This project was designed on a windows machine

**Downloading the Repository**

This repository can be found at <https://github.com/atwo6777/Team4Game>

From there click the clone/download button.

Click download zip

Once the file has been downloaded right click on it and extract it to the desired location.

**Installing Unreal Engine**

You will also need to download unreal engine 4.18.3

This can be found <https://www.unrealengine.com/download?dismiss=https%3A%2F%2Fwww.unrealengine.com%2Fen-US%2Fblog>

Click the windows button to download the .msi file

Run the installation file and install epic games which is the main hub for unreal engine.

Once the instillation has been completed open Epic Games and look for the Unreal Engine tab at the top.

If Unreal has not been installed thus far click add versions and choose the correct version to be installed.

**Importing the Repository into Unreal Engine**

Start unreal engine using the Epic Games program

Once it is opened go to file->open project

If the project doesn’t pull up initially click browse and find the Unreal Engine Project file tilted Team4Game

Click on source control->Change source control settings

Ensure that the git path is provided and that your information has been entered as to connect with git.

Updating the repository

All manipulation for the project can be done within the