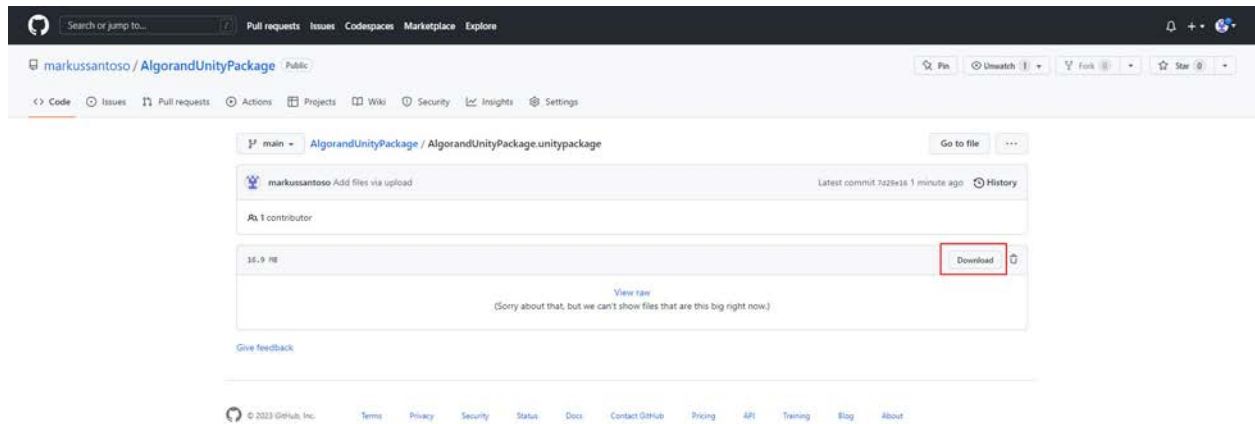
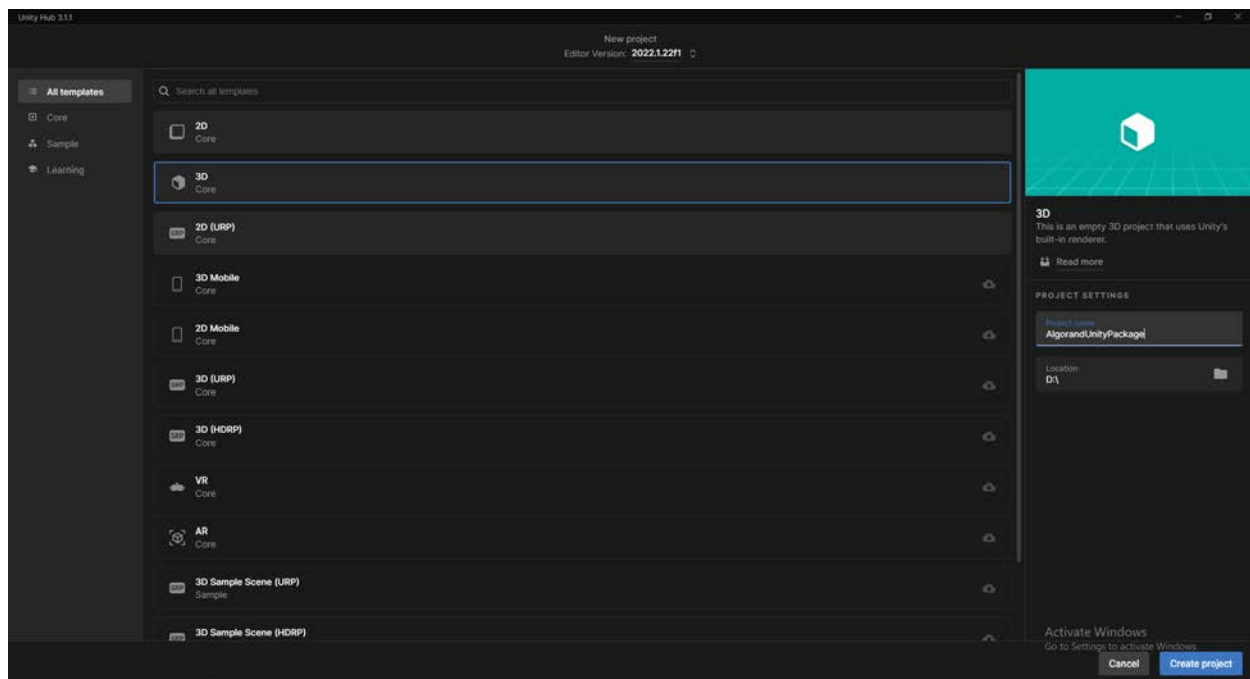


