Installation/start instructions

Step-by-Step Installation Instructions

Following are step-by-step instructions for installing Unity C# Pathfinidng application.

If you have not done so already, you will need to download the project on your local computer from [here](#), before following these installation steps.
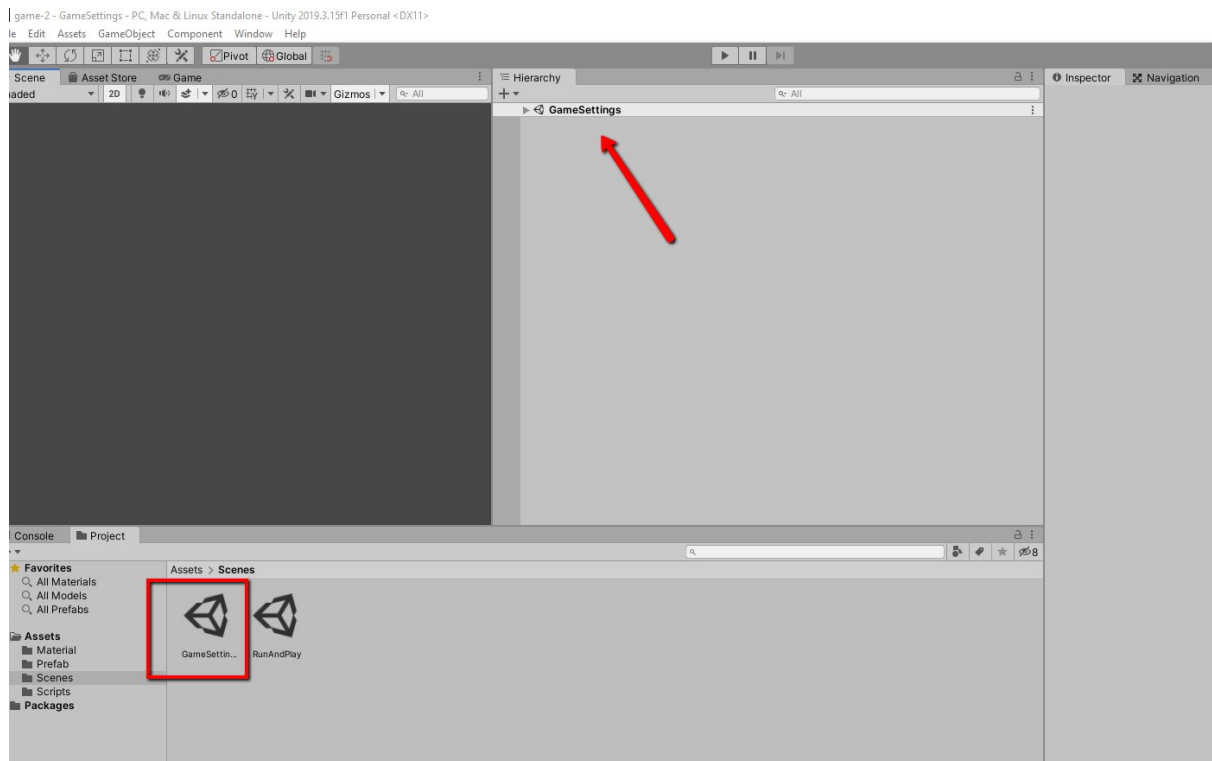
1. Open Unity

(You should have saved the downloaded project somewhere on your computer)

