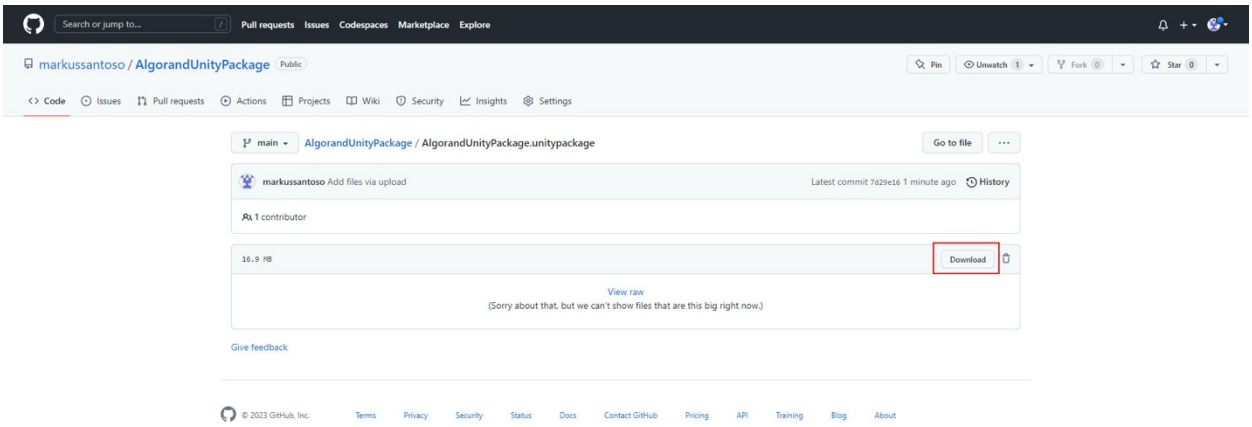
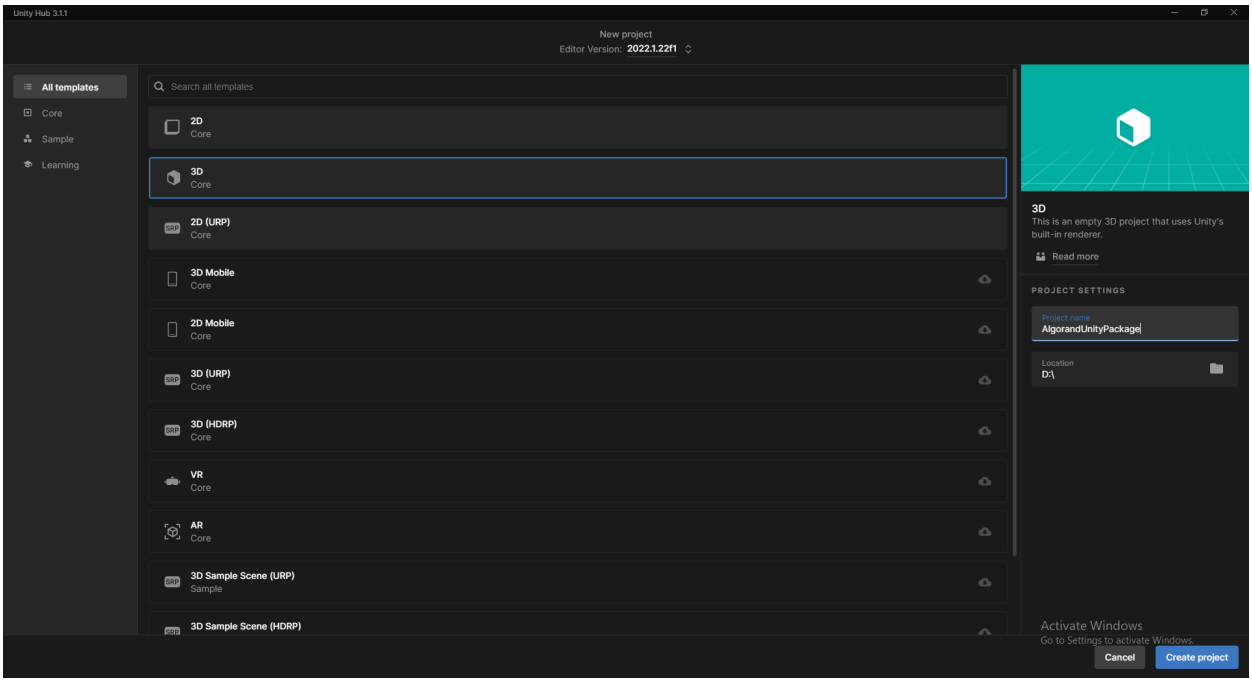
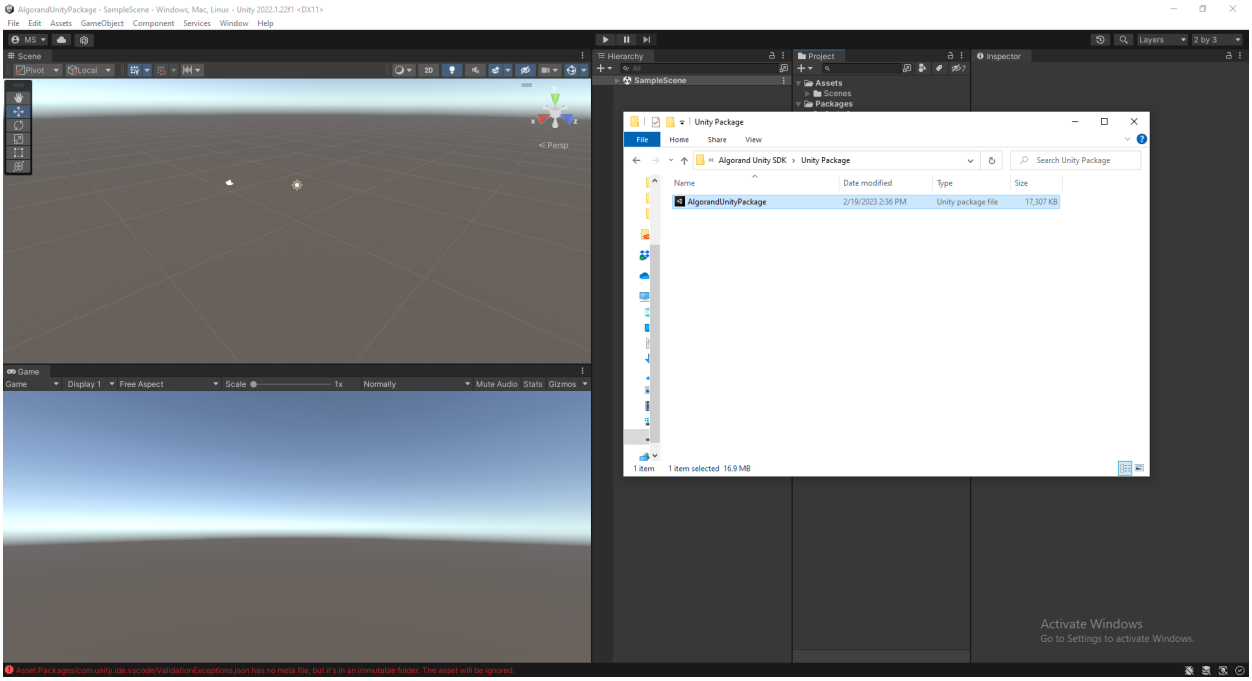
1. Go to: https://github.com/markussantoso/AlgorandUnityPackage/blob/main/AlgorandUnityPackage.unitypackage and download the Algorand Unity package:



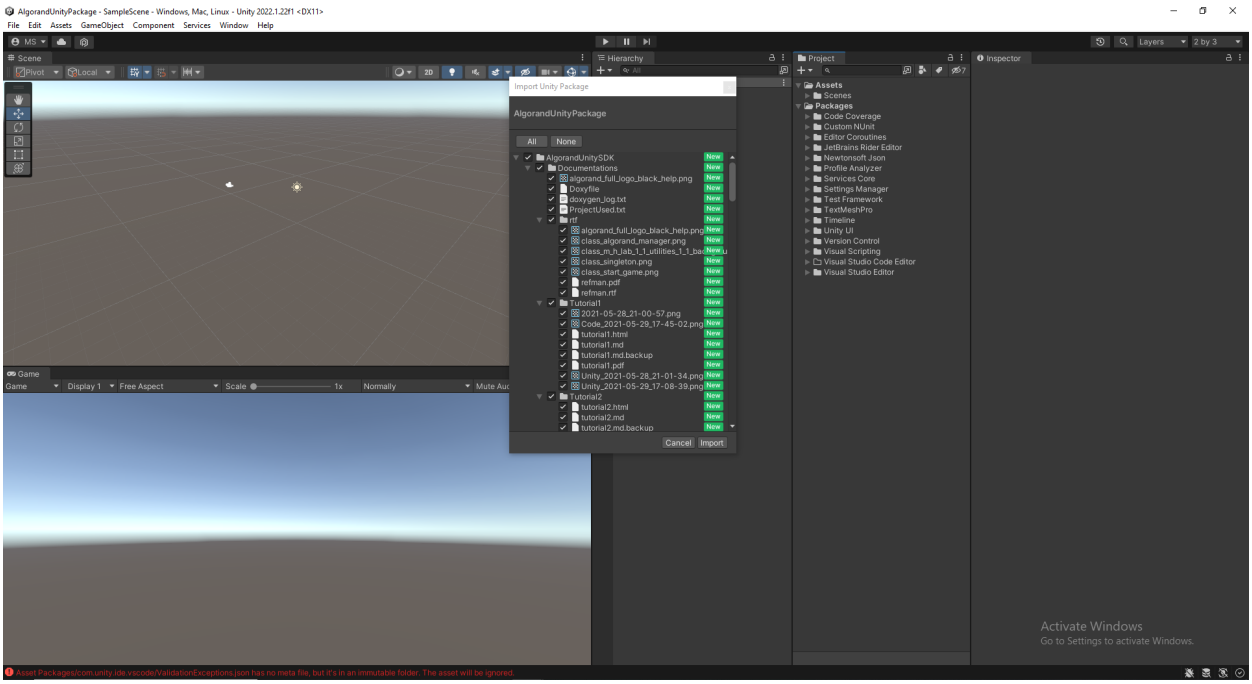
2. Create New Unity project



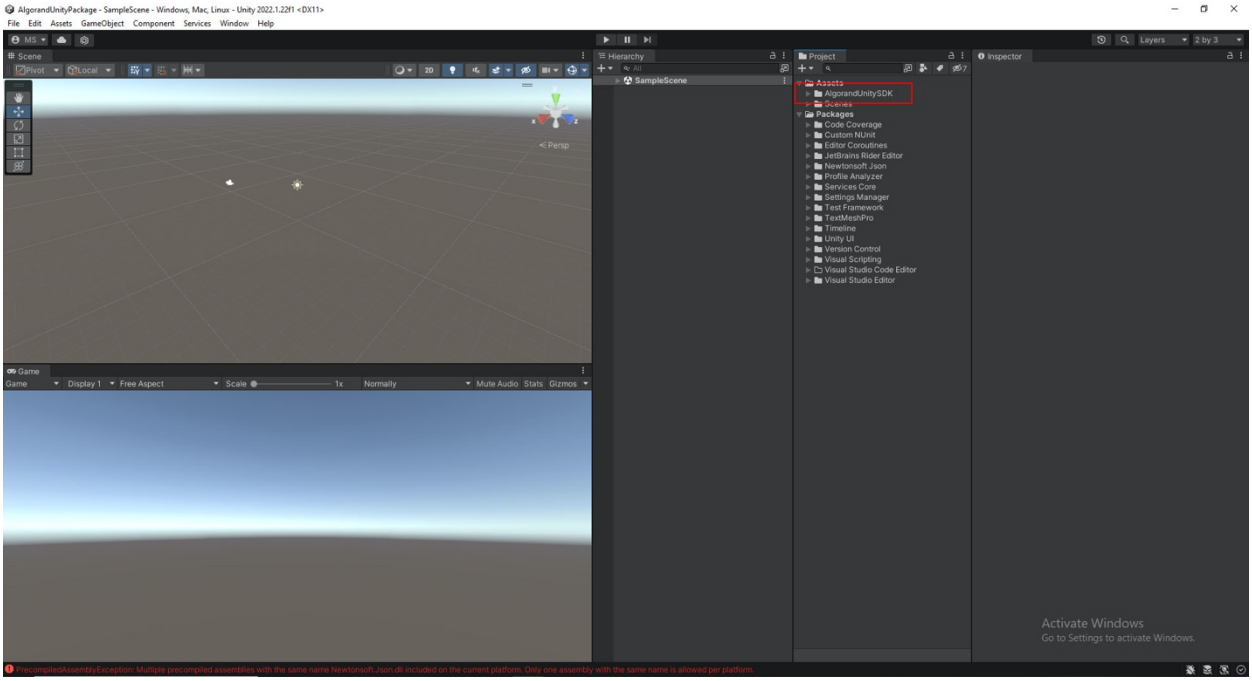
3. Drag n Drop AlgorandUnity package to the project



Click ‘Import’