1. Go to:

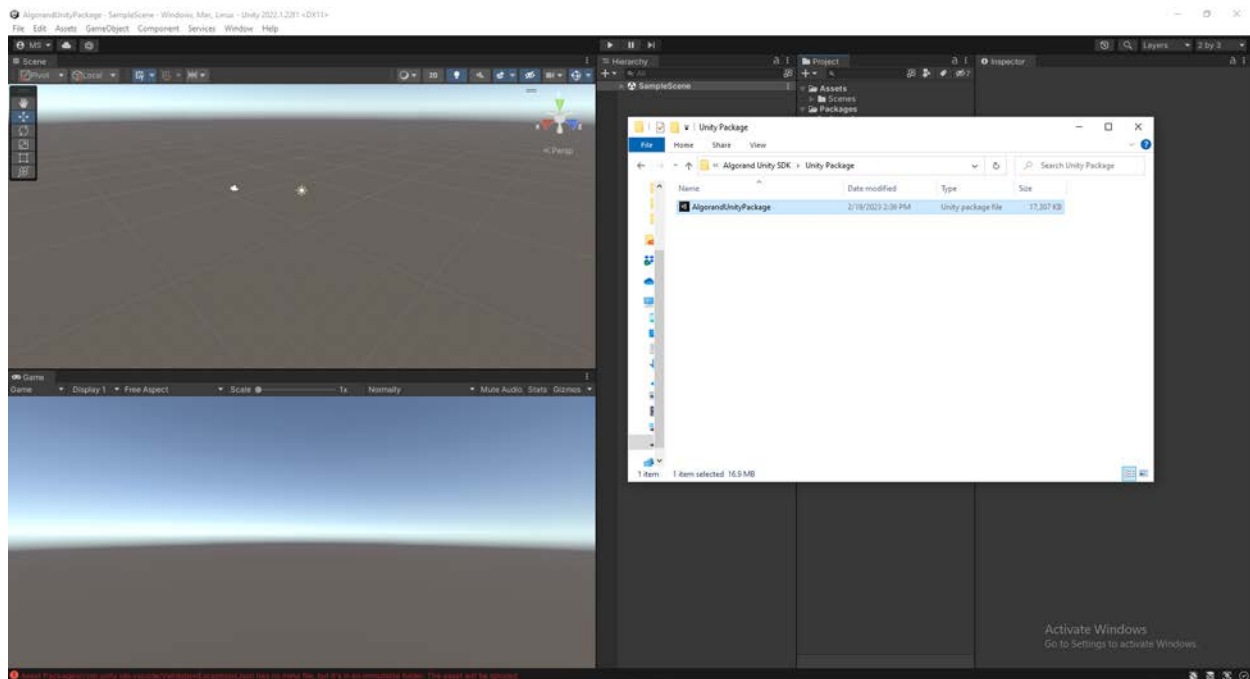
<https://github.com/markussantoso/AlgorandUnityPackage/blob/main/AlgorandUnityPackage.unitypackage> and download the Algorand Unity package:



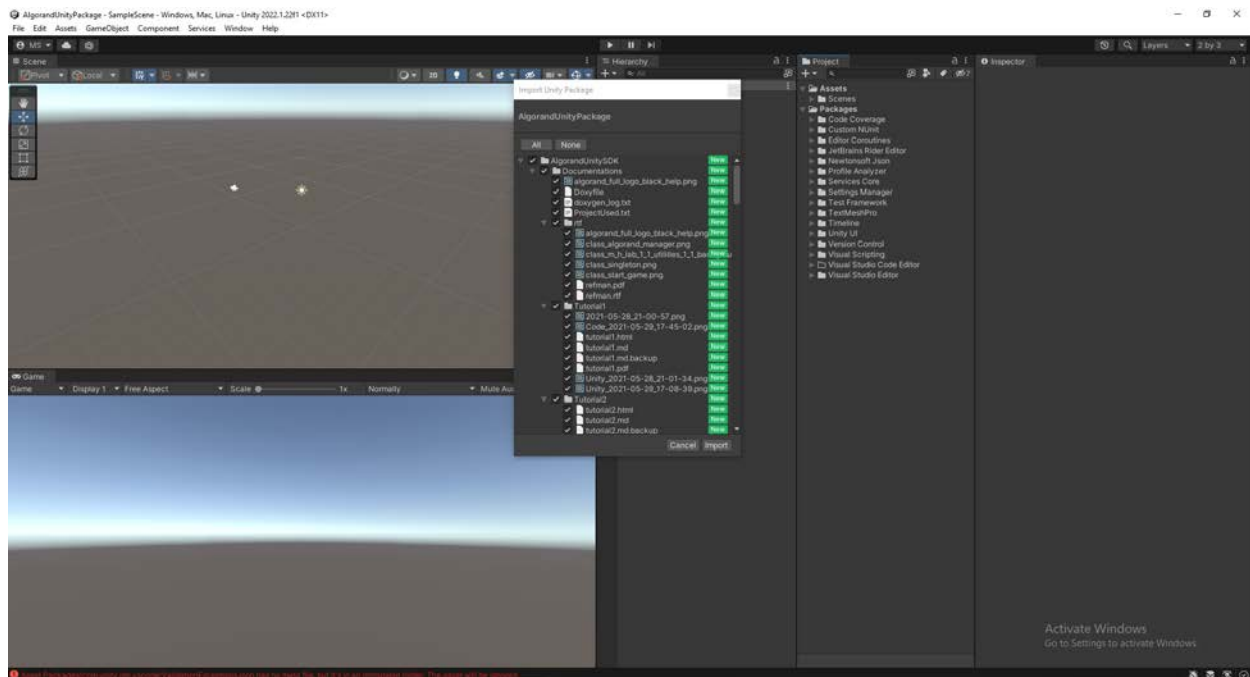
2. Create New Unity project



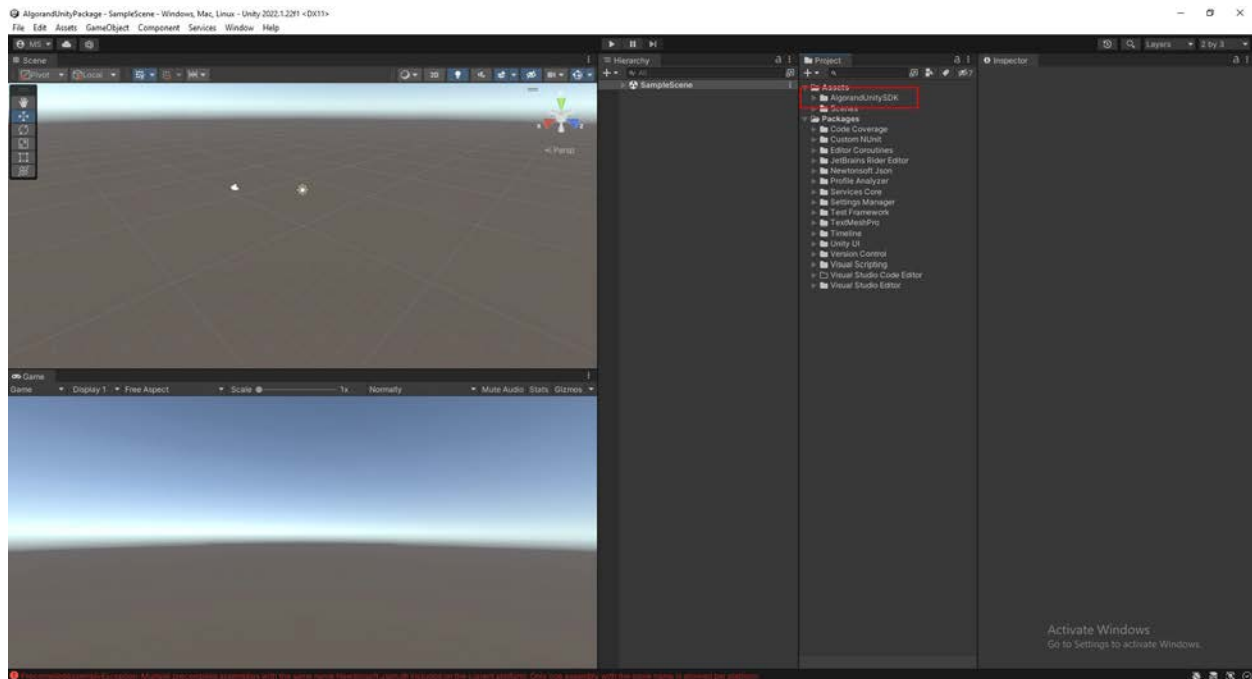
### 3. Drag n Drop AlgorandUnity package to the project



