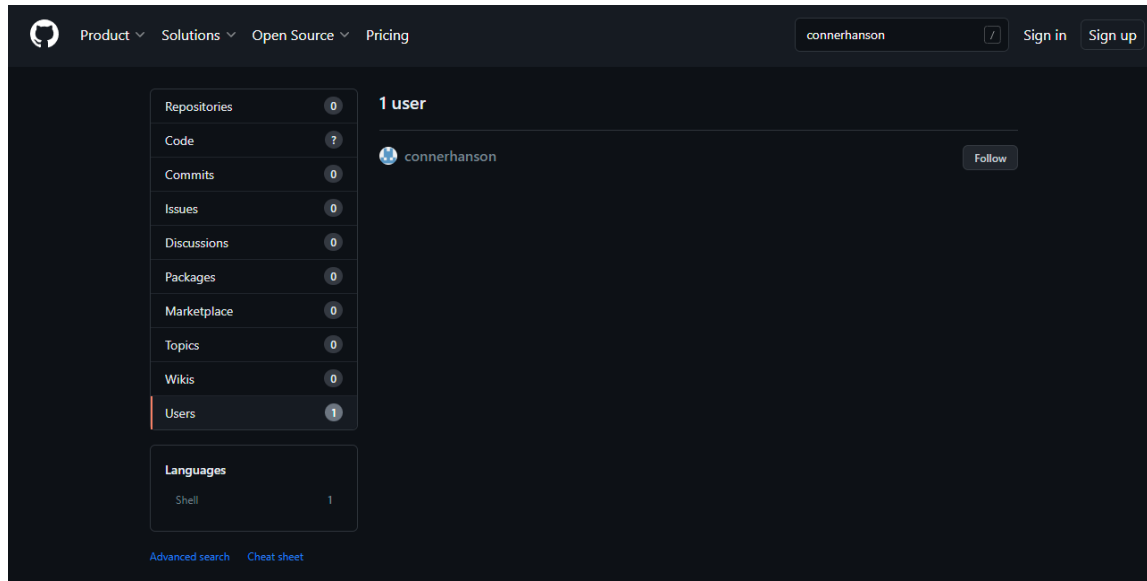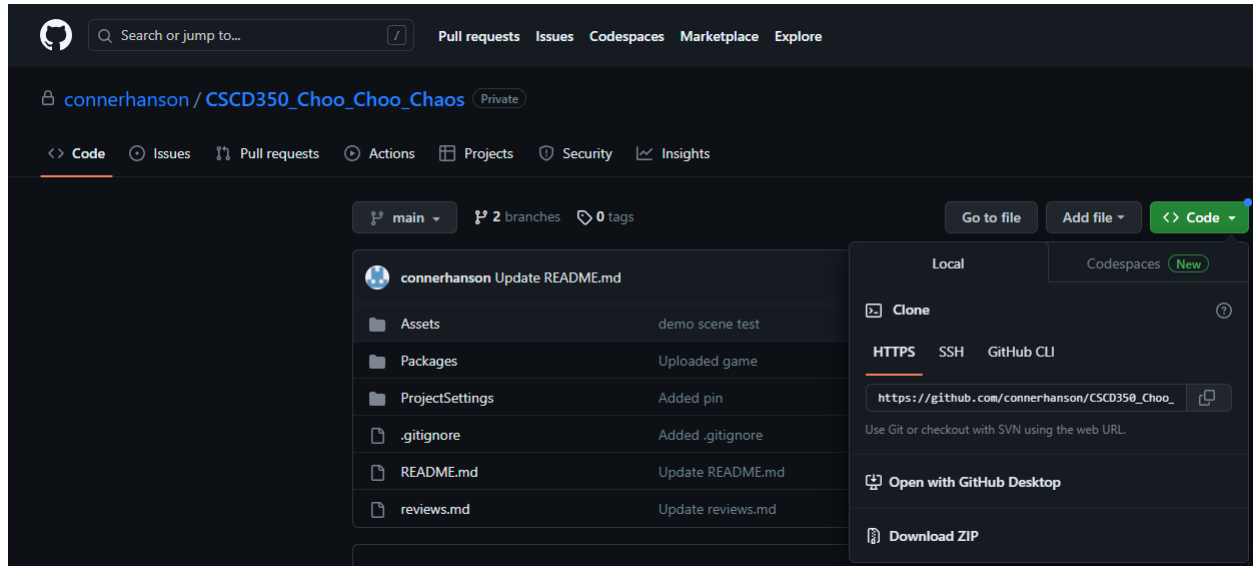To get the project:

1. Go to github.com

2. search "connerhanson"

3. select "users"

4. click on the profile

5. select "repositories"

6. select "CSCD350_Choo_Choo_Chaos"

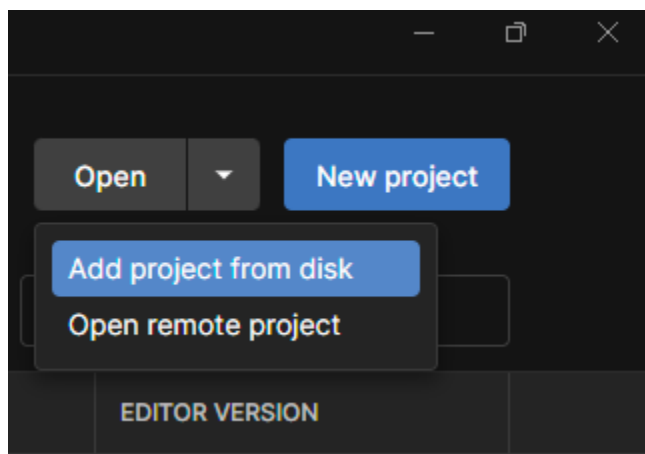7. Click "< > Code"

8. Select "Download ZIP"

9. Open File Explorer and locate the folder that contains the ZIP

10. Unzip the file

Open the project in Unity:

1. If you do not have the Unity Hub, follow a YouTube tutorial to install the Unity Hub

2. Once the Unity Hub has been set up, open it and select drop down menu next to "Open"

3. Select "Add project from disk"

4. Locate the folder containing the unzipped folder and double click the folder named

    "CSCD350_Choo_Choo_Chaos-main"

5. Again, double click the folder named "CSCD350_Choo_Choo_Chaos-main". You should see a folder named "ProjectSettings", "Packages", and "Assets"

