

BioRubeBot Manual

Side Load Installation

Build Unity Project to Xcode and Load Onto iOS Device

Requires:

Mac computer, iOS device, and a cord to connect the two.

Xcode version 10 or higher installed on Mac.

OS version 9 or higher

Make sure Xcode has your developer ID connected to it.

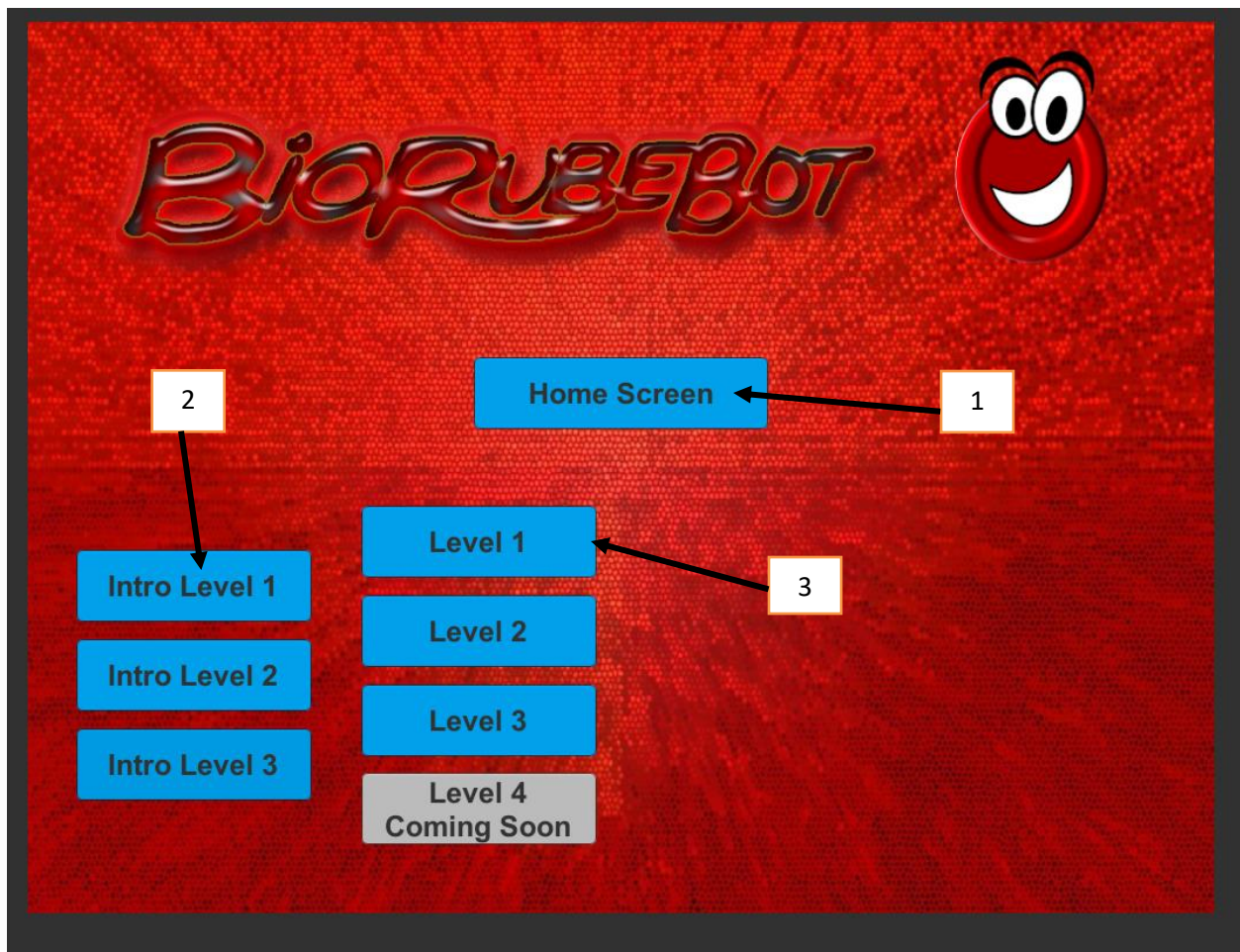
1. On Mac computer make sure you have Xcode installed.
2. In Unity, go to File -> Build settings
 - a. Make sure platform is set to iOS. Unity symbol will be next to whichever is in place.
 - b. If it is not set, click on iOS and select switch platform. Otherwise, continue.
 - c. Click player settings at bottom left of window
 - i. Check Landscape Left and Landscape Right
 - ii. Uncheck Portrait and Portrait Upside Down
 - d. Run in Xcode options, located to the right of the platform options.
 - i. Select 'Latest Version'
 - ii. Select 'Release'
 - e. Select all the scenes to include in build at the top of the window
 - f. Click Build at bottom of window
 - g. Save (May take some time to save depending on size of project)
 - i. Create build folder
 - ii. Save this build in build folder with unique name
1. Once file is done saving, the build folder used should open that contains your saved build.
 - a. Double click "Unity-iPhone.xcodeproj" to open
2. In Xcode preferences
 - a. Create Developer Apple ID here for personal team using your developer credentials
3. In Xcode under Unity-iPhone
 - a. If architecture change is needed, click 'Build Settings' tab
 - i. Architecture: select architecture (arm 7 or standard)
 - b. In Deployment Info, click 'General' tab
 - i. Bundle identifier must be unique: add a number to the end of bundle identifier