### Click 'Import'

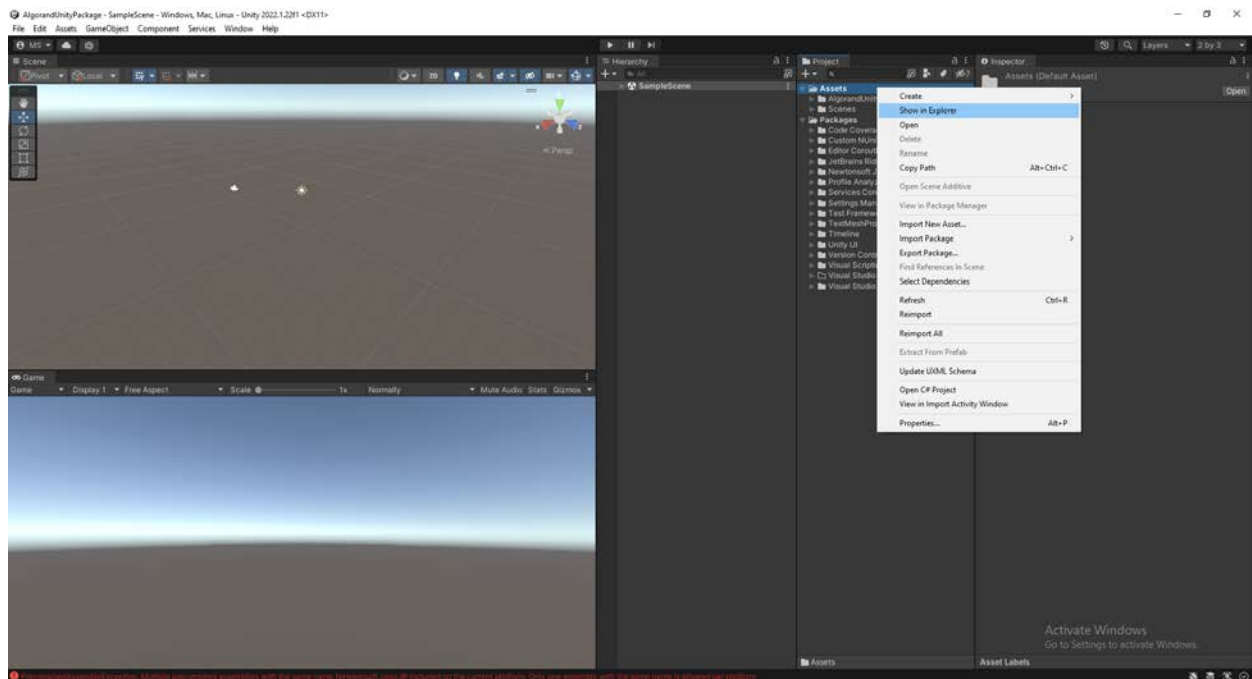


## AlgorandUnitySDK imported !!!

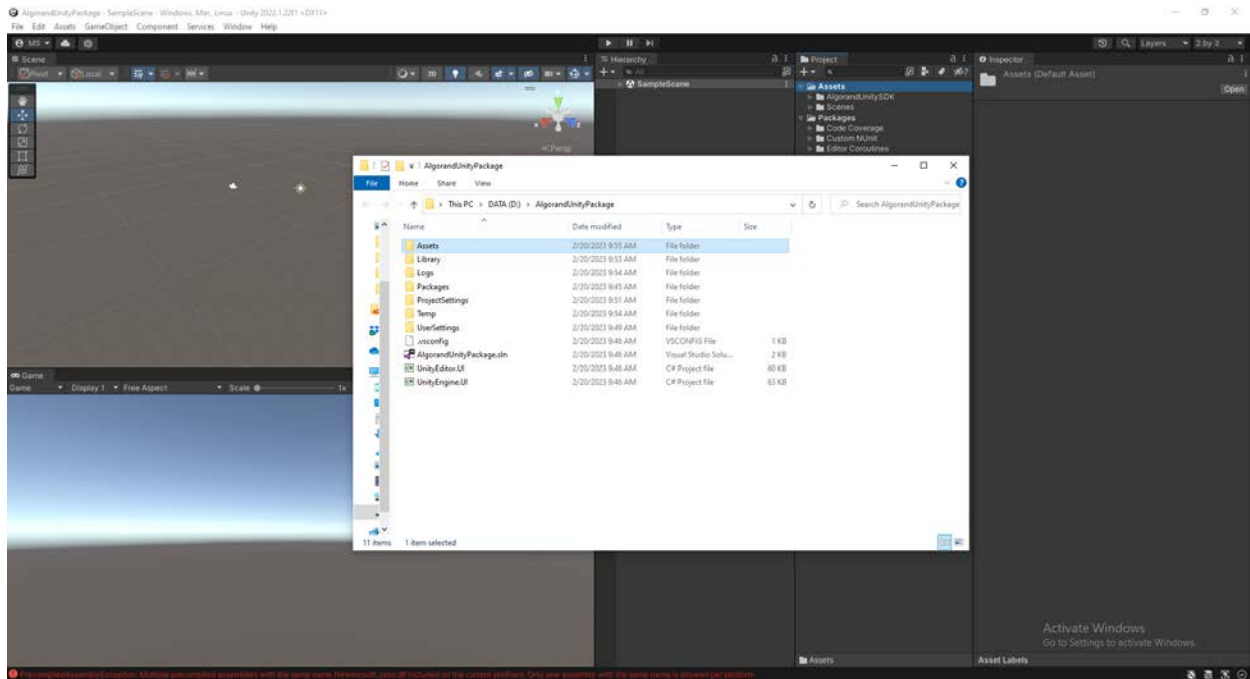


In this phase, you will see couple errors related with 'newtonsoft' and others.