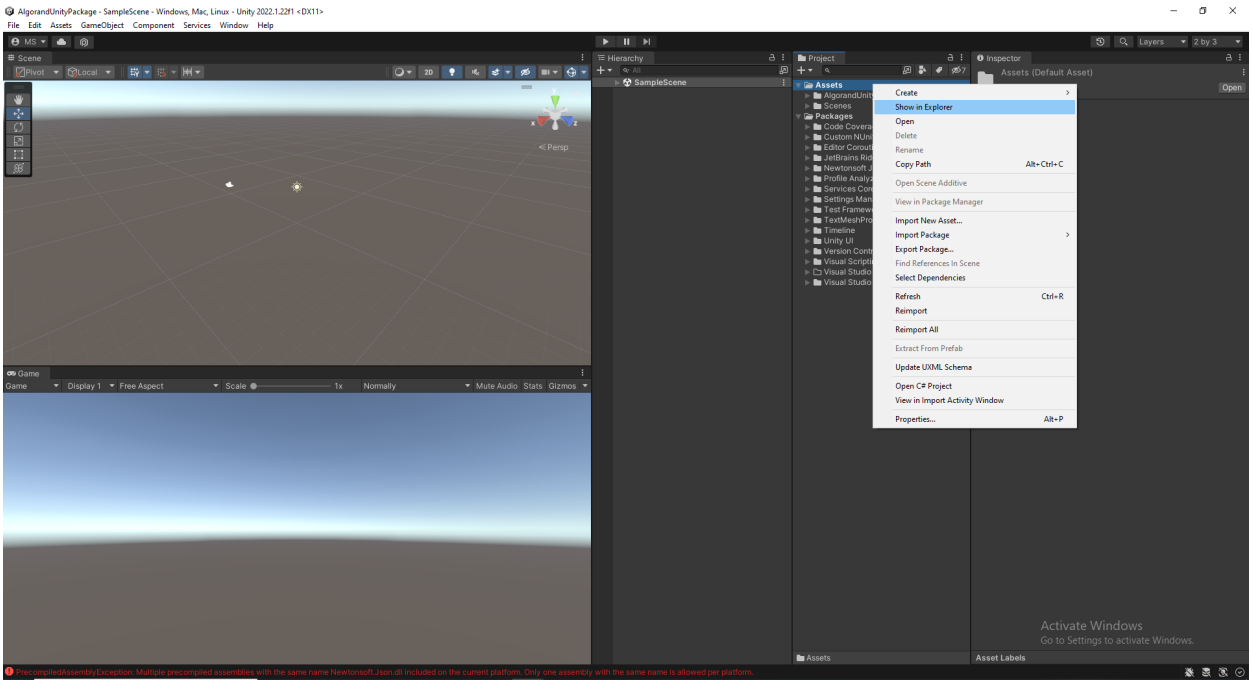


AlgorandUnitySDK imported !!!

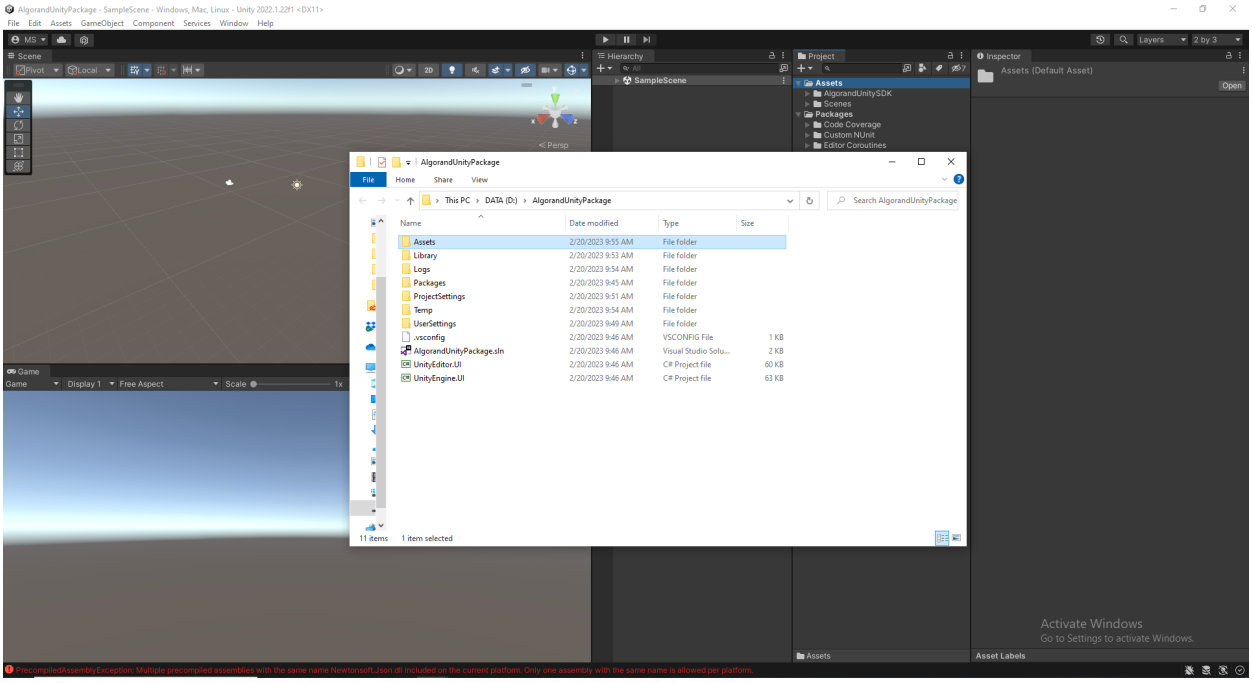


In this phase, you will see couple errors related with ‘newtonsoft’ and others.

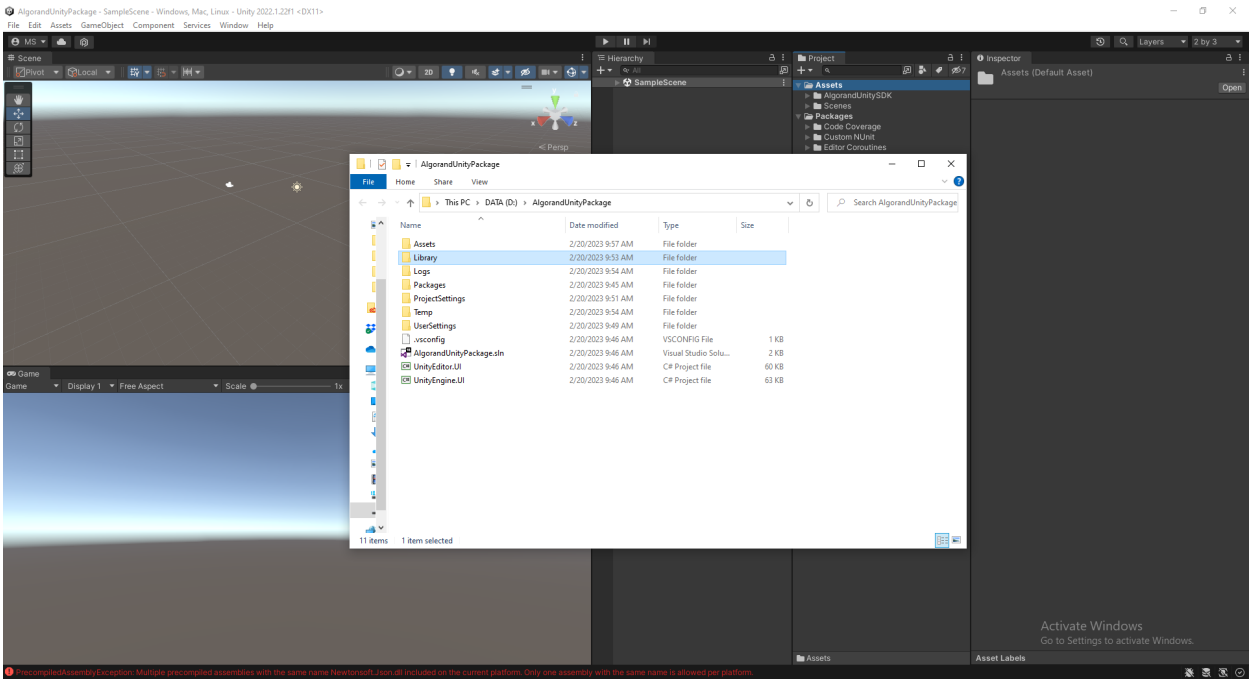
4. To solve these errors, right-click Assets then select ‘Show in Explorer’ (WIN) or ‘Reveal in Finder’ (MAC):



