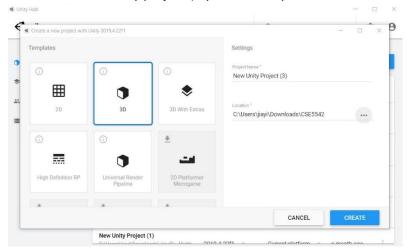
Guidance

[Candle Collect]

Jiayi Pu

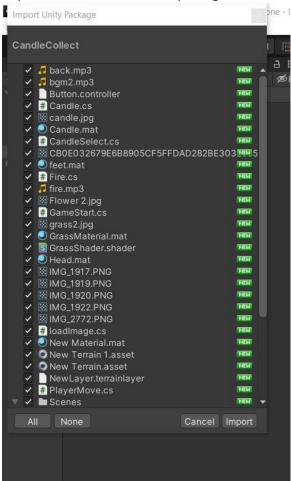
- 1. You will download a unity package named CandleCollect.
- 2. Create a new 3D unity project (If you use Unity for the first time, download Unity Hub first)



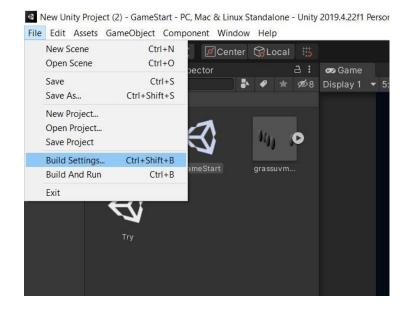
3. Click "Assets -> Import Package".

New Unity Project (2) - SampleScene - PC, Mac & Linux Standalone - Unity 2019.4.22f1 Personal* <DX11> File Edit Assets GameObject Component Window Help Create Show in Explorer ≔ Hierar # Scene Open Delete Rename Copy Path Alt+Ctrl+C Open Scene Additive View in Package Manager Import New Asset... Custom Package... Import Package Export Package... Find References In Scene Select Dependencies Refresh Ctrl+R Reimport Reimport All Extract From Prefab Run API Updater... Update UIElements Schema Open C# Project **∞** Game

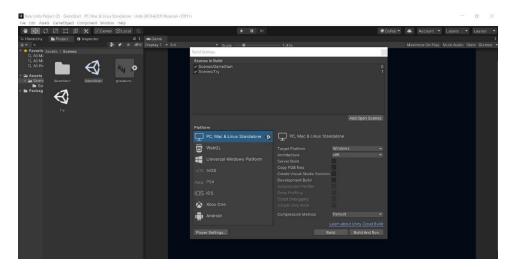
4. Import all elements from the package.



5. Find Scene fold. Open it and then click the "Build Settings".



6. First click "GameStart" scene, then click "Add Open Scenes"; Second click "Try" scene, then click "Add Open Scenes"; Make sure GameStart is 0 and Try is 1 in Build Settings. Then click "Build and Run"!



7. The output will look like the video at https://u.osu.edu/pu.127/candle-collect/