

Installation/start instructions

Step-by-Step Installation Instructions

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

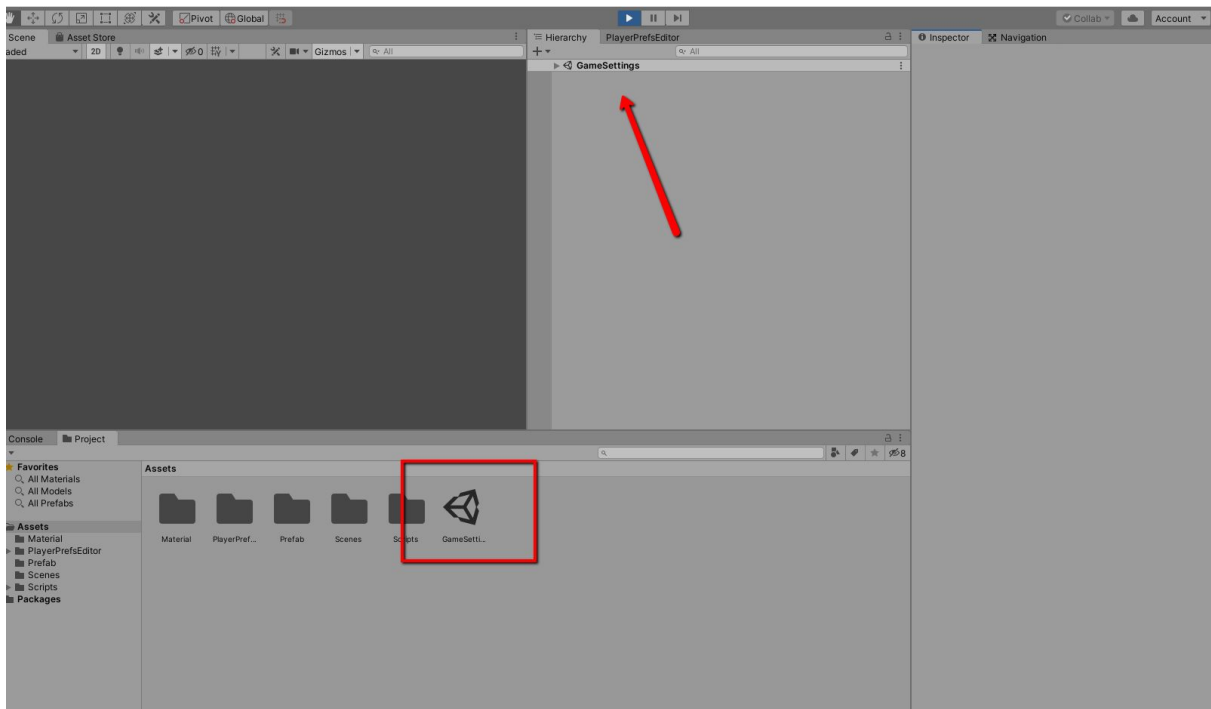
1. Open Unity

(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.

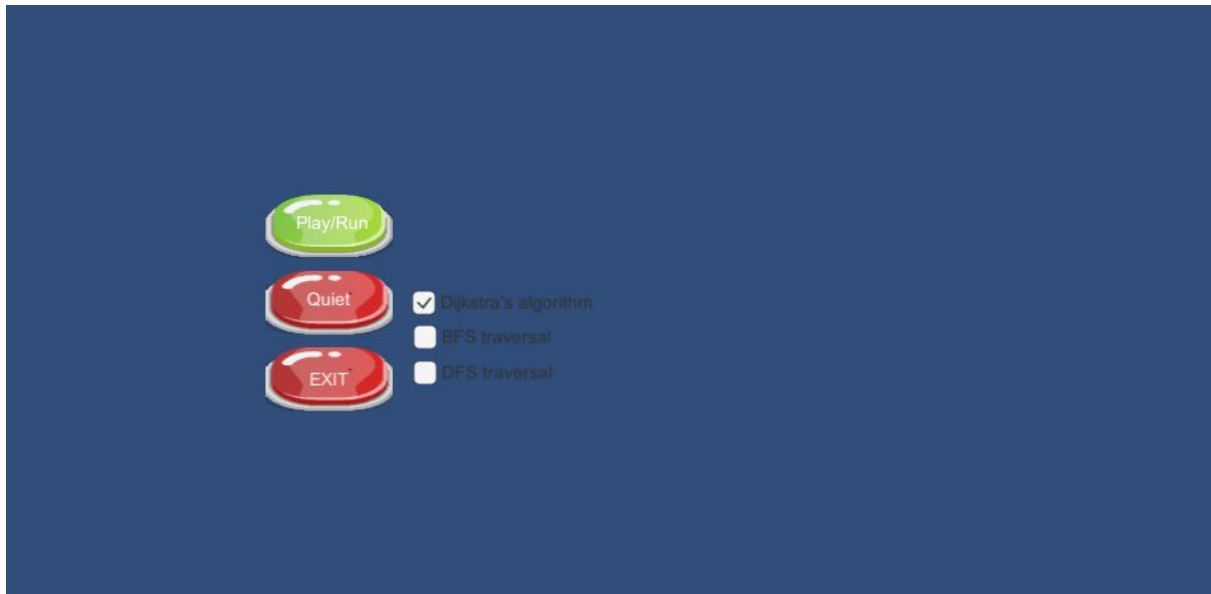
3. Move 'GameSettings' scene into the project