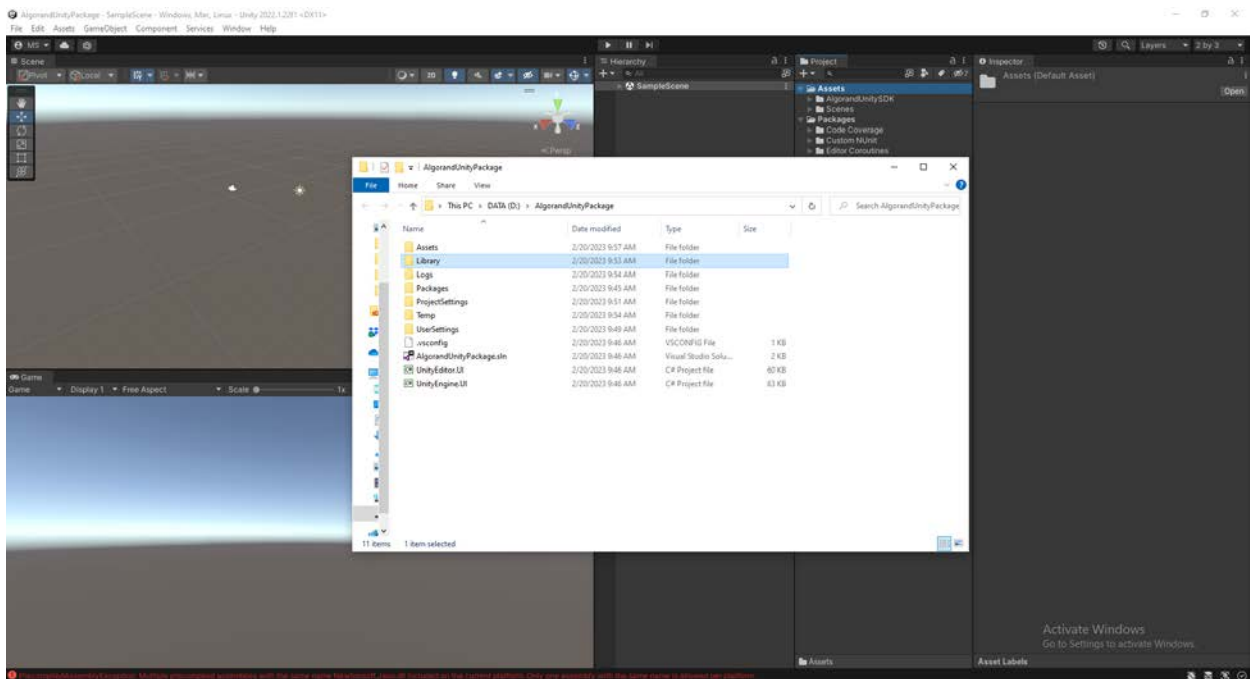
4. To solve these errors, right-click Assets then select 'Show in Explorer' (WIN) or 'Reveal in Finder' (MAC):



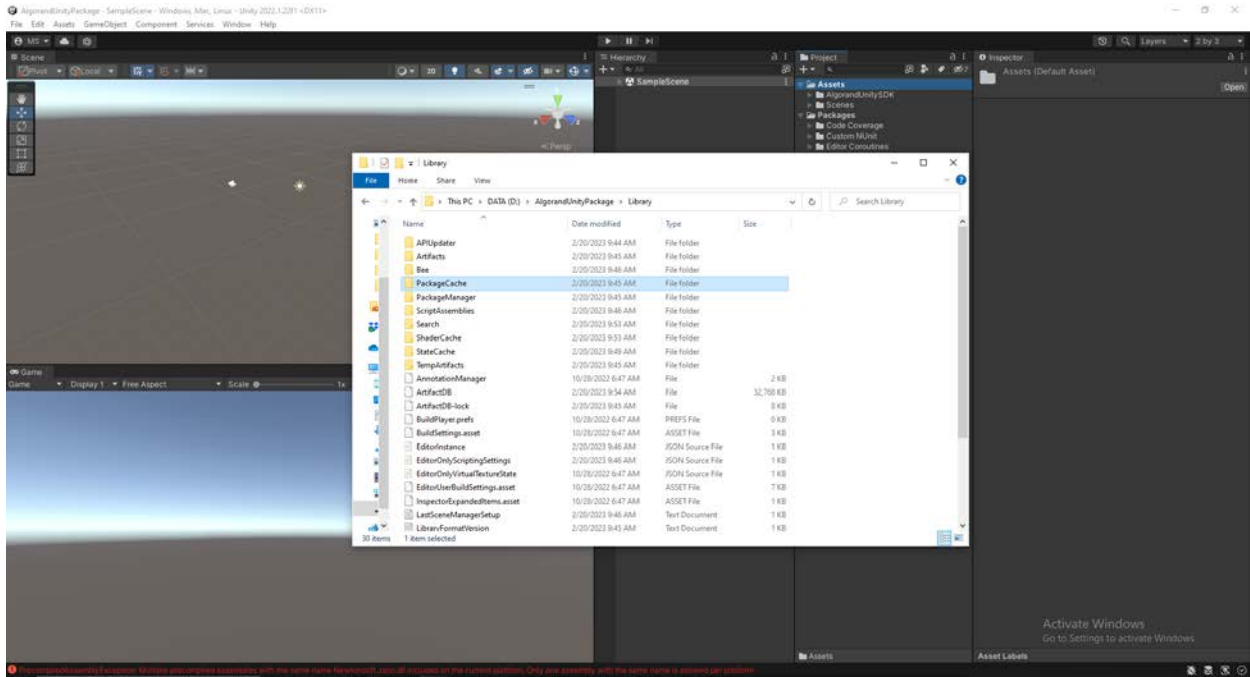
And this window will open:



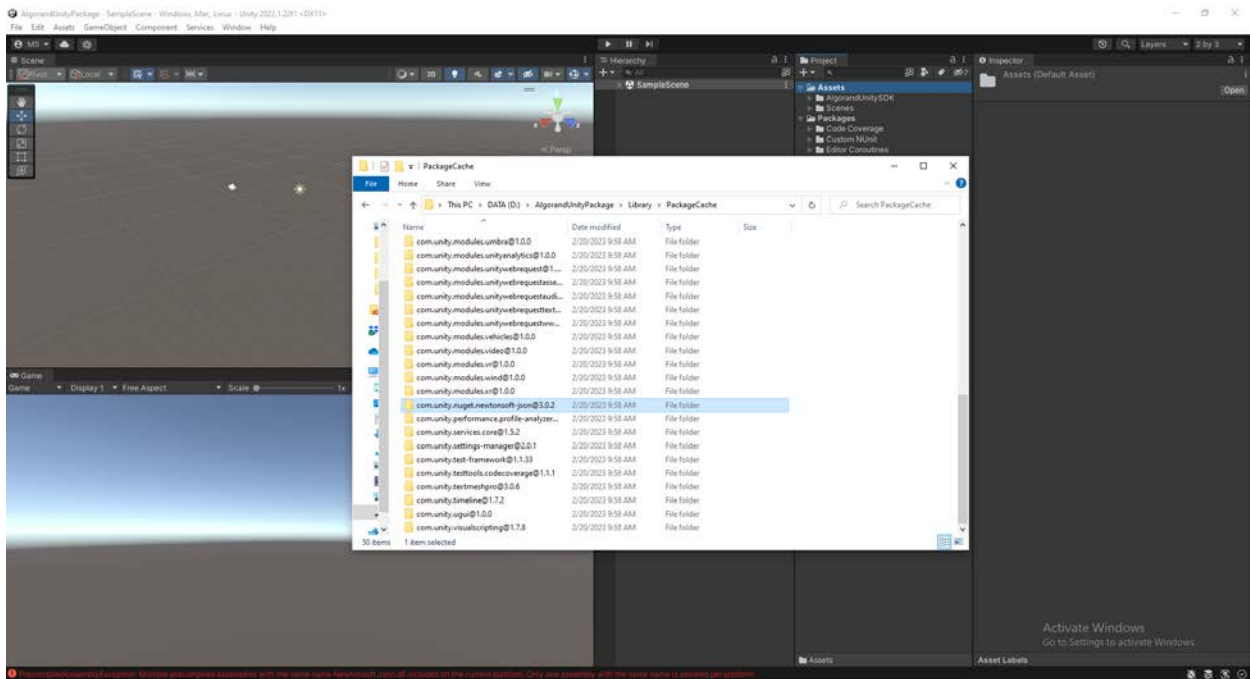
Now go to 'Library'