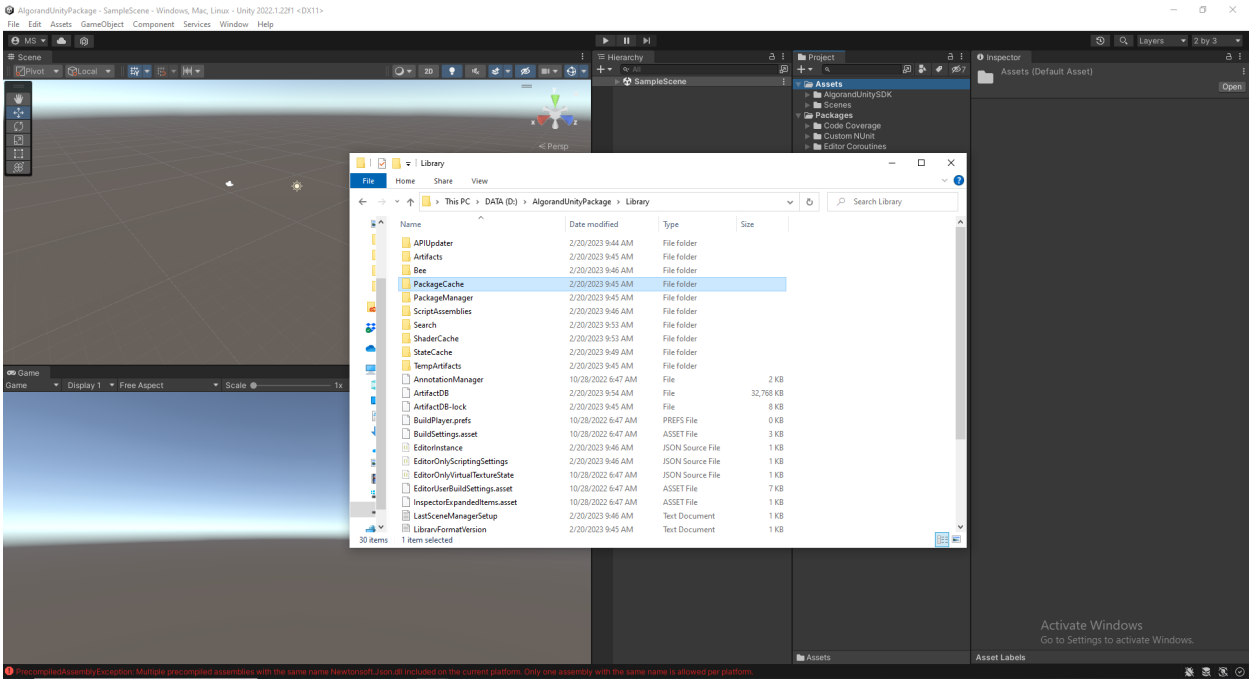
And this window will open:



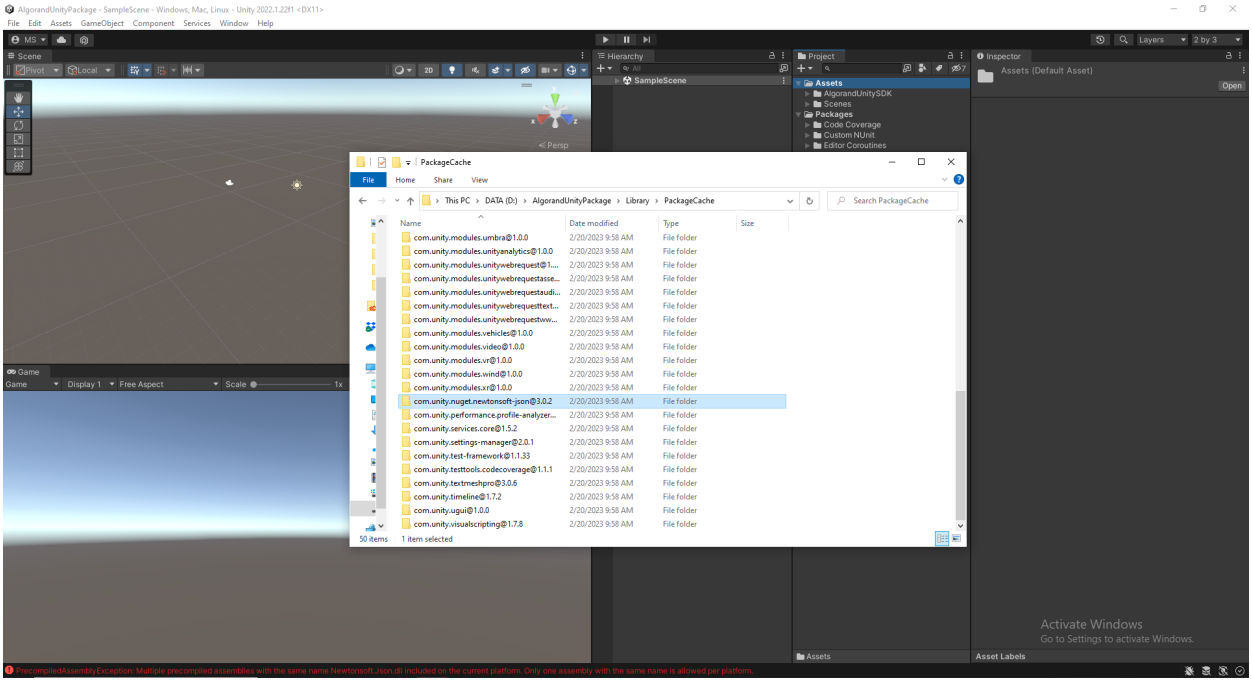
Now go to ‘Library’



