

Overview

This guide steps through installing the software bundle for 3D Game Development. The bundle includes **Unity 2017.2.0f3** – a professional, game development software which has the potential to create AAA games.

Because installation and verification can take up to an hour and forty-five minutes, we recommend installing the necessary software before students begin the course or plan to devote the first course session to installation.

Contents

| | |
|--|----|
| System Requirements..... | 1 |
| Frequently Asked Installation Questions..... | 2 |
| Download the Course Software Bundle | 2 |
| Verify the Installation..... | 9 |
| How to Download the Bonus Materials | 10 |
| Unity and 3 rd Party Sites | 11 |
| Support..... | 12 |

System Requirements

Important!

Because students must access their saved project files from one session to the next, students need:

- Access to the same computer each session
- To be able to save files to the desktop

Hardware

- PC or Mac (not tablet or Chromebook)
- Windows 10, 8, 7, or Vista, or Mac: OS 10.8 or higher, 64-bit (after 2008)
- CPU: Intel(R) Pentium(R) N3530 (or better)
- 4 GBs of RAM
- 7 GBs free disk space

Graphics

- GPU (Integrated): Intel HD Graphics (Bay Trail) or Radeon HD 6230 (or better)
- GPU (Discrete): GeForce 710 or Radeon HD 6450 (or better)
- Graphics card must have OpenGL 3.2 compatible graphics with 1 GB RAM (or better)
- Graphics card must have DX10 (shader model 4.0) capabilities (note: most cards produced after 2007 meet this requirement)
- Using a monitor that allows for at least a 1280 x 768 resolution

Network

- Speeds of at least 1mbps

Other

- Headphones
- Mouse w/ scroll wheel

Enhanced Experience (Optional)

The requirements above are minimum requirements. For a smoother performance, substitute the CPU and GPU requirements with the recommendations below:

- GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4
- GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4
- CPU: Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent

Frequently Asked Installation Questions

How long will it take to complete the installation?

The installation process for the 3D Game Development software can take up to an hour and forty-five minutes, depending on the internet connection.

What if the student won't have the same computer every day?

The software bundle needs to be installed on all computers the student may use. Additionally, student projects will need to be moved from the last computer they worked with to the new computer each time.

What if students want to work on their projects from another computer? / How can students ensure they have access to their project files?

Contact Apex Learning support. We will work with you to find a suitable method of moving projects between computers.

What if we need to save student work on Google Drive, OneDrive, or a network storage location?

Contact Apex Learning support. For this course, saving student project files in an alternative storage location is possible. With that said, we'll want to walk you through all the files that will need to be saved on the network storage, or cloud storage, location in order for the student to be able to work properly.

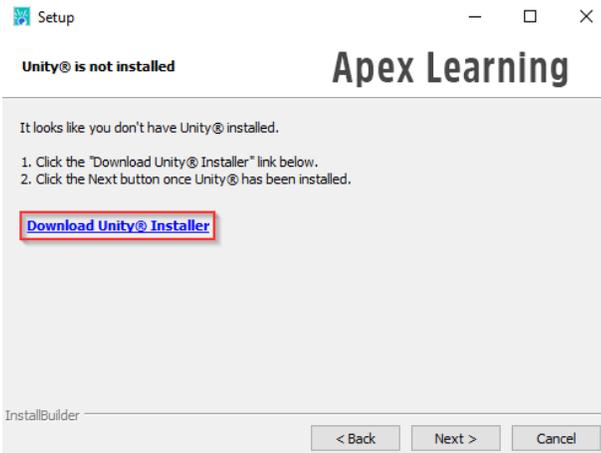
Download the Course Software Bundle

Students can download the software bundle from the first page of the course (Unit 1 Overview).