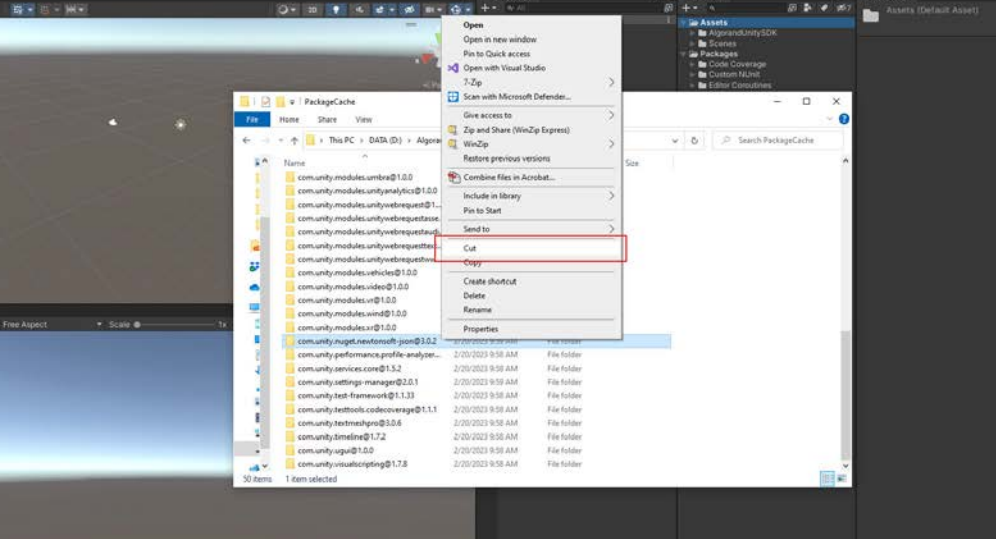


## Open 'Package Cache'



and find 'com.unity.nuget.newtonsoft-json' folder

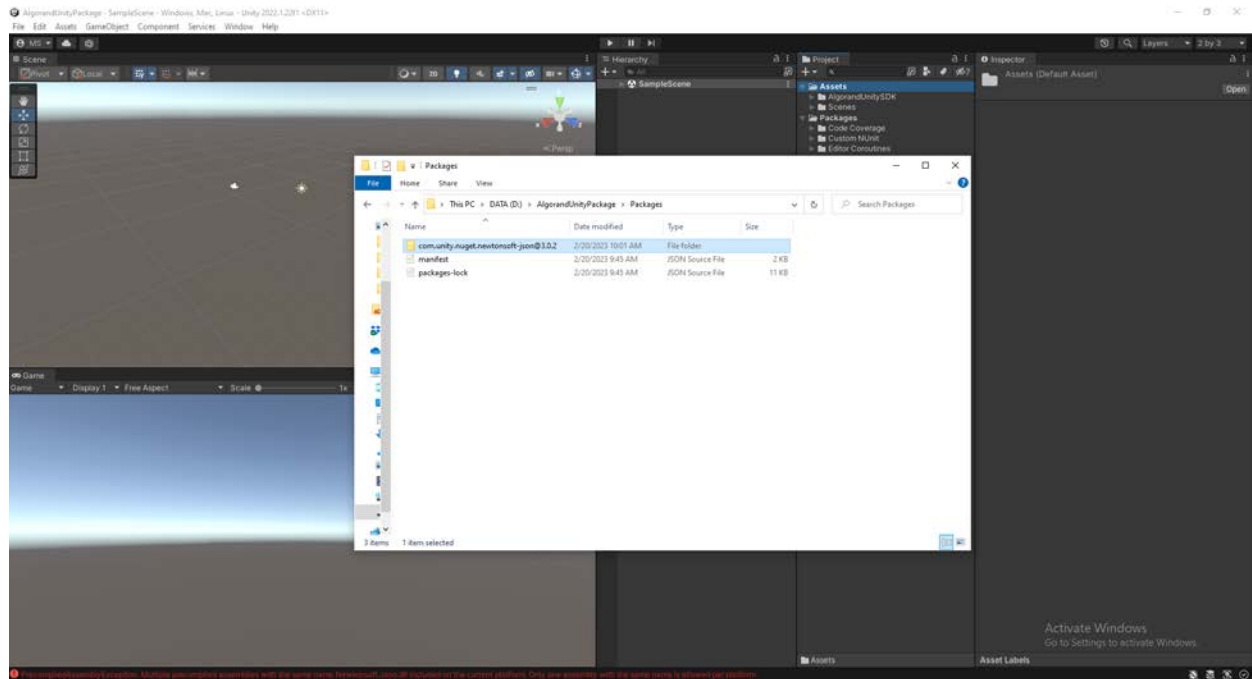




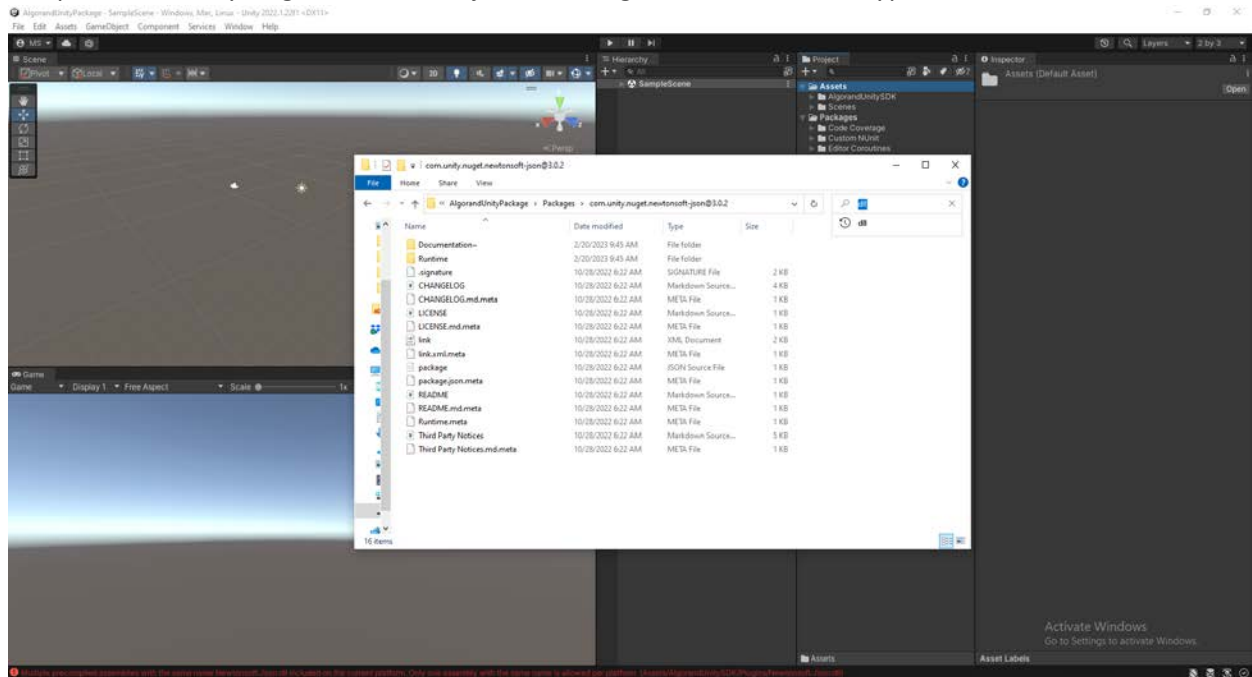
The screenshot shows the Unity 2021.3.20f1 interface. The Package Manager window is open, displaying a list of packages. The package 'com.unity.modules.unitywebrequest' is selected. A context menu is open over the package list, and the 'Send to' option is highlighted with a red box. The Package Manager window shows a list of packages with their versions and a 'Send to' button.

The screenshot shows the Unity development environment with the Hierarchy, Project, and Inspector panels. A file explorer window is open, displaying the contents of the 'AlgorandUnity/Package' directory. The 'Packages' folder is highlighted, and a tooltip shows its creation date and size. The file explorer also lists other files like 'Assets', 'Library', 'Logs', 'ProjectSettings', 'Temp', 'UserSettings', 'viconfig', 'AlgorandUnityPackage.in', 'UnityEditor.UI', and 'UnityEngine.UI'.

paste 'com.unity.nuget.newtonsoft-json' folder here.