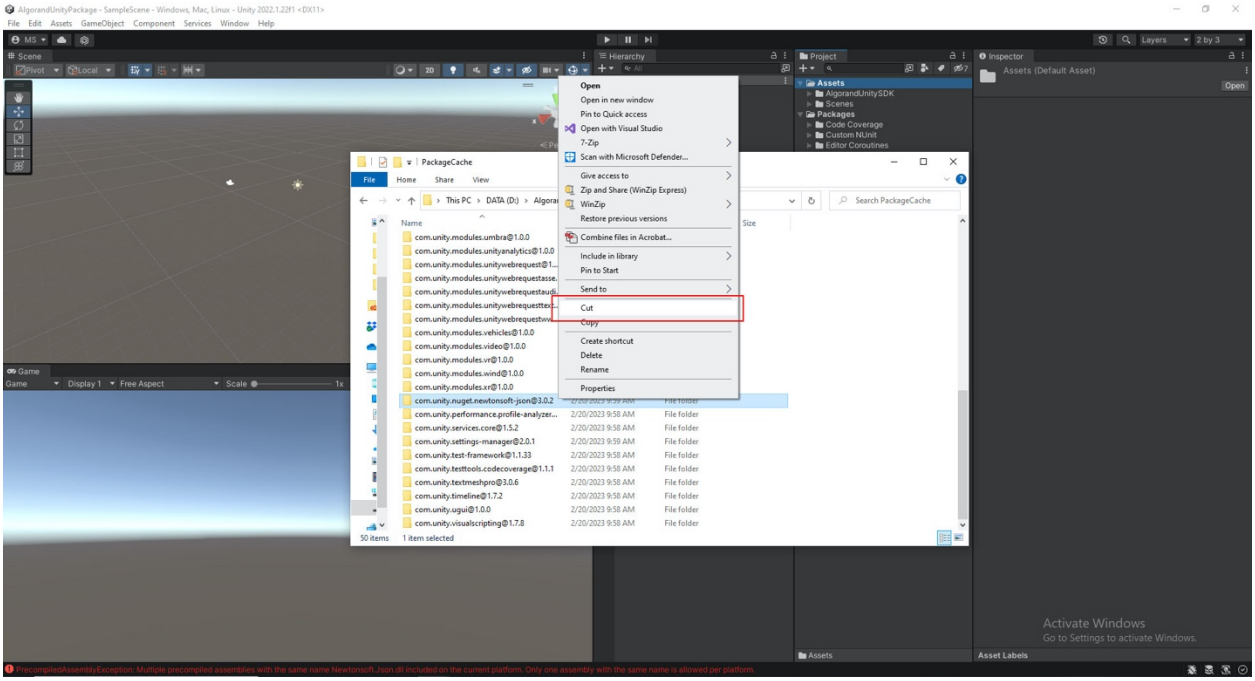
Open ‘Package Cache’



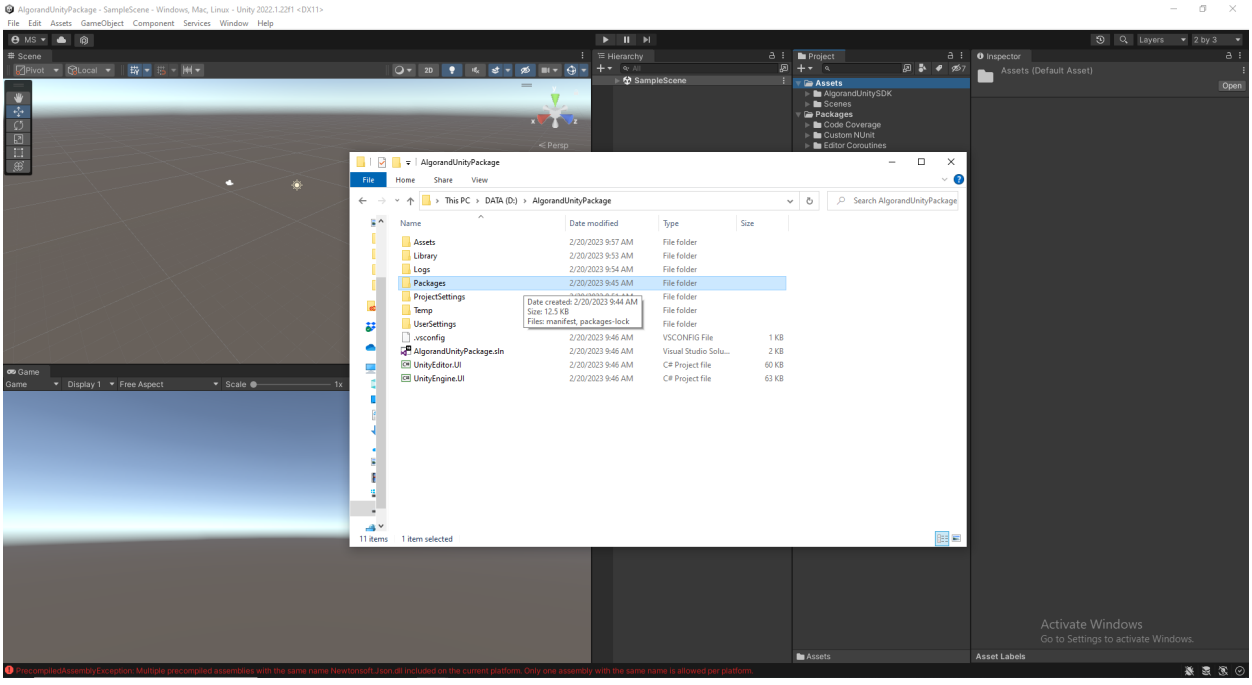
and find ‘com.unity.nuget.newtonsoft-json’ folder



