

## Installation/start instructions

### Step-by-Step Installation Instructions

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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.

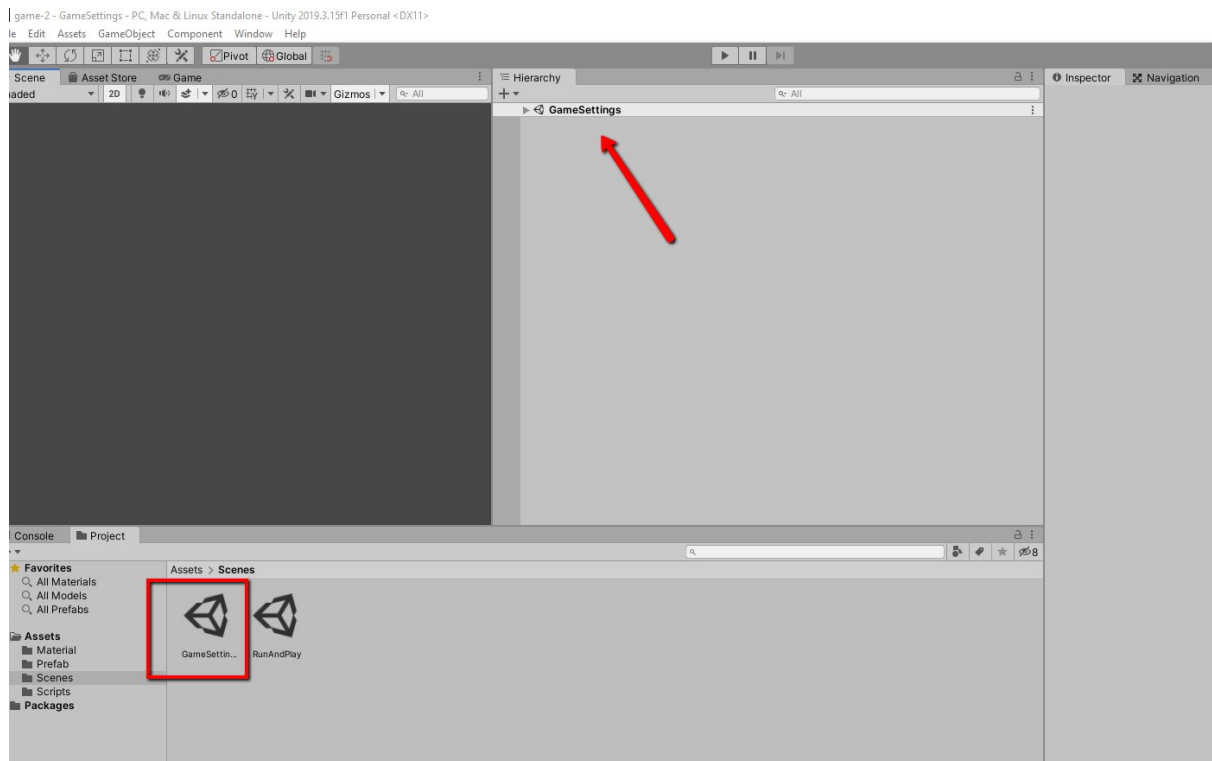
#### 1. Open Unity

(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.

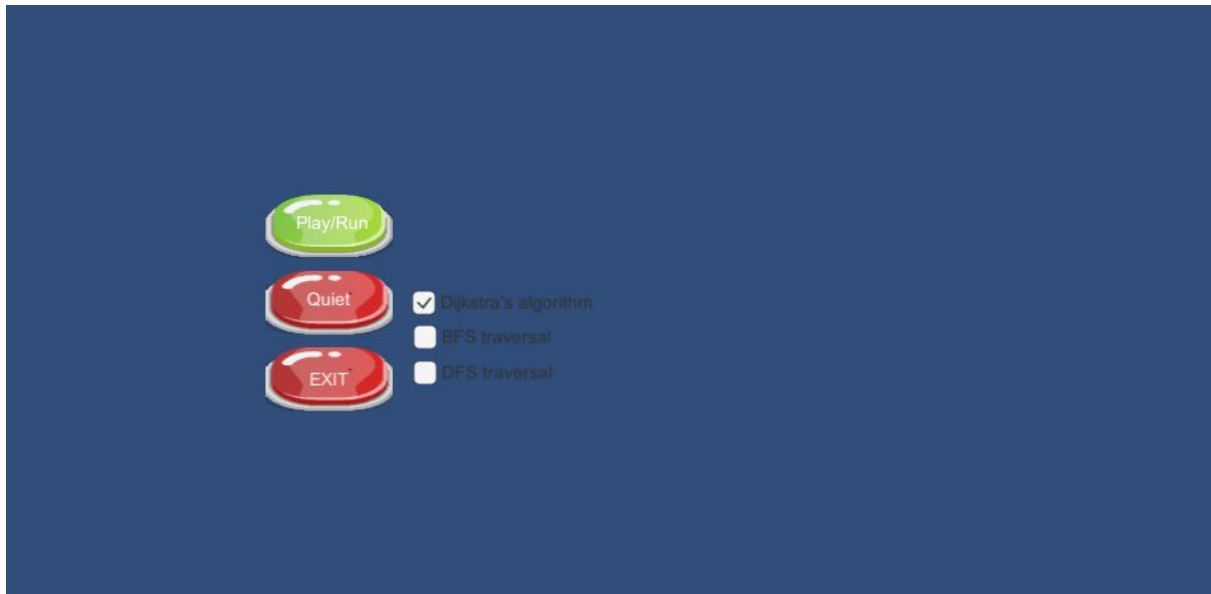
#### 3. 'GameSettings' should be start scene in loaded project