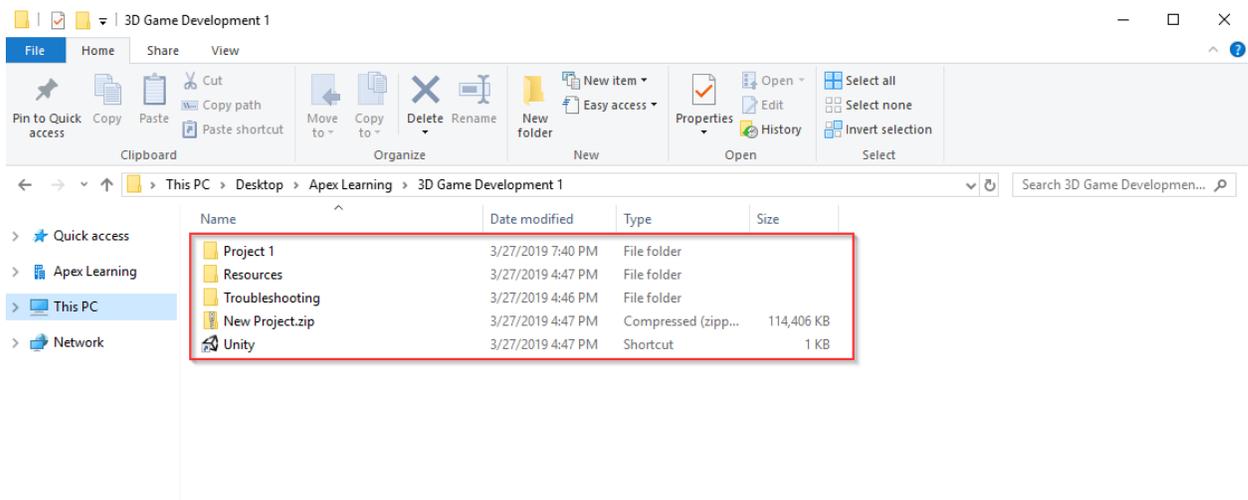
If an administrator needs to install the software, follow these steps.

1. Download Unity and the rest of the course software:
 - PC installer: <https://downloads.apexlearning.com/UD1/UD1-Course-10.1.2.exe>
 - MAC installer: <https://downloads.apexlearning.com/UD1/UD1-Course-10.1.2.dmg>
2. Install the Game Development software on the computer the student will be using.
 - a. Run installer once the download completes
 - b. Once the installer window appears, click the *Next* button
 - c. In the following window, you should see a blue hyperlink which says "Download Unity Installer". You'll want to click it which should open a new browser window which