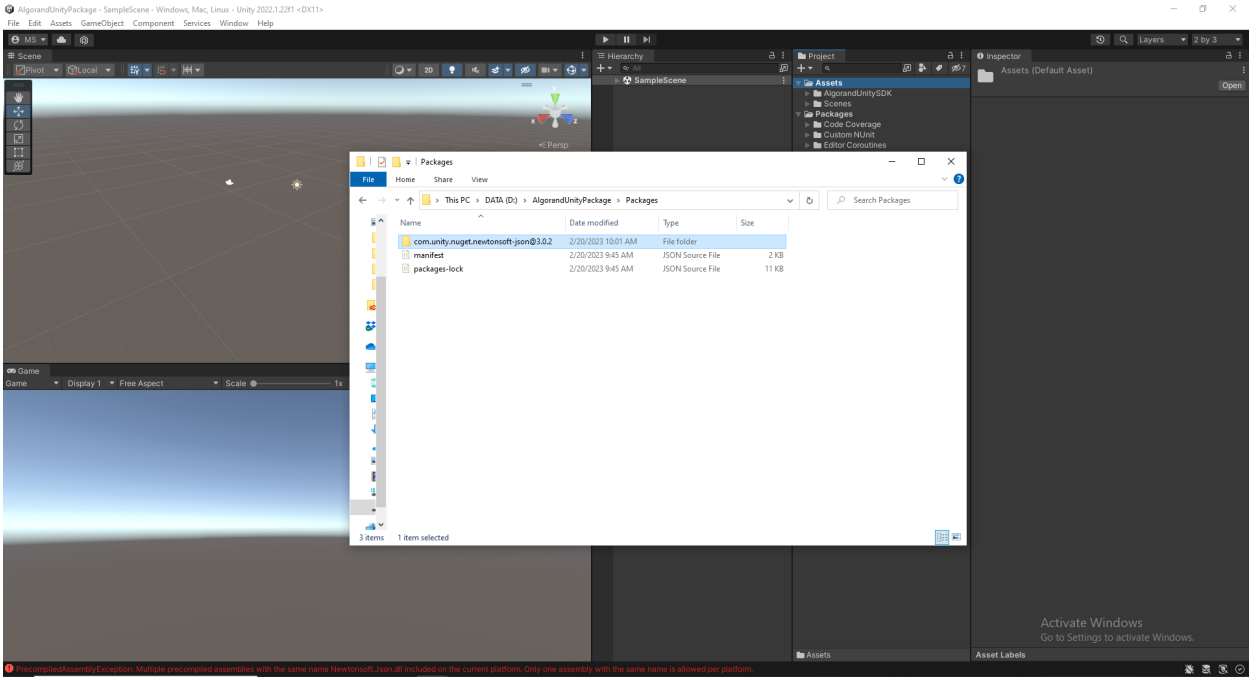
then ‘Cut’ (ctrl X) the whole folder



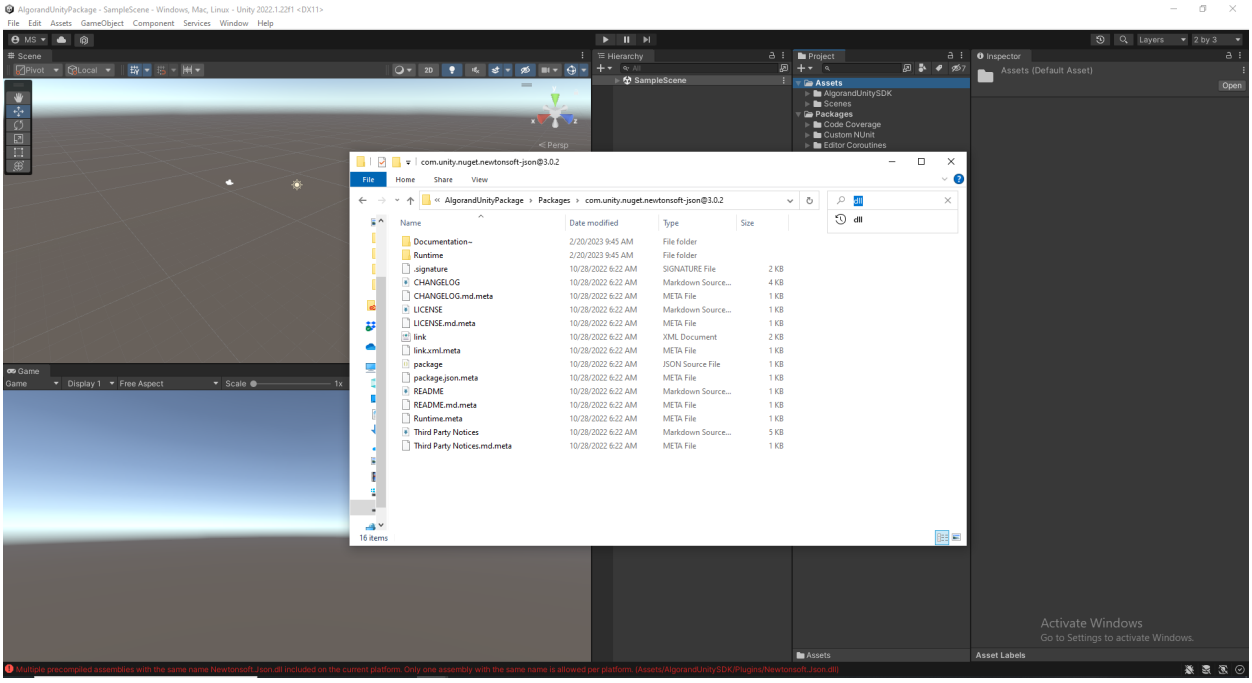
5. back to main folder, and find ‘Packages’, open it…..



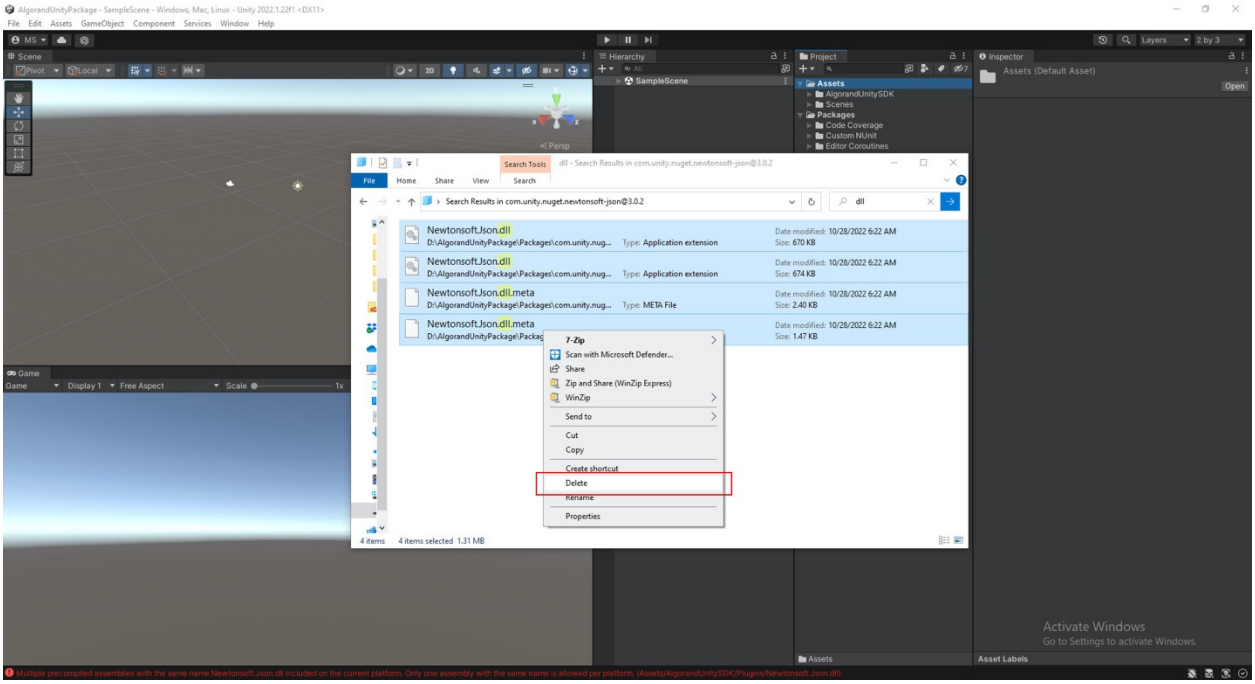
paste ‘com.unity.nuget.newtonsoft-json’ folder here.



