ReadMe

How to import Project Unity file asset

1. Create a new project in Unity.

2. Ensure the project supports Android modules. If not sure about the current project, you can instal a new unity version and tick android modules before building it.

3. Once unity is done, import the unity asset package (**Assets > Import package > custom package > FinalYearProject.unitypackage**)

4. After the import, you should now be able to see 5 main folders under Assets: PreFabs, Resources, Scenes, Scripts, and Test

5. Drag the Menu scene and the Game scene from scene folder. Click play.

How to import Arduino code

1. Open Arduino IDE
2. Select open file and choose the file 3rd_year_project_demo1.ino under folder 3rd_year_project_demo1
3. Connect the Arduino to your computer and click upload.