#### 4. Press play button and start the game

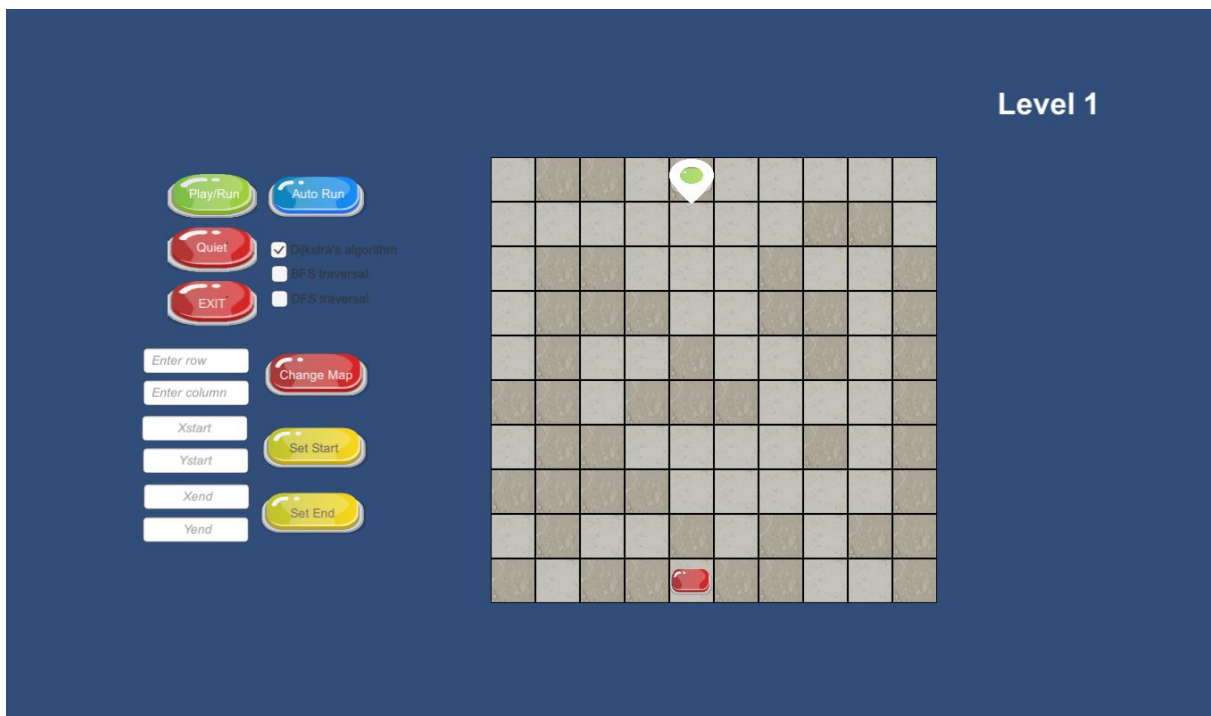
Optional

- Select File/BuildAndRun to build and run



- Press Play/Run button to start the game

#### 5. Getting started with Pathfinding game

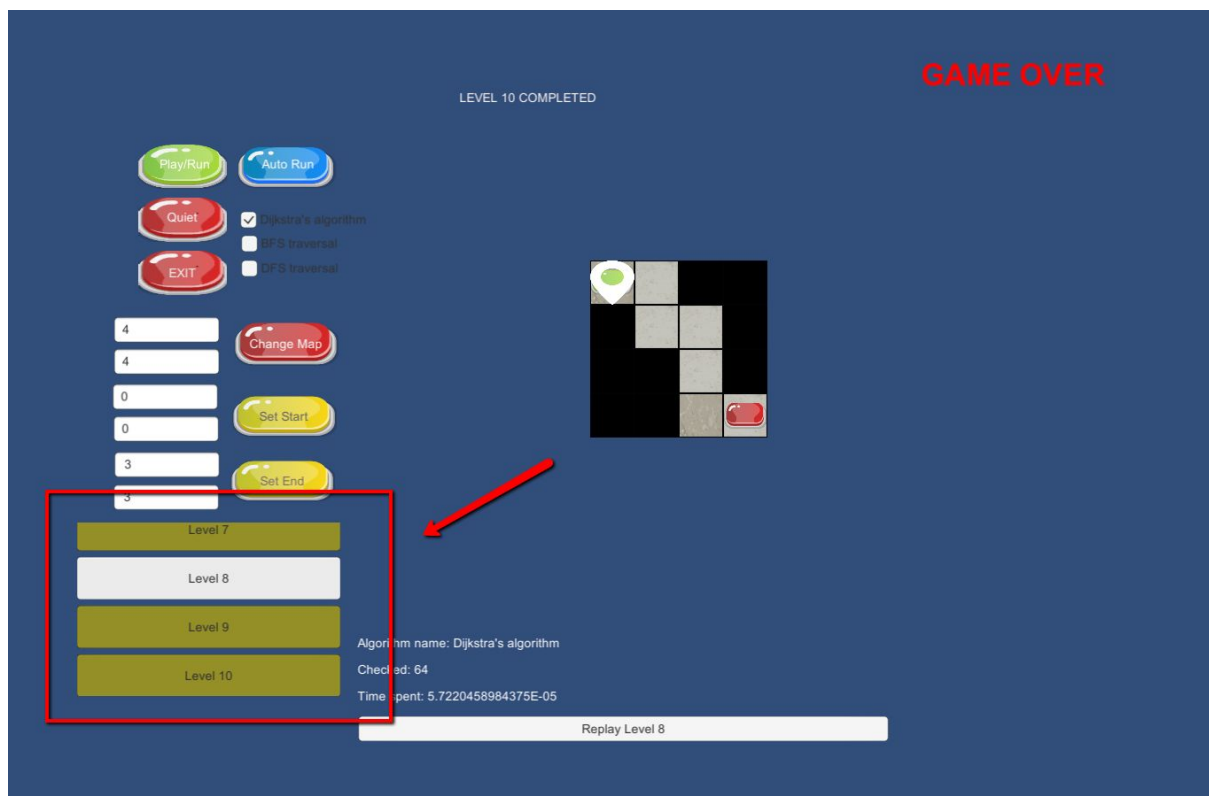