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



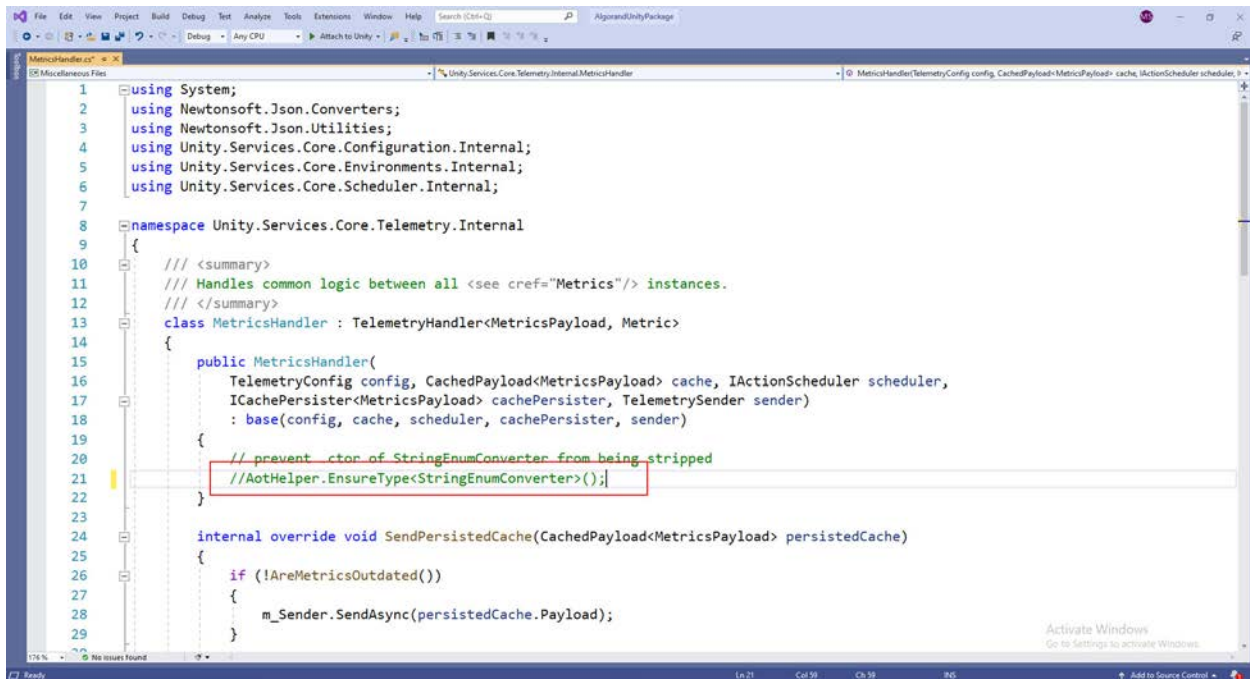


The screenshot shows the Unity 2021.2.20f1 interface. The top menu bar includes File, Edit, Assets, GameObject, Component, Services, Window, and Help. The Hierarchy panel on the right shows 'SampleScene' under 'Assets'. The Inspector panel on the right shows 'Assets (Default Asset)'. The Search Results window is open, displaying search results for 'Newtonsoft.Json'. The results list four files: 'Newtonsoft.Json.dll', 'Newtonsoft.Json.dll.meta', 'Newtonsoft.Json.dll.meta', and 'Newtonsoft.Json.dll.meta'. A right-click context menu is open over the selected files, with the 'Create shortcut' option highlighted by a red rectangle.

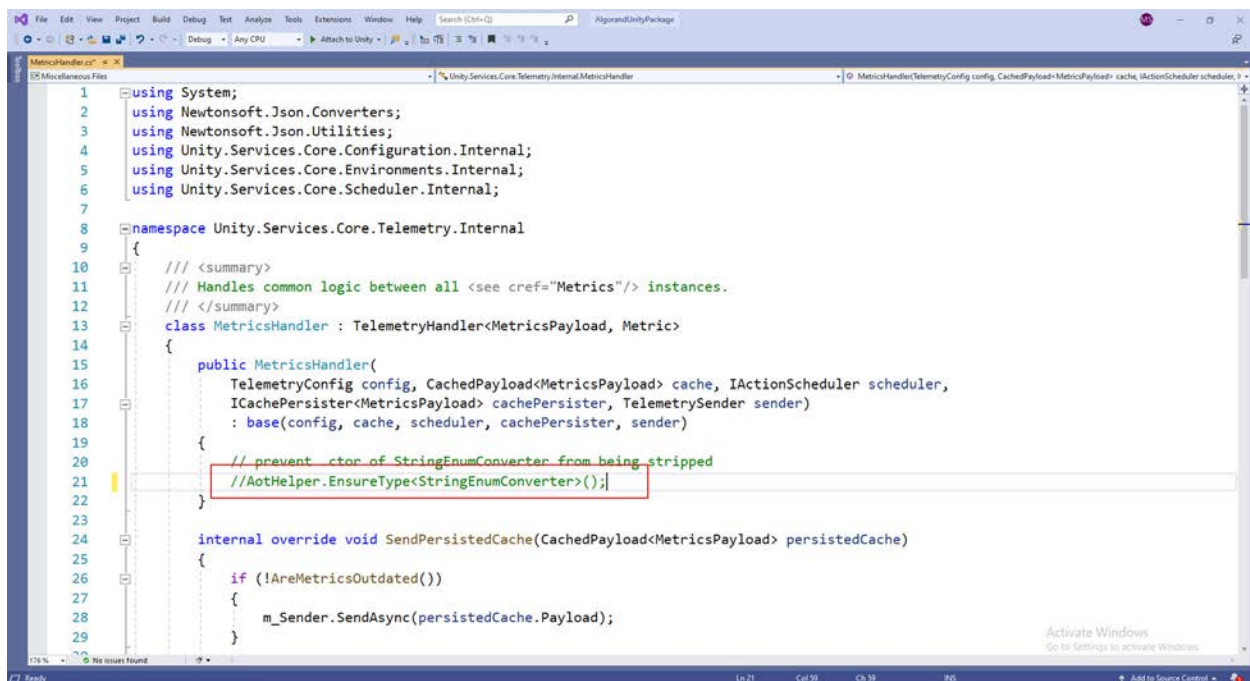
[illegible]