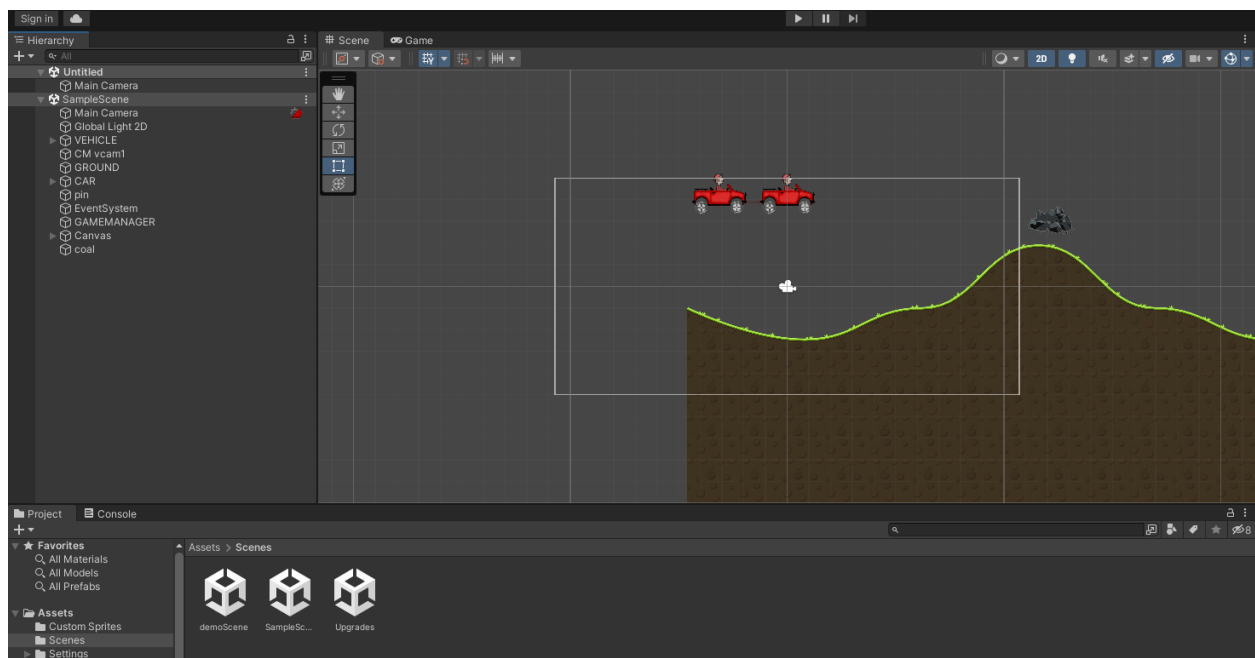6. Select Add Project in the bottom right of the File Explorer window
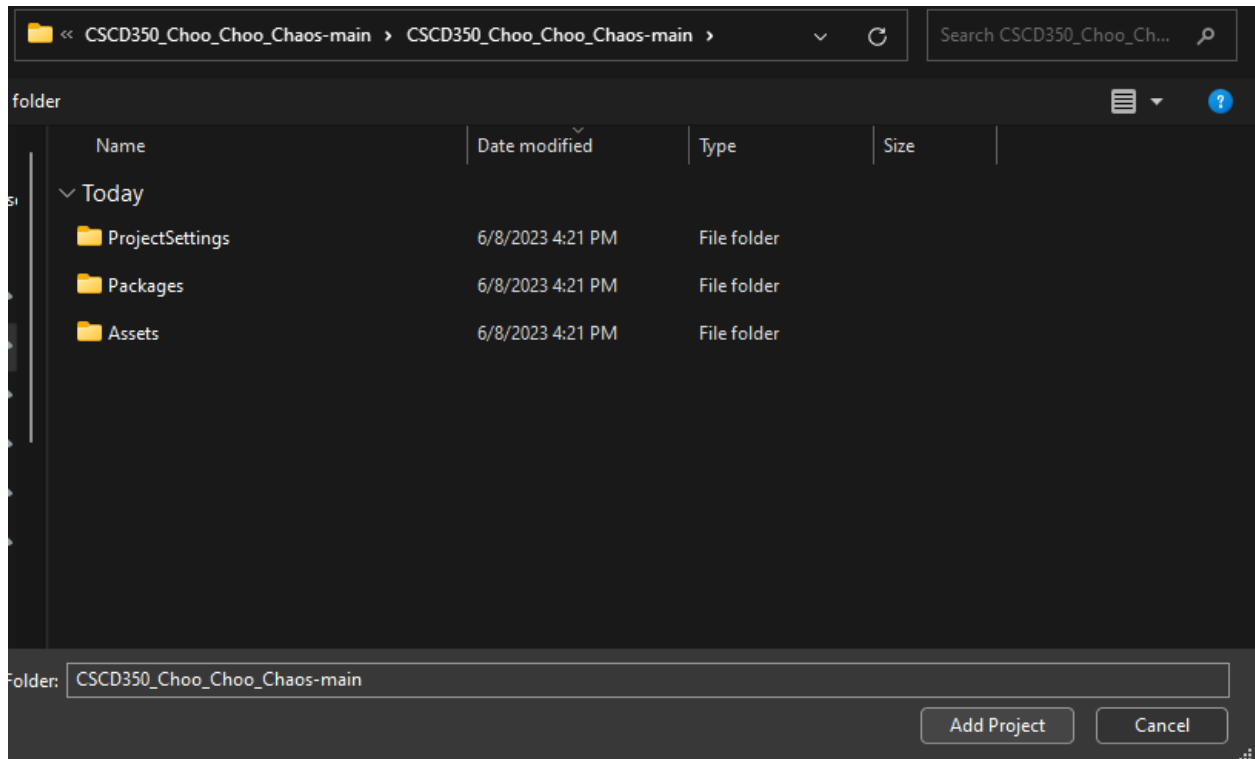
7. Click the project and it should open after a couple minutes
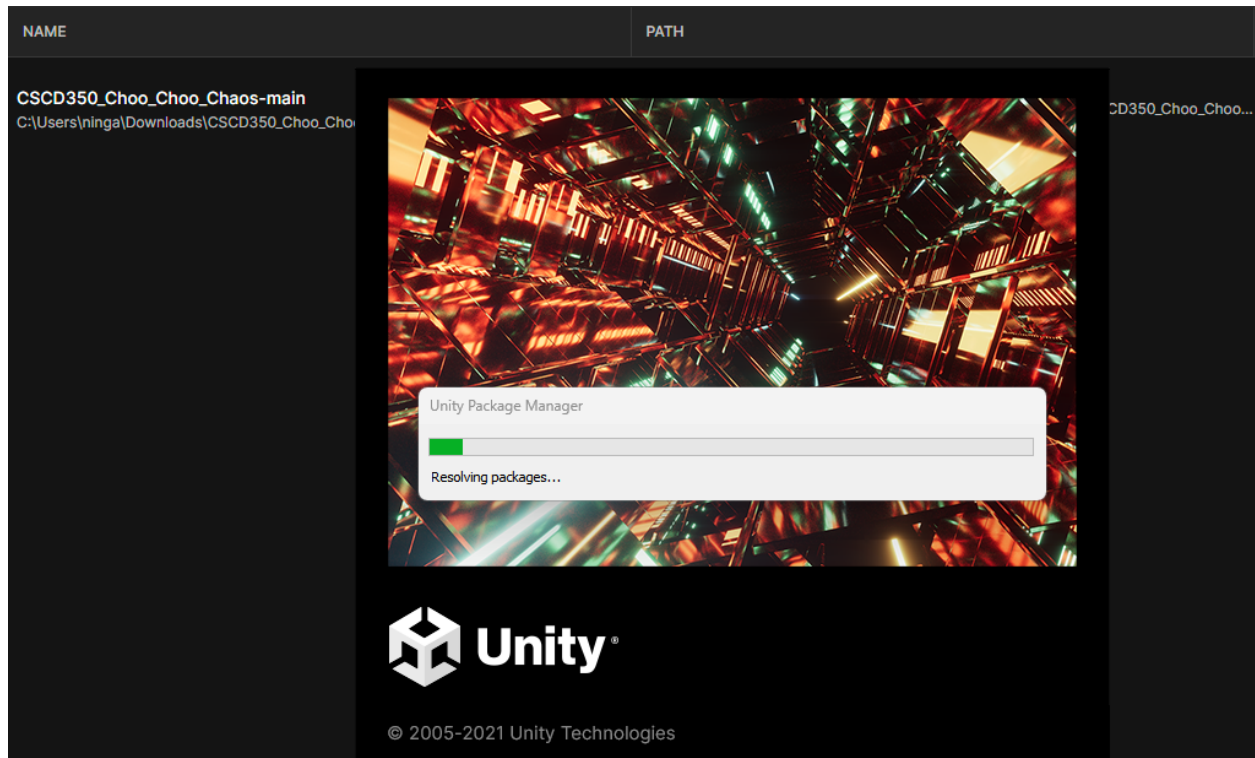
Work with the project:

