Chapter number	Software required (With version)	Free/Proprietary	If proprietary, can code testing be performed using a trial version	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
1	none					All chapters require a supported ARCore device and desktop machine. Link is provided below.	
2	Android Studio	Free			Provided in the chapter.	Minimum system requirements are given on download page.	Any*
3	Unity	Free			Provided in the chapter	see above	Any*
4	Node/Text editor	Free			Provided in the chapter.	see above	Any*
5	see chapter 4.						
6	see chapter 2						
7	see chapter 3						
8	see chapter 2 and 3						
9	see chapter 3						
10	see chapter 3						
11	see chapter 2,3,4						

*The book requires the reader possess a mobile device that is listed on the Supported Devices section of this link; `https://developers.google.com/ar/discover/`

Detailed installation steps (software-wise), The first 3 chapters of the book guide the reader through the complicated setup process for Android Studio, Unity and Web development.

The steps should be listed in a way that it prepares the system environment to be able to test the codes of the book.

1. Software A:
   1. Step 1
   2. Step 2
2. Software B
   1. Step a
   2. Step b
   3. Step c