**Instructions for Using the INK Integration System for Non-Programmers**

1. **Open the provided project, then go to WINDOW > Asset Store > Unity Registry, type "Ink Integration for Unity", download, and import it into your project.**
2. **Download the INK Editor from** [**here**](https://www.inklestudios.com/ink/)**.**
3. **You’ll need to have some basic knowledge of how to use this language. Here are some helpful materials to get you started:**
   * [**YouTube Video 1**](https://www.youtube.com/watch?v=KSRpcftVyKg&t=27s)
   * [**YouTube Video 2**](https://www.youtube.com/watch?v=6wqNrKJdDbA)
4. **After you’ve learned the basics, let’s get started in Unity:**
   * **In the Hierarchy window, right-click > UI > Canvas.**
   * **Then right-click again > UI > Legacy > Button.**
   * **Right-click once more > UI > Text.**
5. **Once you've added the Button and Text elements, save them as Prefabs by dragging them into the Project window at the bottom of your screen.**
6. **Attach the provided script to the Canvas and fill in all the required fields with your prefabs and the story you created.**
7. **Add a Vertical Layout Group to the Canvas and configure it as needed.**
8. **You’re done! Congratulations.**