## Game info

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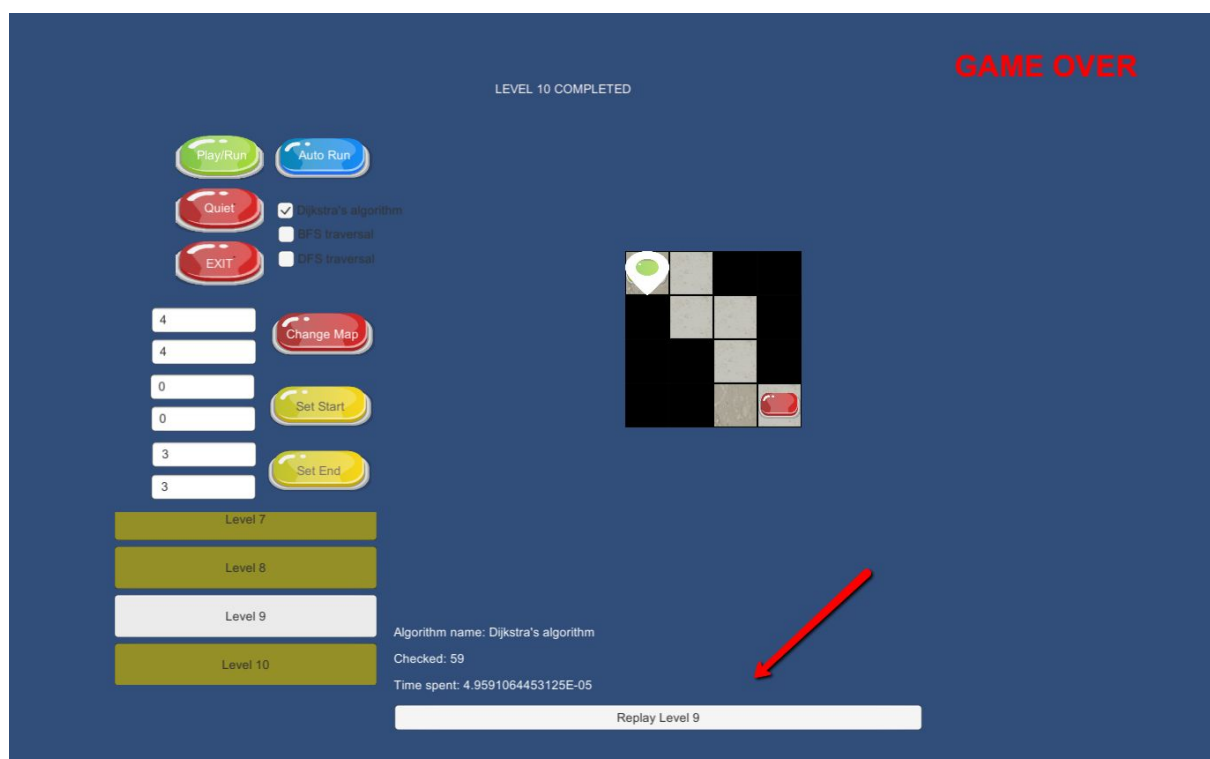
### 6. Game Over

- List of levels appear on the screen as Data screens



### 7. Replay level

- Select button to play selected level