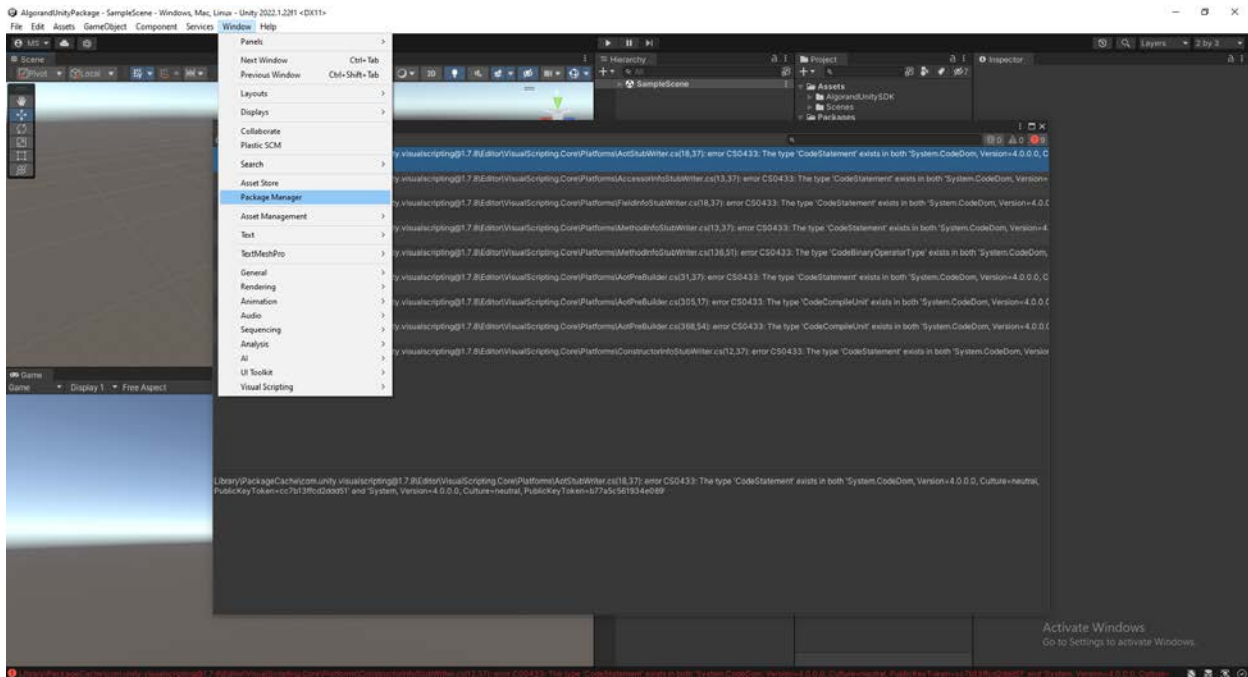
8. Follow these steps to remove 'AotHelper'-related errors. Open Console, double click the 1<sup>st</sup> AotHelper error. Once Visual Studio opened, disable this line by adding '//' in front of the code.



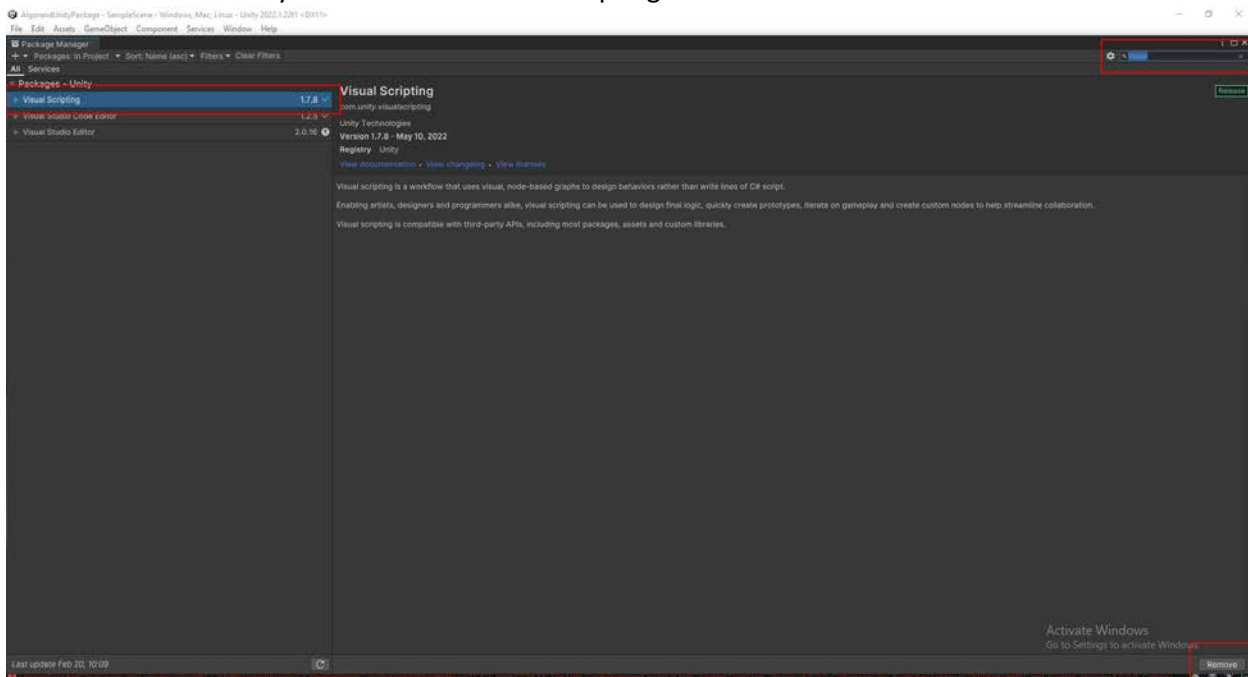
In my case, after I did the 1<sup>st</sup> step, same AotHelper error still occurred so we can repeat the step. Go to Console, double click the AotHelper error notification, visual studio will open and disable the AotHelper line:



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 !!!

Feel free to reach me at: [markus.santoso@ufl.edu](mailto:markus.santoso@ufl.edu) if you have any questions.

Happy Coding !!!