Developer’s Manual for D.R.E.A.D.

# Software Used

Unity version 2021.3.8f1

# Instructions for Editing Game Files

## Download

* Go to Unity’s Download Page and click “Download Installer for Windows”. You want to download version 2021.3.8f1 LTS. A UnityDownloadAssistant-3.8.exe file should be downloaded to your "downloads" folder (where 3.8 is the current Unity version).
* Open the downloaded installer
* Accepts the license and terms and click Next.
* Select the components you would like to be installed with Unity and click “Next”. Note: If you ever want to change the components, you can re-run the installer.
* You can change where you want Unity installed, or leave the default option and click “Next”.
* Depending on the components you selected, you may see additional prompts before installing. Follow the prompts and click “Install”. Installing Unity may take some time. After the installation is finished, Unity will be installed on your computer.

## Cloning the Repository from Git

* On your web browser, type in **github.com/jlreedNIC/Dread**.
* Above the list of files, click "Code"
* Copy the URL for the repository.
* Open Git Bash on Windows or Open a Terminal on Linux
* Change the current working directory to the location where you want the cloned directory.
* Type git clone, and then paste the URL you copied earlier.
* Press Enter to create your local clone.

## Compiling the Code and Building the Game

* If the code is changed, you will need to recompile the code and rebuild the game.
* Open the unity editor and load the Dread project
* Unity will auto import and compile the code you changed from Visual Studio or VS Code.
* As long as Unity doesn't generate any compilation errors, you can move onto building.
* Click on "file" in the top left corner of the unity editor, then click "Build & Run".
* Unity will automatically compile everything into the necessary files and create one convenient Dread application file that you can click on whenever you would like to play. Note Unity creates several other files and folders that must be in the same directory of the Dread application for the game to run.

# High Level View of Code

# Diagram, schematic Description automatically generatedHow To:

## Create a Prefab:

Drag your desired game object down into the Project pane.

## Choose a Pattern:

See <https://sourcemaking.com/design_patterns>

## Dynamic Binding:

See <https://webpages.uidaho.edu/drbc/cs210/index.html> Chapter 08 Static and Dynamic Binding

## Full Test Plan:

Create an automated test for each new feature you implement each week.

See TL 3 presentation on testing.