- ii. Check automatic signing
 - iii. Use your team developer ID
 - iv. Make sure Device Orientation is set to Landscape Left and Landscape Right
 - v. Devices needs to be set on Universal
 - vi. Target deployment 9.0 or your OS release on iPad
- 4. Have device connected to Mac
 - a. Click allow access when pop-up occurs on Mac
 - b. Click trust computer on iPad
- 5. Top of screen should show device, select your device
- 6. Press the Build button(Play button) in the upper left
- 7. Build will show at the very end as Succeed or Failed
 - a. If Succeed, certificate will be on iPad in Settings under 'General' in 'About'
 - b. If Failed, troubleshoot. Usually is a certificate trust issue.
- 8. Click on app on iPad if it does not automatically launch after a successful build

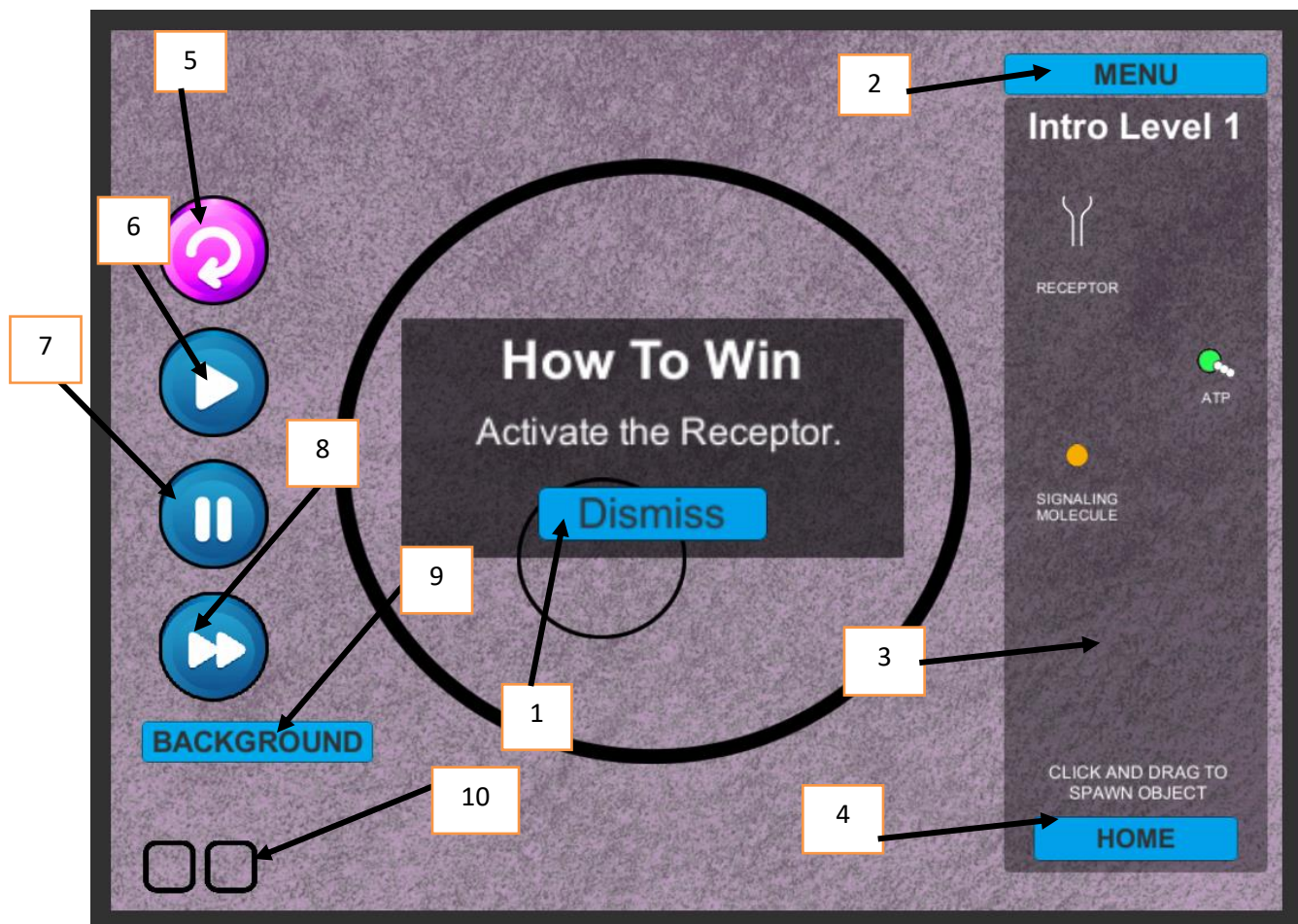
User Interaction Guide



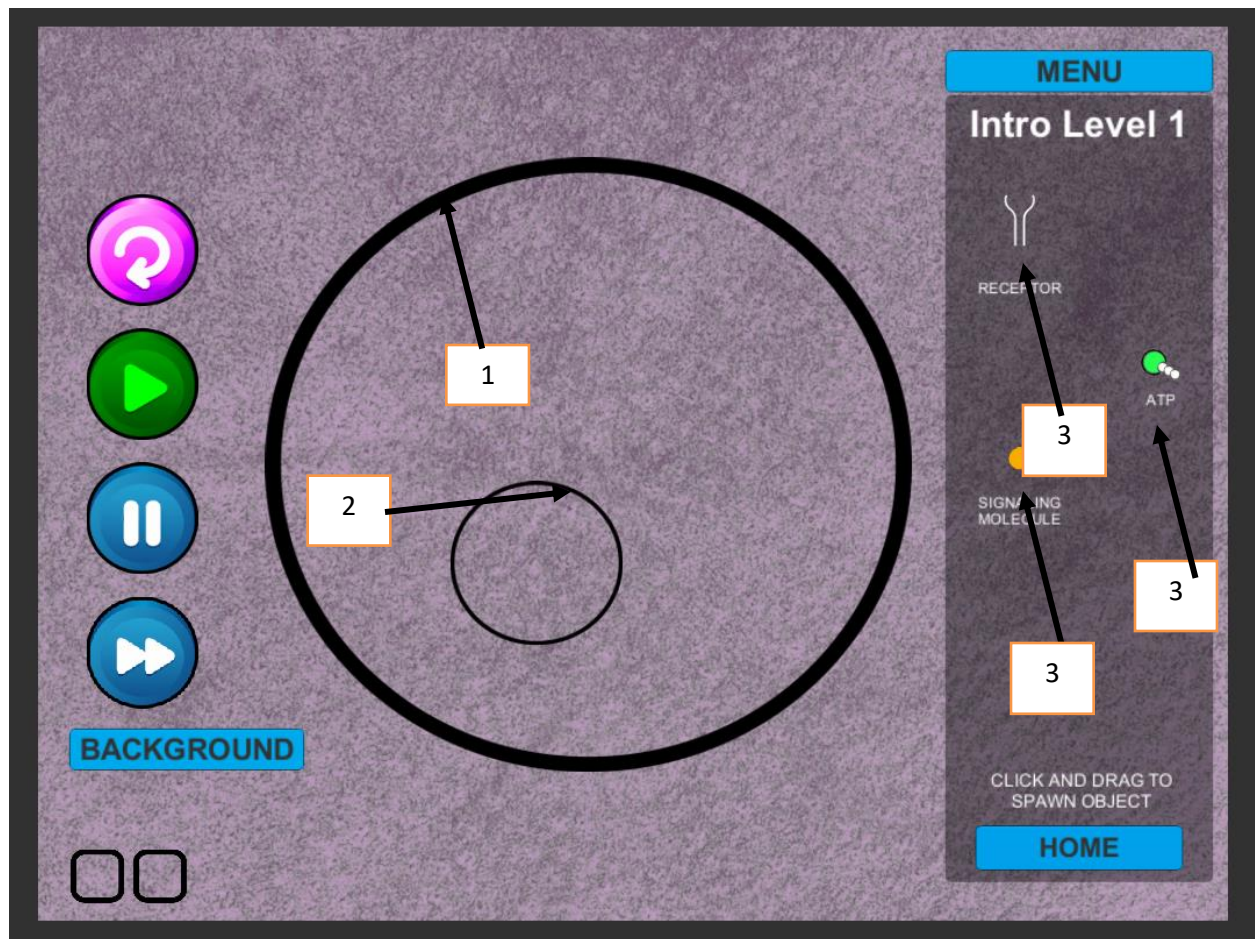
1. Press the play button to access the level menu.
2. Press the "i" to see information on the app and it's client and developers.



1. Press to go back to Home Screen
2. Press to play the Intro Levels.
 - a. Intro levels will build on concepts to be able to play the main levels
3. Press to access the Main Levels.



1. Press to dismiss the box.
2. Press to minimize the object tray
3. Object tray
4. Press to return to home screen
5. Press to Restart the game
6. Press to resume
7. Press to pause
8. Press to fast forward
9. Press to change background color
10. Progress check boxes



1. Cell Wall.
2. Nucleus wall.
3. Drag and drop these game objects to accomplish the given objective.