Graham Brown and Hasan Tiwana

CS302 Final Project Documentation

GitHub repository: https://github.com/gmbrown224/final

We planned on using GitHub as our primary shared repository, but we discovered Unity had its own collaboration repository within projects, so we ended up using that to share our progress with each other.

User Controls
- To run the game, navigate to the project folder and open "Mine Meadows.exe".
- The player must use the mouse to navigate through the menu screens. Once a difficulty is chosen, and the game begins, the player can use the WASD keys or the arrow keys to move around the grid.

Build instructions
- Our submission comes with an executable file, but if you would like to build using the source code, you can follow these instructions.
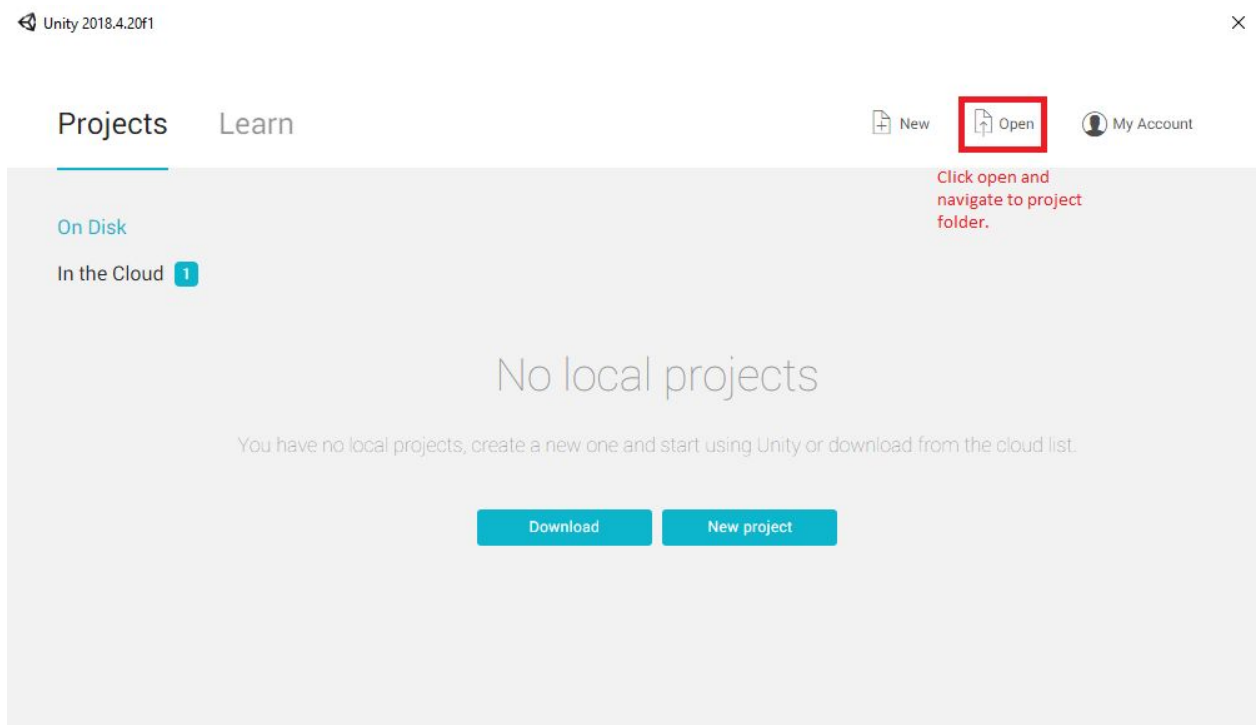
- First, open Unity and click Open at the top right. Then, navigate to the our submission folder and select the "Source" folder. Our project will then open in the Unity editor.
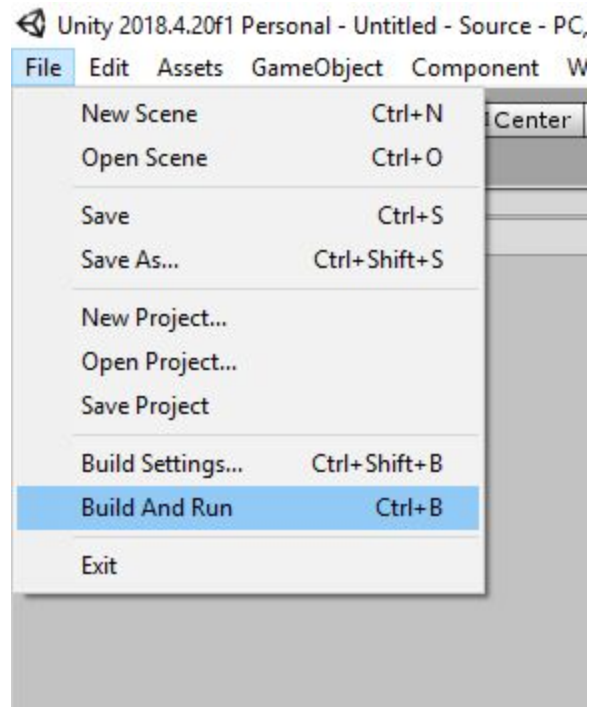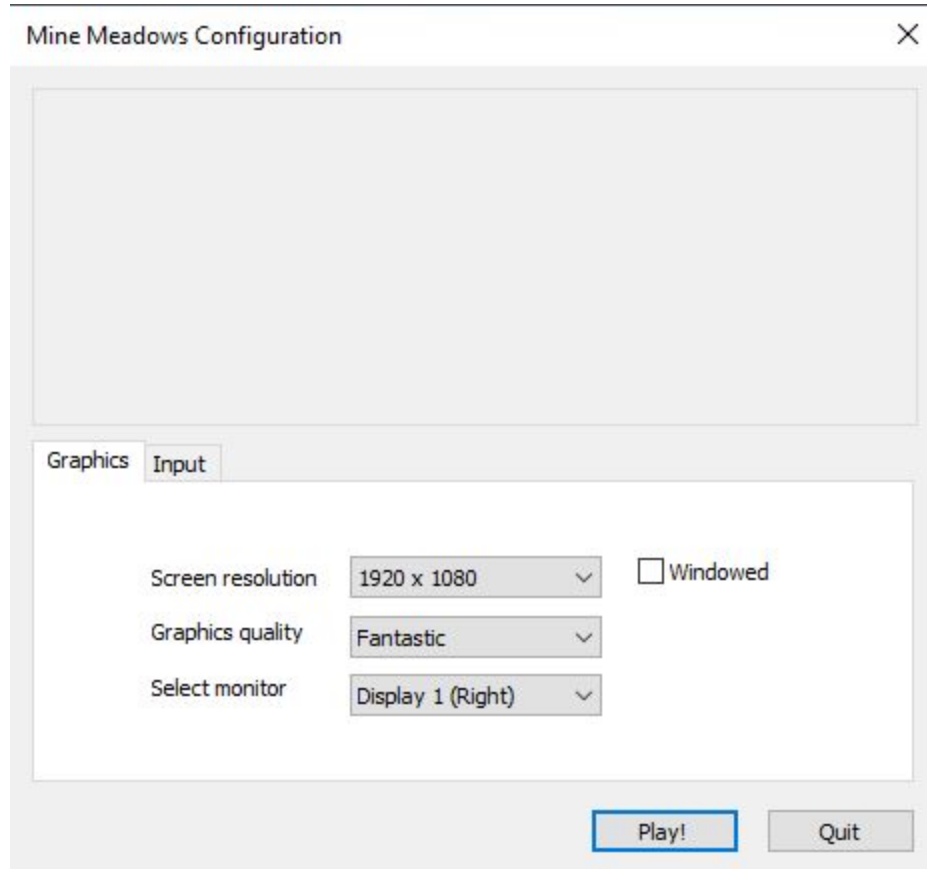
- Then, navigate to File -> Build And Run and the game should begin.

