**Sinister Transistor**

**Build Instructions**

**COP 4331, Spring, 2016**

Team Name: The Mega Bytes

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Modification history:

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| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| v0.0 | 04/21/16 | Joel | Template |
| v1.0 | <date here> | <who> | <put comment to summarize the changes made in this version> |
| ... |  |  |  |

**Materials Required**

To build Sinister Transistor on your machine, you will need to download and install the Unity game engine. The version of Unity that Sinister Transistor was built on was 5.3.4, but the system should be able to be built on newer versions of the software that will come out in the future. System requirements for the Unity game engine can be found by using the following link.

<https://unity3d.com/unity/system-requirements>

All of the project files including the game source code, design documents, and the user manual can be found at the following link.

<https://github.com/gregkelso/COP-4331>

**Build Instructions**

1. First, download Unity version 5.3.4, which was the version used for this project, or simply download the latest version. The download can be found by following this link: <https://unity3d.com/get-unity>
2. On this page you will see the section for the *Personal Edition* and a *Free Download* link beneath that section. Click on “Free Download”.
3. Then on the next page you will see a “Download Installer” link. Click that to begin the download.
4. Once the download has finished, open it and the Unity Download Assistant will appear.
5. Go through the menus, accepting the terms and conditions as necessary until the download begins. You can decide where you want the download to go and what additional features to include, but I recommend just using the default settings for everything.
6. After the download is finished, click Finish and Unity should launch. If it does not launch then launch it using the either the applications folder on Mac or by searching Unity in the start menu in Windows.
7. Next, you will need to go to the GitHub website for our project to download the required files. The website can be found using this link: <https://github.com/gregkelso/COP-4331>
8. On this page you will want to click on the *Download ZIP* button found on the upper right hand side of the list of files. This will start downloading our project.
9. Unzip the compressed files that were downloaded. This is done differently on different operating systems. If you don’t know how to unzip files, a quick search online should provide a guide specific to certain operating systems. Extract the file to any folder that you wish, but remember where you put it because it will be needed for the next steps.
10. Next, you will want to go back to Unity that was opened earlier. You should be on the Unity home page where you can create a new project or open an existing one. Click the open button in the top right of this page to open up an existing project.
11. Next you will need to navigate to where you saved the unzipped version of the downloaded project files. The path that you will open to create the game will be as follows: *Path that you saved in > COP-4331-master > COP-4331-master > COP4331Final*. After this the file *Final Game1* should be selected to create the game in Unity. After this the game should come up in Unity.
12. To build the game in Unity, first select *File* and then *Build Settings*. Next, select which operating system you want to build it for (choose the one you are using at the moment) and then hit *Build and Run*. You will need to save the game to a file, it doesn’t really matter where just know where you put it. You can name the game *Sinister Transistor* at this point.
13. After you save it Unity will build the project and then run the executable that is the game. Choose a screen resolution that makes sense for your monitor and then hit the *Play!* button.