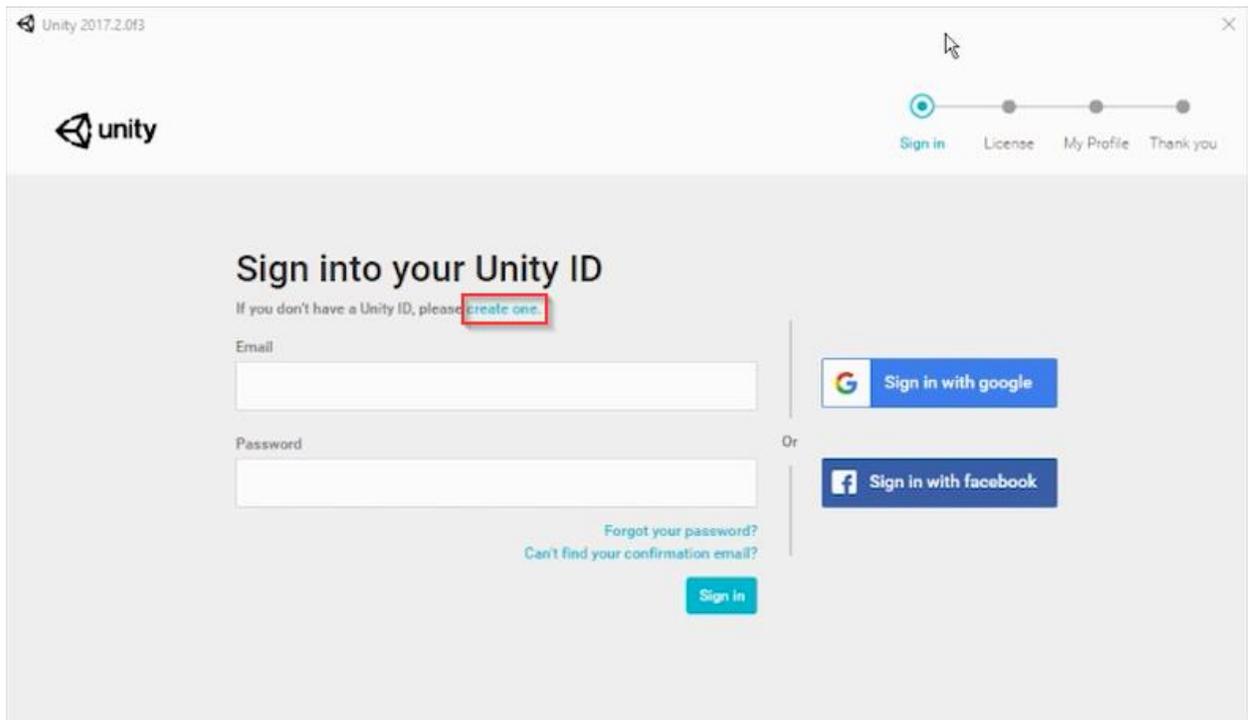
downloads the **UnityDownloadAssistant-2017.2.0f3.exe** file. Once the **UnityDownloadAssistant-2017.2.0f3.exe** file is done downloading, you'll want to open it. **It's important to note that you should now have two separate installer windows open.**



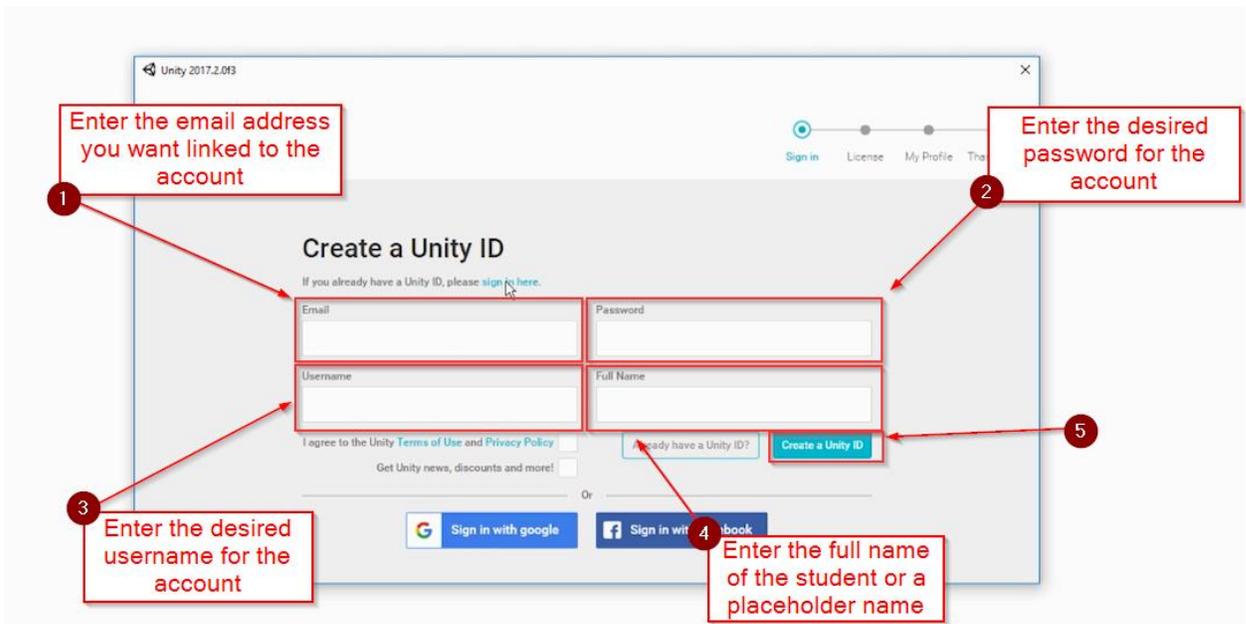
- d. In the **Unity 2017.2.0f3 Download Assistant** install window, you'll want to click the *Next* button.
 - e. Still in the **Unity 2017.2.0f3 Download Assistant** install window, click the check box saying you *Agree to the terms of the License Agreement* and then click the *Next* button.
 - f. In the **Choose Components** section, you'll want to make sure only the following assets are checked: *Unity 2017.2.0f3, MonoDevelop / Unity Debugger, WebGL Build Support*.
IMPORTANT: If you are on a MAC, feel free to also check the *MAC Build Support* option. In the **Choose Download and Install locations** section, don't worry about making any changes and click the *Next* button.
 - g. After waiting for Unity to finish installing, you'll want to click the Close button in the **Unity 2017.2.0f3 Download Assistant** install window. **It's important that you do not open Unity just yet.**
 - h. Going back to the *Apex Learning 3D Game Development* installer, you'll want to click the **Next** button now that Unity is installed.
 - i. On the next page, you should see that the installer is now ready to begin loading the course files onto your system. Click the **Next** button to begin the installation process.
 - j. Close the "Successful Install" Dialog.
3. Verify content
 - a. Navigate to the *Apex Learning > 3D Game Development 1* folder on the Desktop
 - b. Validate that you see the following files, folders, and program shortcuts: *Project 1, Resources, Troubleshooting, New Project.zip, and Unity*