2. Import downloaded project into Unity

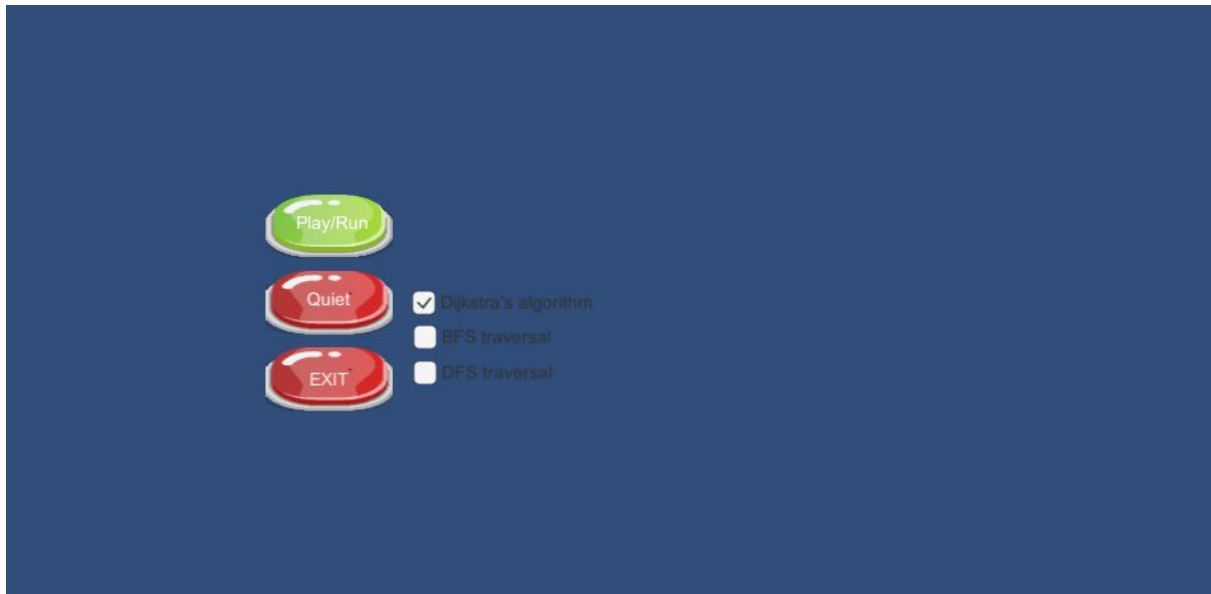Add new project into Unity by selecting the downloaded project.

3. 'GameSettings' should be start scene in loaded project
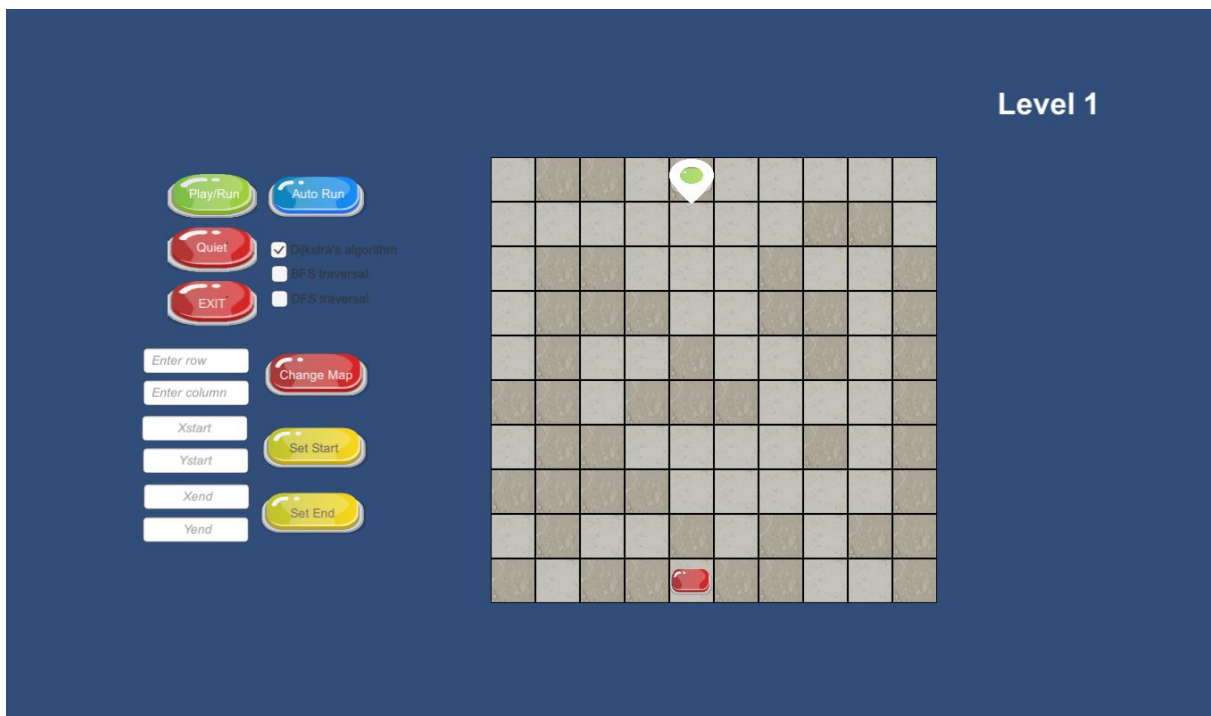
4. Press play button and start the game

