

Unity Optics

Installation Guide

Team Unity
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1 Necessary Software

- Unity3D Game Engine (version 3.0a8 or later)
- Microsoft Visual Studio (version 2019 or later)
- Google Firebase SDK
- Git

1.1 To Install Unity

- <https://unity3d.com/get-unity/download> (Download Unity Hub and install version 3.0a8).

1.2 To Install Microsoft Visual Studio

- <https://visualstudio.microsoft.com/> (Download Visual Studio IDE Community 2019).

1.3 To Access Firebase

- Contained within the ./UnityOptics/Samples directory are scripts for accessing the Firebase Cloud Firestore via the Web.

- Integrate this into your own code base in order to access the recorded telemetry in JSON format.

Do note that you will have to manually change the file you want to have from Firebase by hardcoding the filepath in `downloadFromFirebase.js`.

1.4 Git

- Visual Studio IDE 2019 contains a version of Git that can access the GitHub repo via it's Team Explorer.
- Otherwise, install via: <https://git-scm.com/book/en/v2/Getting-Started-Installing-Git> and clone the repo.

2 How to Play

- Open the Unity3D Engine and run it with the `./UnityOptics` folder.
- From the `./UnityOptics/Assets/Scene` folder in the Unity3D Engine interface click and drag the `SampleScene.unity` file onto the editor view.