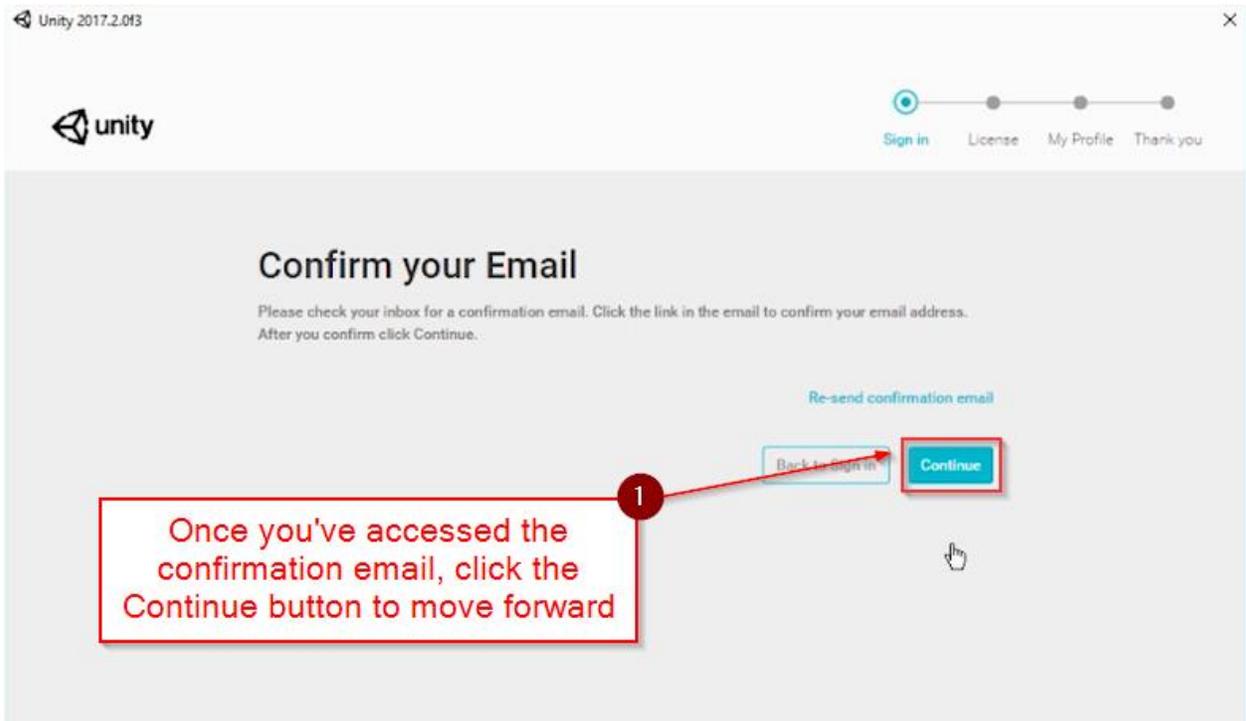
- c. Launch Unity by double clicking the *Unity* shortcut
- d. After Unity opens, you should be prompted to sign in to the Unity launcher. Go ahead and click the *Create one* hyperlink under **Sign into your Unity ID**.



