select the exported file just created above or the androidStudioPackage folder provided in this assignment package.

Once the needed folder is imported, you will be asked to update the SDK location. Once the location is updated, files will be loaded and will be ready to be deployed either on any virtual device or a physical device from android studio.
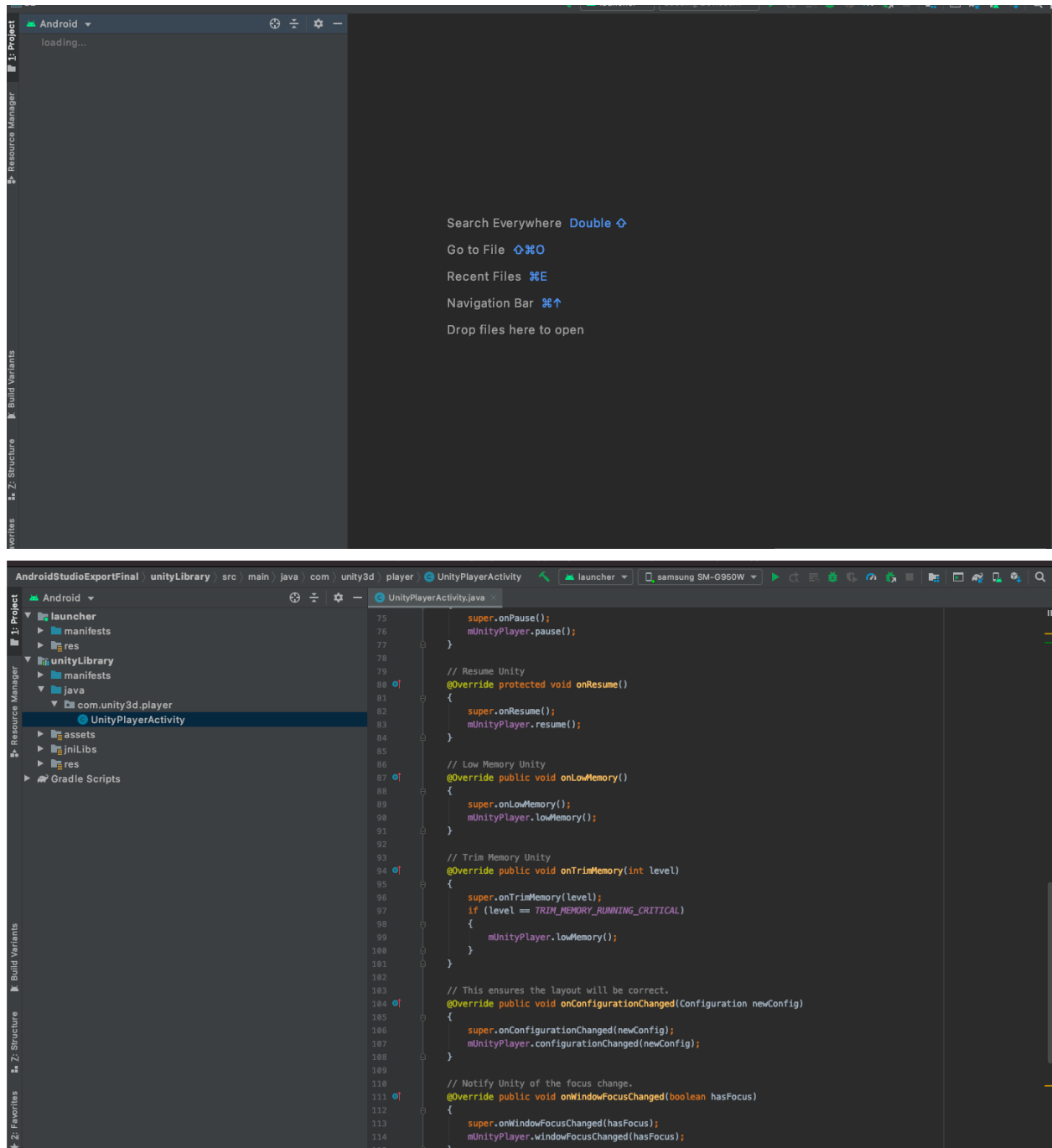
<u>Installing Visual Studio</u>

Visual studio was used as the text editor for the creation of Monkey Mania. It is a free editor and can be downloaded from https://code.visualstudio.com/. It is used for viewing script files and is not required for running the game.

<u>Deploying the game using .apk file (recommended)</u>

The best way of playing/deploying this game is using the .apk folder provided in the package. It is titled <u>MonkeyManiaFinal.apk.</u> There are different ways of installing the apk on an android device. I used a Samsung S8 to run the game.

1. Attach the device to your computer and make sure you give permission(file transfer is on) from the device to access the files.
2. Then download the .apk file from your computer to the download folder of the device
3. Once that is completed, go to the My files on the device and open the .apk file you just downloaded.
4. Follow the install instructions, once the installation is complete launch the game.