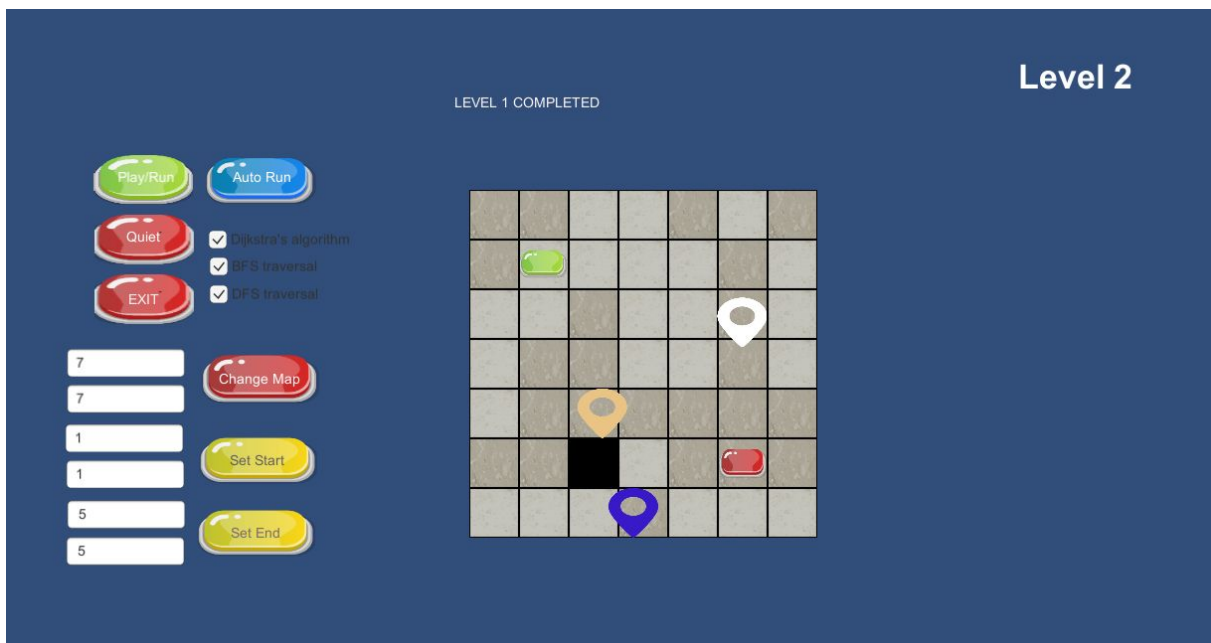


## 8. More players

- Quit game
- Enable more algorithms



- Press Play/Run or Start button on Map to start a player



## NOTES

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

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