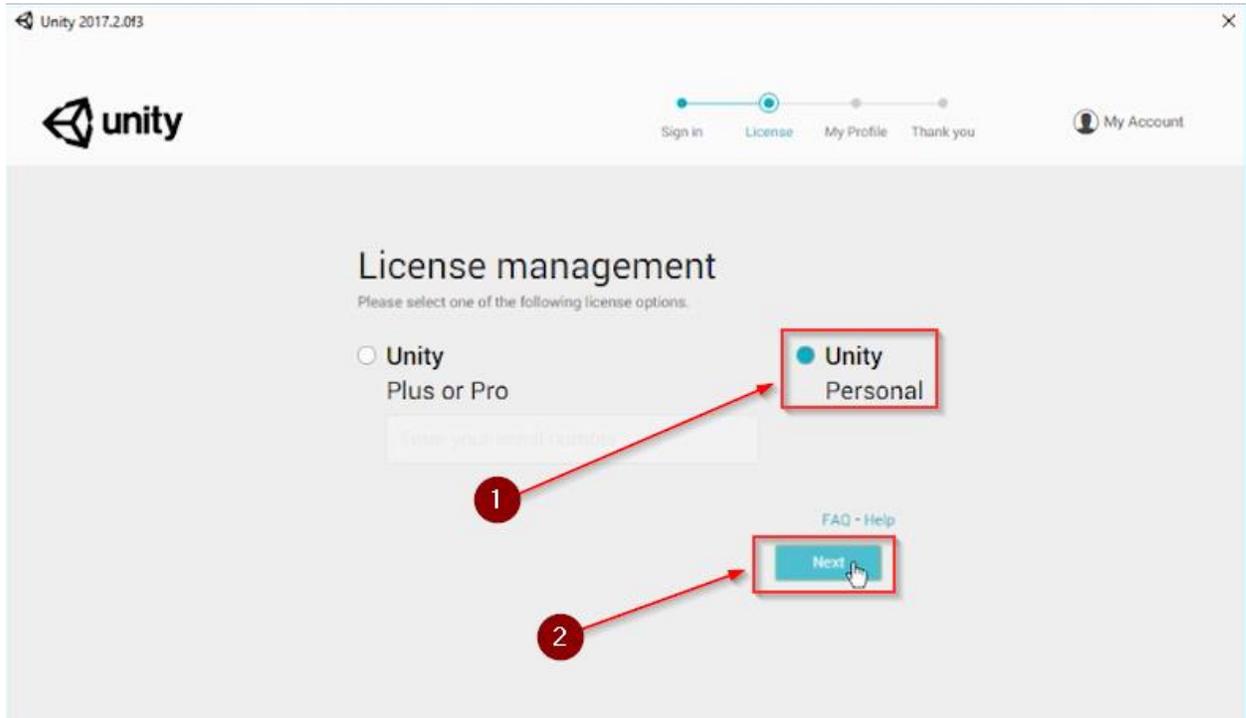
- e. On the next page, you'll want to enter the desired username of the account in the *Username* field. In the *Email* field, you'll want to enter the email address which will be linked to the account. **This email address will be used to log in to the account and will also need to be accessed to get the confirmation link which will be sent in the next step.** Next, in the *Password* field, enter the desired password. In the *Full Name* section, you are welcome to enter the students name, your name, or a placeholder name. Finally, click the checkbox next to *I agree to the Unity Terms of use* statement and click the **Create a Unity ID** button.