Optional
- Select File/BuildAndRun to build and run

- Press Play/Run button to start the game
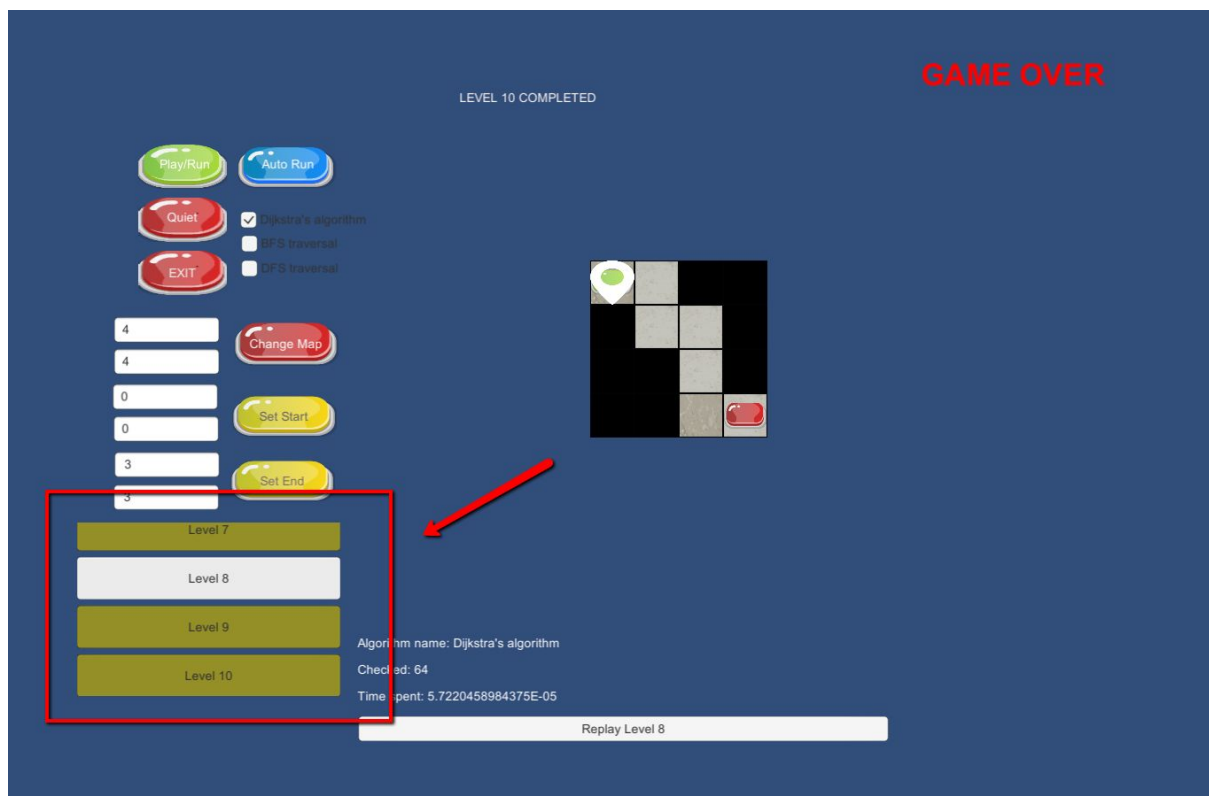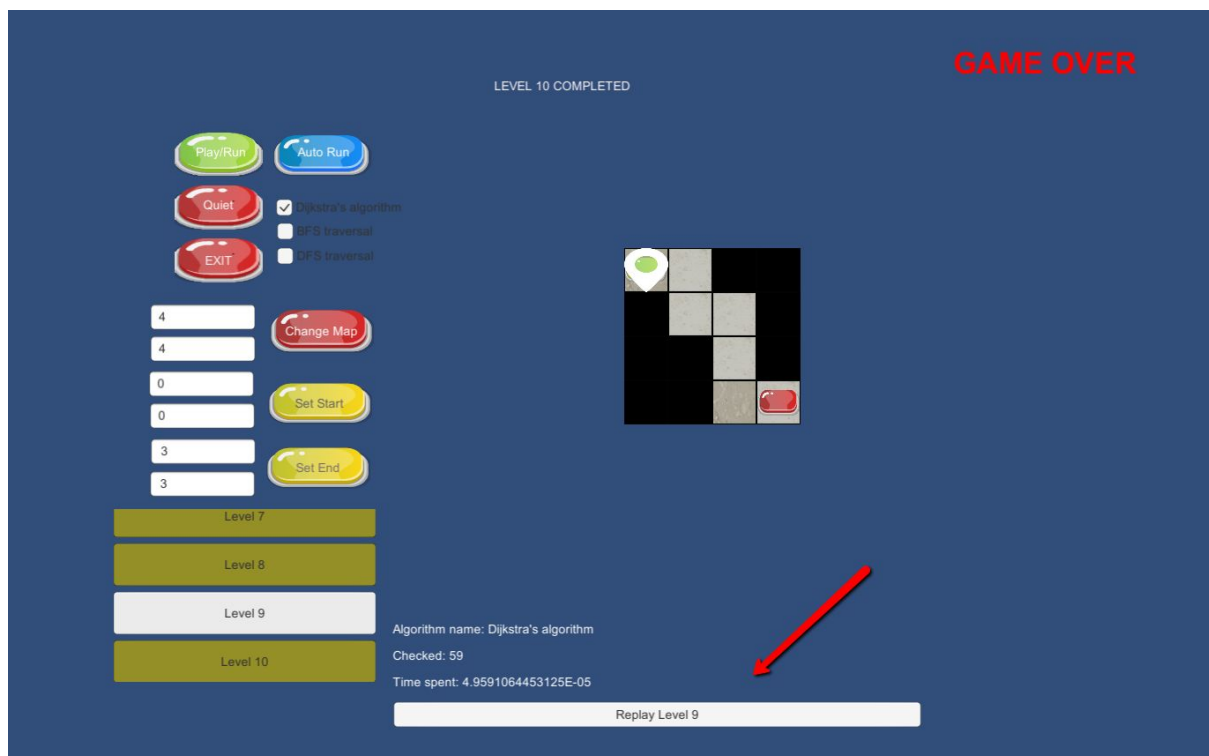
5. Getting started with Pathfinding game