1. To gain a visual, you can select "Scenes" under the "Assets" folder on the bottom left of the screen. You can drag and drop any of the scenes into the "Hierarchy" panel.

2. Sprites are in the "Custom Sprites" folder. You can create your own sprites and put them there, or use the sprites we have created.
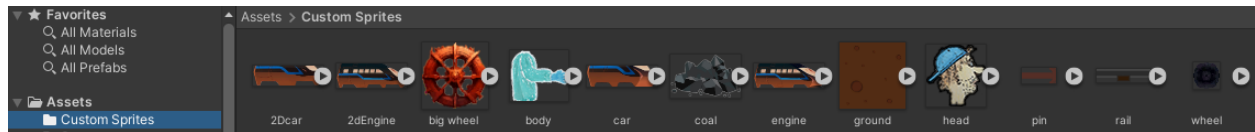
3. To work on a specific aspect of the scene, select it from the "Hierarchy" panel underneath the scene you have dragged in. For example, if you dragged in the "SampleScene", and you want to change the car, select "Vehicle", then "Car", and it will appear in the "Inspector" panel on the right of your screen. There, you can select the "Custom Sprites" folder, and drag and drop "2dEngine" into the field named "Sprite" under the "Sprite Renderer" object. This is where you can edit behavior, visuals, etc.