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| Step ID | Description |
| 1 | On hierarchy add a Canvas. |
| 2 | Add a Button, RawImage and GameObject as child objects of the Canvas. \*  Scale the Button/RawImage as desired in the Inspector. |
| 3 | On the GameObject Inspector, add the PlayVideo Script. |
| 4 | In the Image parameter on the Inspector, drag the RawImage from the Hierarchy. |
| 5 | Click the Button in the hierarchy and on the Inspector add On Click (). |
| 6 | Drag the GameObject over for the Runtime Object parameter and pick GameObject.SetActive and leave unchecked. |
| 7 | Add another event (+) and drag the GameObject over for the Runtime Object parameter and choose GameObject.SetActive and leave it checked.\*\* |
| 8 | Add another event (+) and drag the GameObject over for the Runtime Object parameter and choose PlayVideo.Test and paste in the video URL for the string parameter. |

*\*The RawImage is for the background of the video.*

\**\*By doing this we reset the GameObject in case the user spams the button click so the video will keep resetting with every button click.*