

Deployment Manual: Detailed Guide to Downloading, Unzipping, Importing, and Playing a Game in Unity

Step 1: Downloading the Game Zip File

Open your preferred web browser and navigate to the provided Google Drive link https://drive.google.com/file/d/1ScU02a87c7lb-C4EhtlOLeDO2gfYgg2N/view?usp=drive_link for the game download.

2. Click on the download button or right-click on the file and select "Download" to save the game zip file to your computer.

Step 2: Unzipping the Game File

3. Once the download is complete, locate the downloaded zip file in your computer's downloads folder or the directory you specified.

4. Right-click on the zip file and choose **"Extract All"** or use a third-party unzip tool like WinRAR or 7-Zip to extract the contents of the zip file.

5. Select a destination folder where you want to extract the game files and click **"Extract"**.

Step 3: Importing the Game into Unity

6. Launch Unity on your computer. If Unity is not installed, download and install it from the official Unity website following the installation instructions.

7. Create a new Unity project or open an existing one where you want to import the game.

8. In the Unity editor, navigate to the **"Assets"** menu and select **"Import Package"** -> **"Custom Package"**.

9. Browse to the folder where you extracted the game files and select the main game folder or the Unity project file (ending with .unity).

10. Click **"Open"** to import the game assets into your Unity project. Unity will start importing the assets and organizing them within your project folder structure.

Step 4: Configuring the Project

11. Resolve any missing dependencies or errors that may appear in the Unity console. This may involve installing missing packages, updating scripts, or configuring project settings.

Step 5: Testing and Debugging

12. Double-click on the main scene file to open it in the Unity editor.

Press the play button at the top of the Unity editor to start playing the game within the Unity editor itself.

Test the game thoroughly to ensure all features and functionalities are working as expected.

Step 6: Playing the Game

13. Once the game assets are imported, navigate to the project window in Unity and locate the main scene file (usually named **"Main"** or **"Game"**).

14. Double-click on the scene file to open it in the Unity editor.

15. Press the play button at the top of the Unity editor to start playing the game within the Unity editor itself.

16. Alternatively, you can build the game for your desired platform by navigating to **"File"** -> **"Build Settings"**, selecting your target platform (such as PC, Mac, iOS, Android, etc.), and clicking **"Build"**. Follow the instructions to build and run the game on your chosen platform.

Step 7: Enjoying the Game

17. Explore the game mechanics, complete objectives, and immerse yourself in the gaming experience.

18. If you encounter any issues during the process, refer to the troubleshooting section in the game documentation or contact the game developer for assistance.