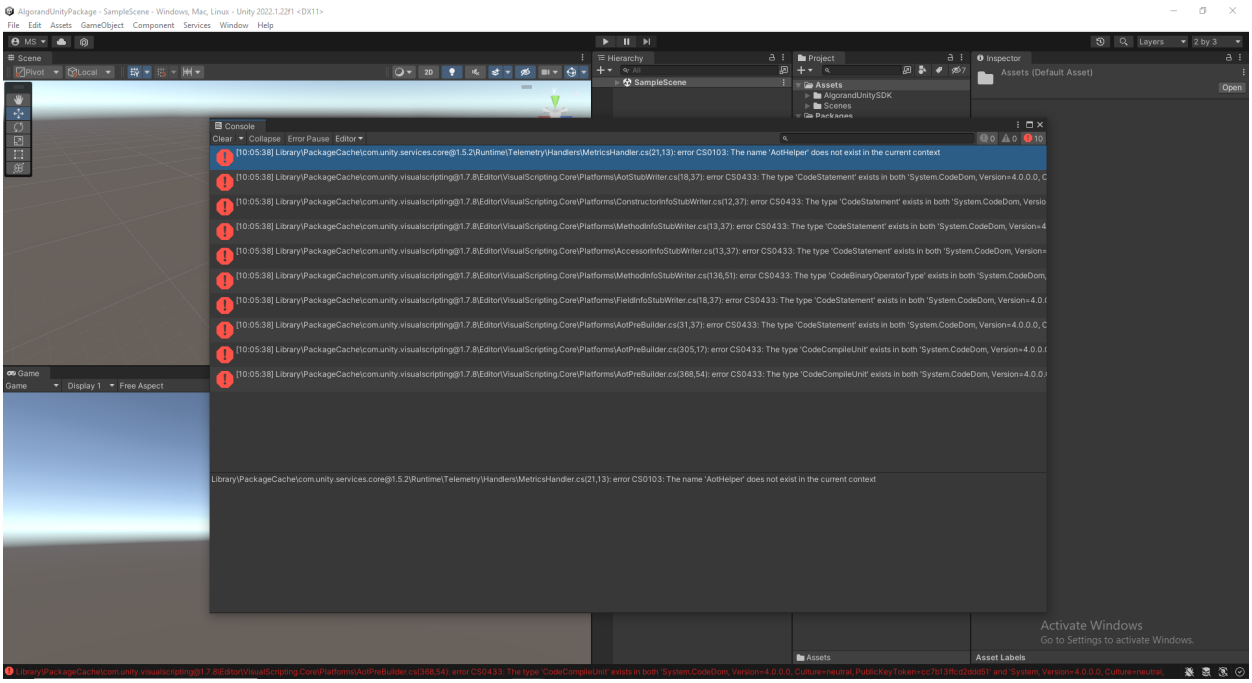
6. Open ‘com.unity.nuget.newtonsoft-json’ folder, go to search bar and type ‘dll’



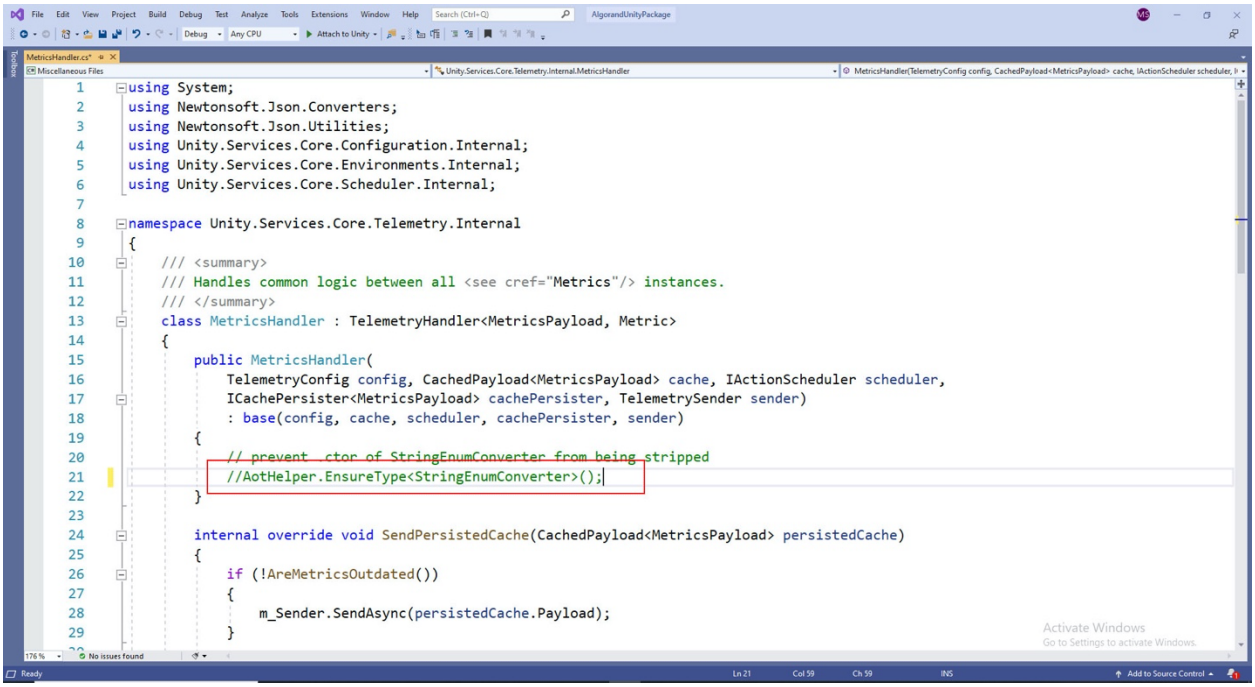
Select all these files and delete all



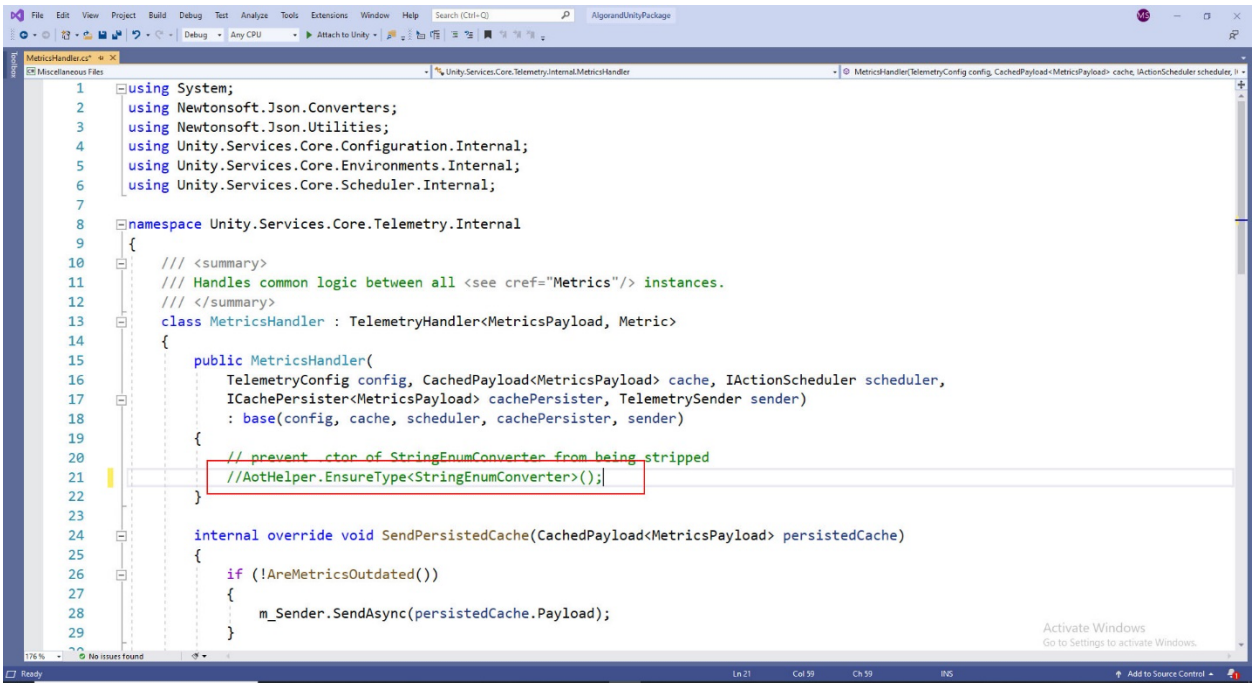
7. back to Unity, all newtonsoft-related errors should disappear. But now, we got couple other errors for i.e: ‘AotHelper’ and ‘Visual Scripting’ errors. Let’s working on it…..



