**DINOSAUR HUNTER  
DEV GUIDE**

**ENGINE**

Dinosaur Hunter is developed in Unreal Engine, v. 4.18.3. To run Unreal, one must install the Epic Games Launcher, which can be found here:

https://www.unrealengine.com/download

Once the installation of Epic Games is complete, open Epic Games and select Unreal Engine.

Unreal Engine can also be built from source on Linux machines, full instructions can be found here:

https://wiki.unrealengine.com/Building\_On\_Linux

**REPOSITORY**

Once Unreal is installed, our game's repository can be cloned or downloaded from

https://github.com/atwo6777/Team4Game

**CODE**

Once the Engine and repository are both downloaded, you can open the "Team4Game.uproject" in order to open the game in the Unreal Editor. From here go to File > Generate Visual Studio Code; this will add a new Visual Studio C++ Project file in the root folder, which can be opened in Visual Studio.