6. Game Over
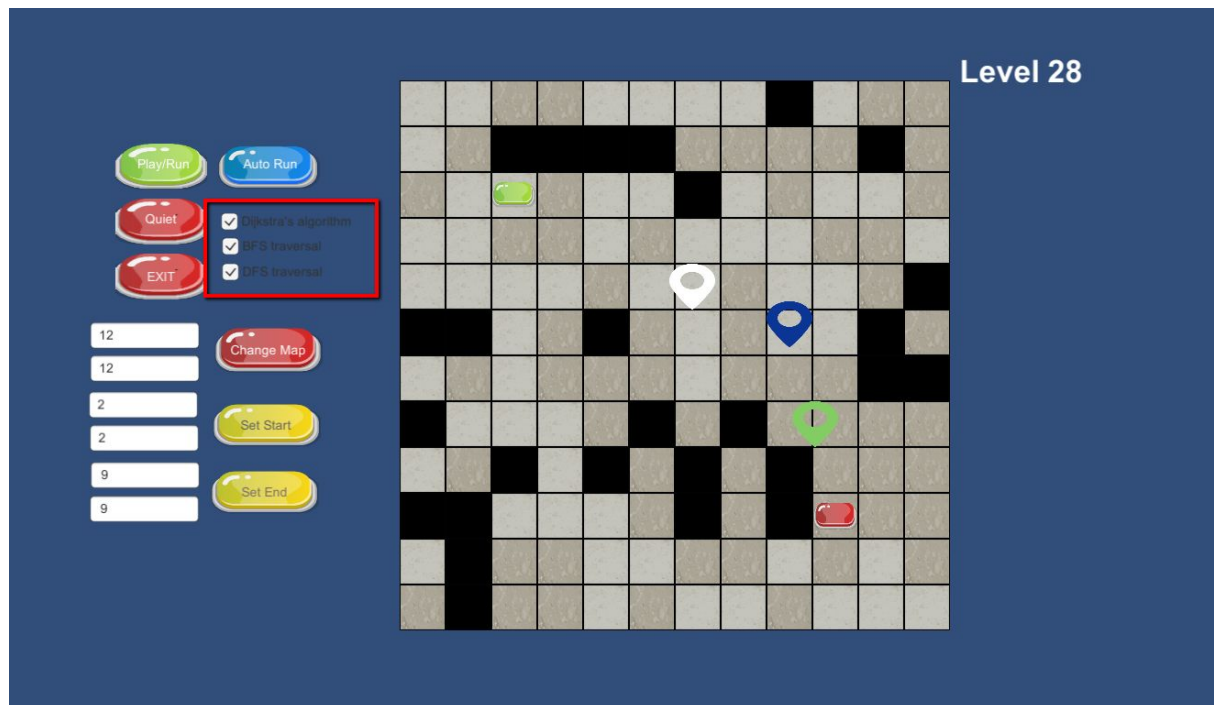
- List of levels appear on the screen as Data screens

7. Replay level

- Select button to play selected level

8. More players

- Quit game
- Enable more algorithms
- Press Play/Run

NOTES
- Aplication has been developed on Windows 10
- Unity versions: 2019.3.15.f1

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