

Launch the build :

- Open snl file on Visual Studio (ARUTownTest)
- cable connect the hololens and the pc (windows)
- Type : Release, ARM64
- Launch on : Device
- If it's the first connection : make sure developer mode is activated on the computer
 - when launching, a pop up to enter a PIN will come up
 - in the hololens : settings > developer features > pair button → click
 - enter the pop up PIN shown in the hololens in the input field on the computer
- wait for the launch
- when deployed, the game will start by itself, however, when the cable is unplugged, the game will stop. You can still access the build directly in the hololens afterwards with the steps below

To launch the build already deployed once :

- in hololens :
 - open menu
 - all apps (icon on the right of the menu)
 - click on ARUTownTest

PlayTest

To only playtest minigames, in the unity scene, you can find **MiniGameManager**, and enable the **MiniGameTester** component. You may also need to enable the mesh renderer inside different MiniGames, like **NUS MiniGame** and **Elephant Minigame**.