Appendix A: CD Content

The attached CD contains the following resources:

**Package ‘Development’**

Unity setup v2018.2.17f1 (64-bit)

The latest Virtual Rival Version used for the experiment

* PC, Mac, Linux Standalone
* WebGL Build

**Package ‘Theory’**

PDF version of this document

A summary of the evaluation results

Appendix B: Host game on itch.io

The entire game can be easily be hosted on an online gaming platform. This chapter explains the standard setup to host a game on itch.io.

Important settings in the “Edit game” page:

1. Set project type to “HTML”
2. Upload WebGL build folder as .zip.
3. Select “This file will be played in the browser”
4. Set embed options to “Embed in page”