

1. Install Unity:

- Visit <https://unity.com/download> and select "Download Unity Hub"
- Follow the instructions in the Unity Hub setup window.
- Install Unity Editor 2022.3.5.1 (very important that it's this exact version). Do so by visiting <https://unity.com/releases/editor/archive>, and selecting the Unity 2022.x tab, scroll down to find the exact version, and click "Unity Hub". Follow the installation of the editor in the Unity Hub.
- You need to generate a free license to use Unity. To do so, create an account by visiting <https://id.unity.com/account/new>. Open the Unity Hub and log in to that account by clicking the icon in the upper left corner. Click that same icon again -> Manage licenses -> Add -> Get a free personal license -> Agree.

2. Clone the repository on your local machine

3. Open the project in Unity: Unity Hub -> Projects -> Open -> Navigate to the folder where the project was cloned.

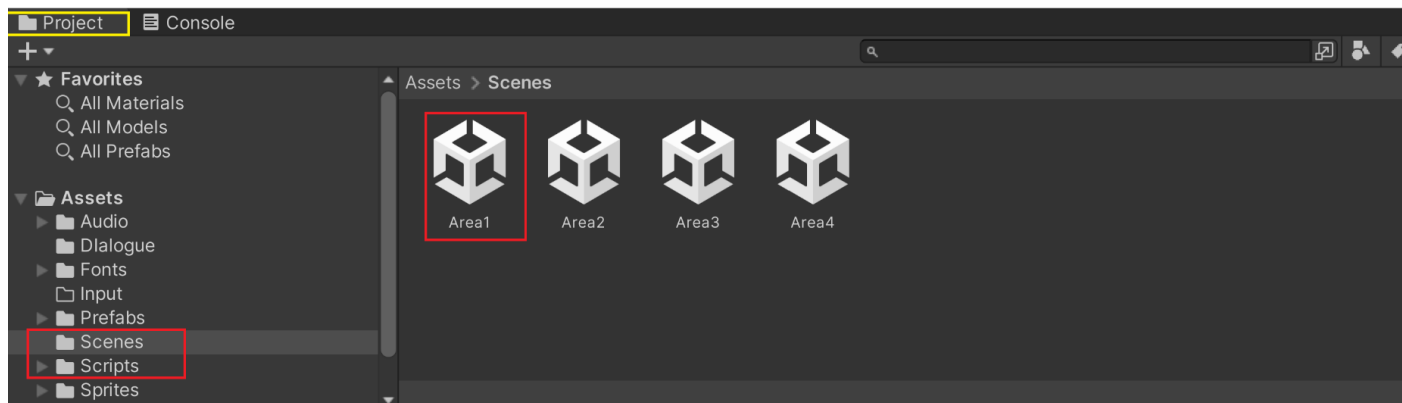
4. Connect Visual Studio and Unity:-

- Open the Visual Studio installer, or download it if it's not already installed. Select Modify, or Install if Visual Studio is not already installed. Under Workload-> Gaming mark Game Development with Unity and click Install.
- In the Unity Editor (the project we opened in step 3) use the toolbar in the top left of the screen to navigate to Edit -> Preferences -> External Tools -> External script editor -> choose the version of Visual Studio that you have on your machine.

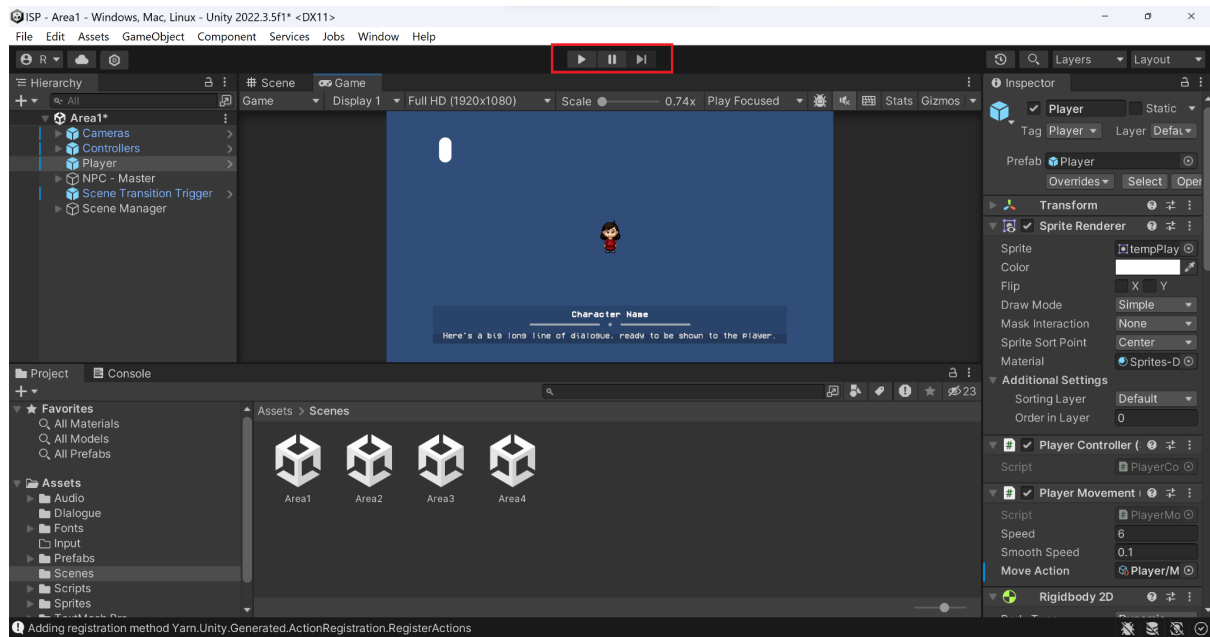
Now you can play the game and view scripts using the Unity Editor.

To view my scripts, in the project window navigate to Assets-> Scripts-> double-click a C# file to open it in Visual Studio.

To play the game, in the project window navigate to Assets-> Scenes -> double click Area 1 to open that Scene.



Use the Play/Pause buttons to activate a scene.



To play in full screen within the editor, select the game window, click the 3 points in the right upper corner, and select Maximize.