- If the build is not working, or if the scenes are not already in the right order, go to the assets menu at the bottom of the page.
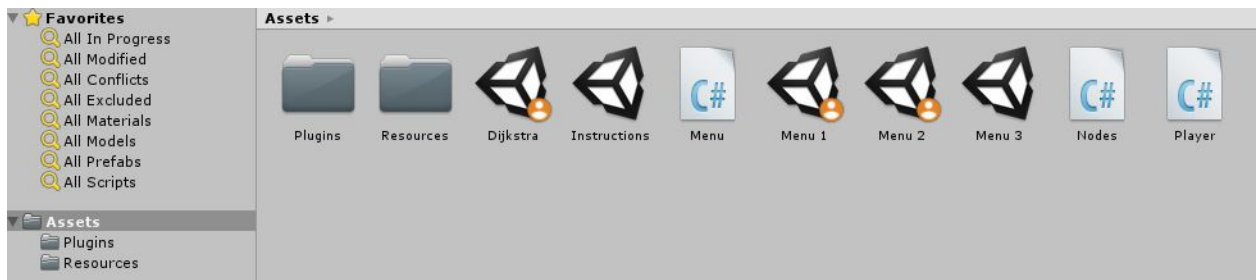
- Then at the top, click on File->Build Settings to access the build menu. From here, drag and drop the scenes in the following order into the build menu box.

- Then, navigate to File -> Build And Run and the game should begin.

Mine Meadows Configuration ✕

Graphics Input

Screen resolution   1920 x 1080   ⌄   ☐ Windowed

Graphics quality   Fantastic   ⌄

Select monitor   Display 1 (Right)   ⌄

Play!   Quit

- Choose your settings, and begin!