4. Press play button and start the game

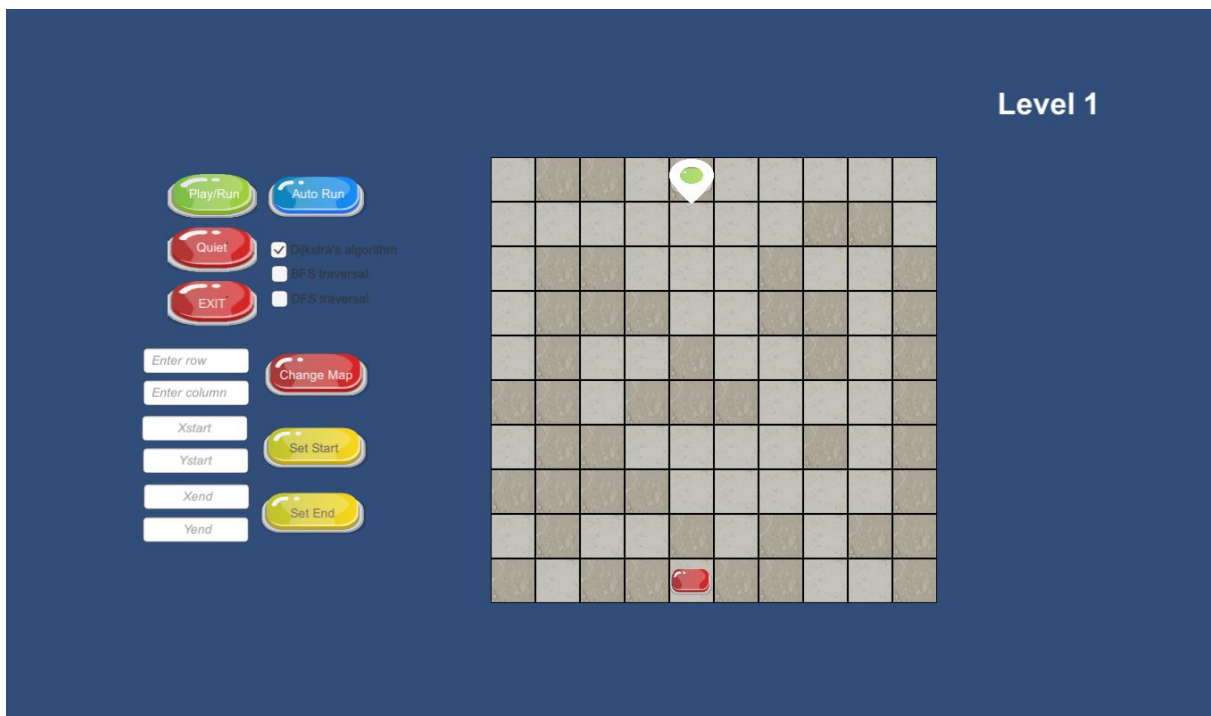
Optional

- Select File/BuildAndRun to build and run



- Press Play/Run button to start the game

5. Getting started with Pathfinding game



NOTES:

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

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