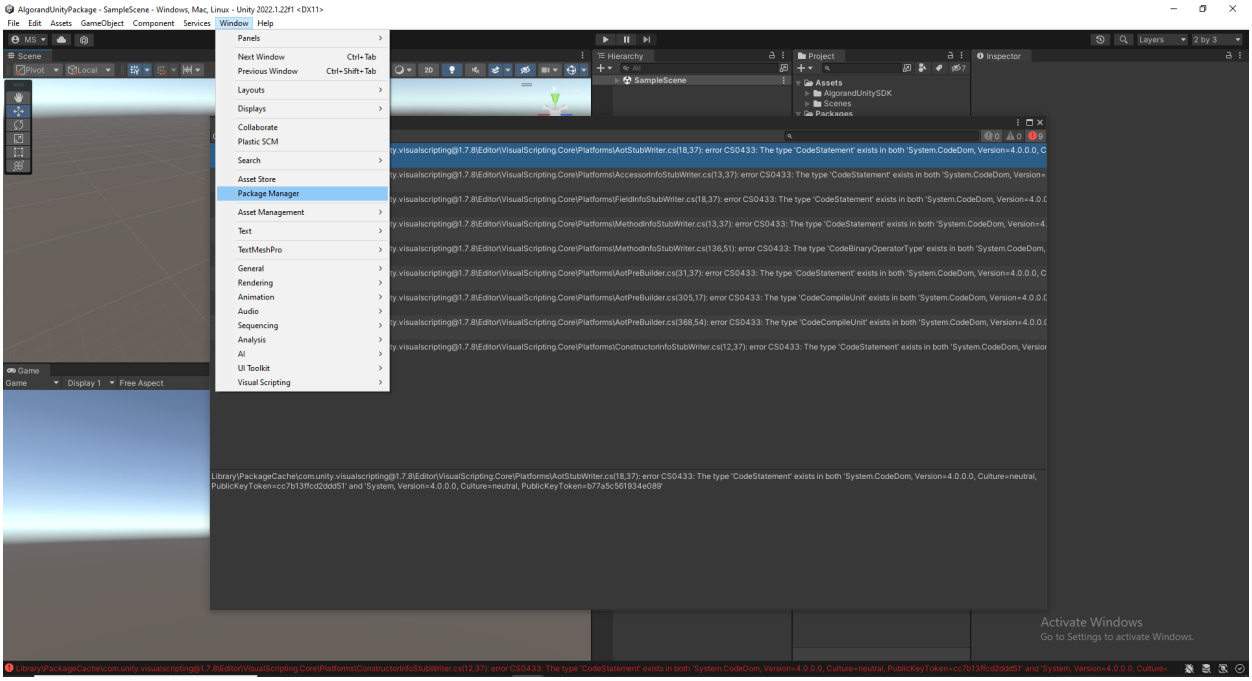
8. Follow these steps to remove ‘AotHelper’-related errors. Open Console, double click the 1st AotHelper error. Once Visual Studio opened, disable this line by adding ‘//’ in front of the code.



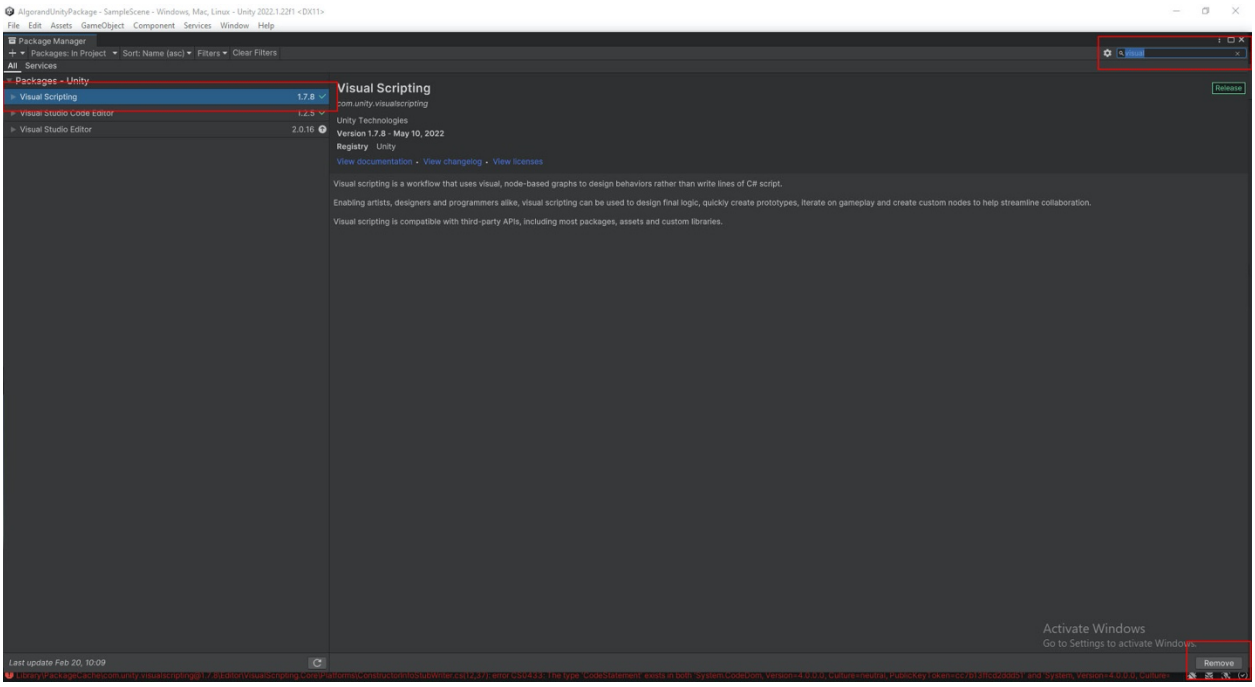
In my case, after I did the 1st step, same AotHelper error still occurred so we can repeat the step. Go to Console, double click the AotHelper error notification, visual studio will open and disable the AotHelper line:



9. To fix Visual Scripting related error is pretty straightforward. Go to Window >> Package Manager



Search for ‘visual’ and you should find ‘Visual Scripting’ and hit ‘Remove’ button



10. Your Algorand-based Unity project should be ready to go !!!

Unity Package Source: https://github.com/Vytek/AlgorandUnitySDK

Feel free to reach me at: markus_santoso@yahoo.com if you have any questions.

Happy Coding !!!