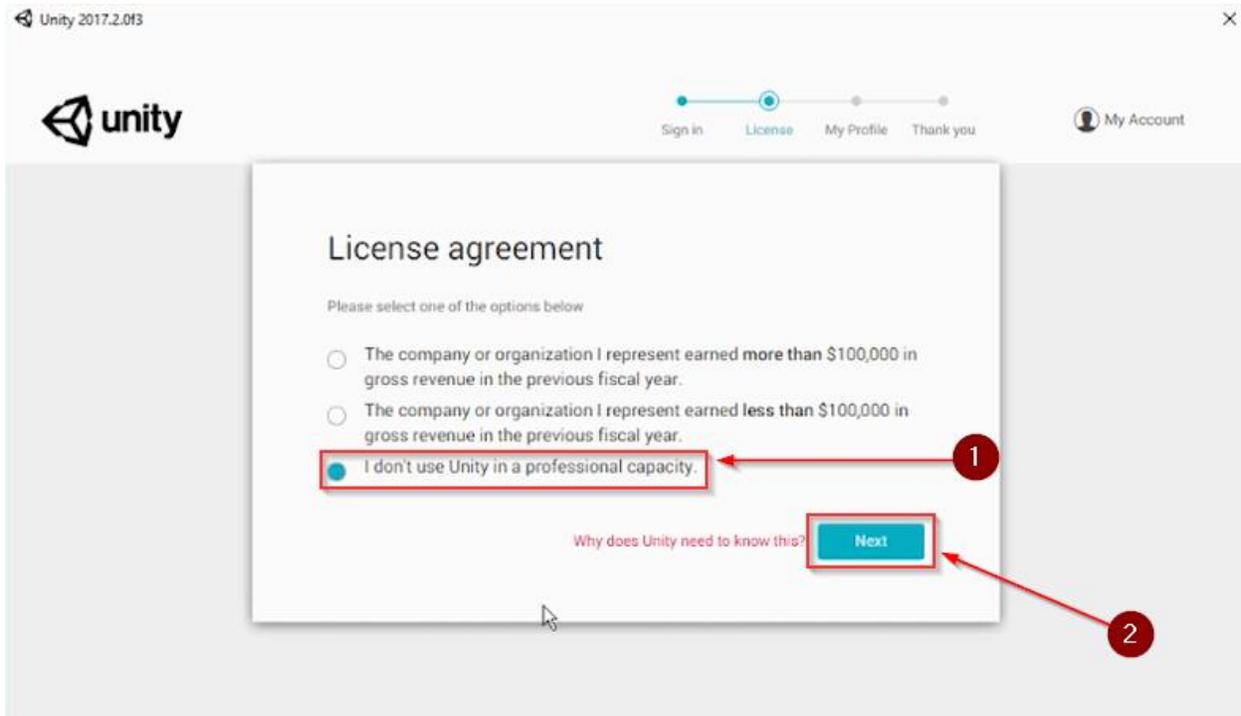
- f. On the next page, you'll be prompted to check your email's inbox for a confirmation email to allow you to move forward. You'll need to check the inbox of the email address that you linked to the account previously and click the confirmation link inside of the confirmation email. Once you've done that, go back to the Unity window and click the blue **Continue** button.



- g. In the *License Management* section, you'll want to select the radio button next to *Unity Personal* and then click the blue **Next** button.



- h. On the *License Agreement* page, you'll want to click the radio button next to *I don't use Unity in a professional capacity* and then click the blue **Next** button.



- i. You should now be prompted to complete a short questionnaire. The answers provided in the survey don't have to be exact, just try to answer them to the best of your ability. The answers provided in this survey really just add information to the Unity profile of the student and will not hinder functionality if they are not fully correct.

Unity 2017.2.0f3

unity

Sign in License My Profile Thank you My Account

Quick and easy survey

Take a couple of milliseconds to help us improve the Unity engine!

Where are you located?*

United States

Select or search District, State or Outlying area...

In what capacity do you primarily use Unity?*

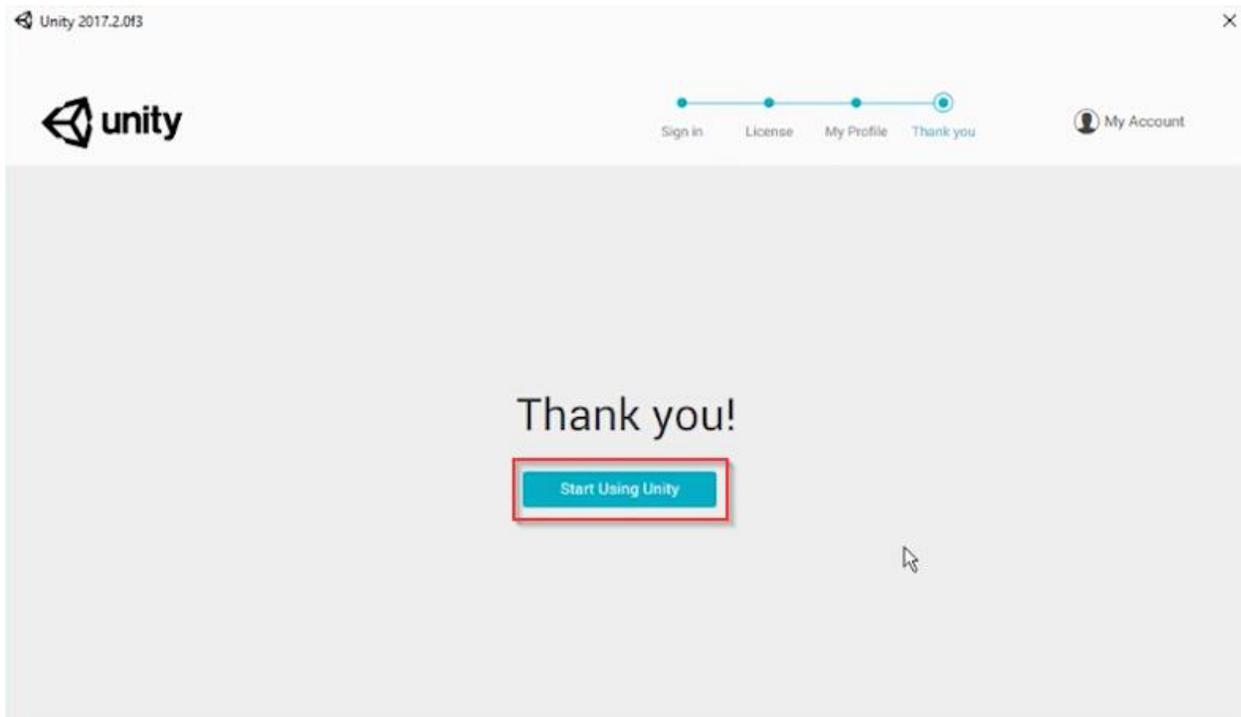
Professional - I use Unity for my work

Hobbyist - I use Unity in my free time

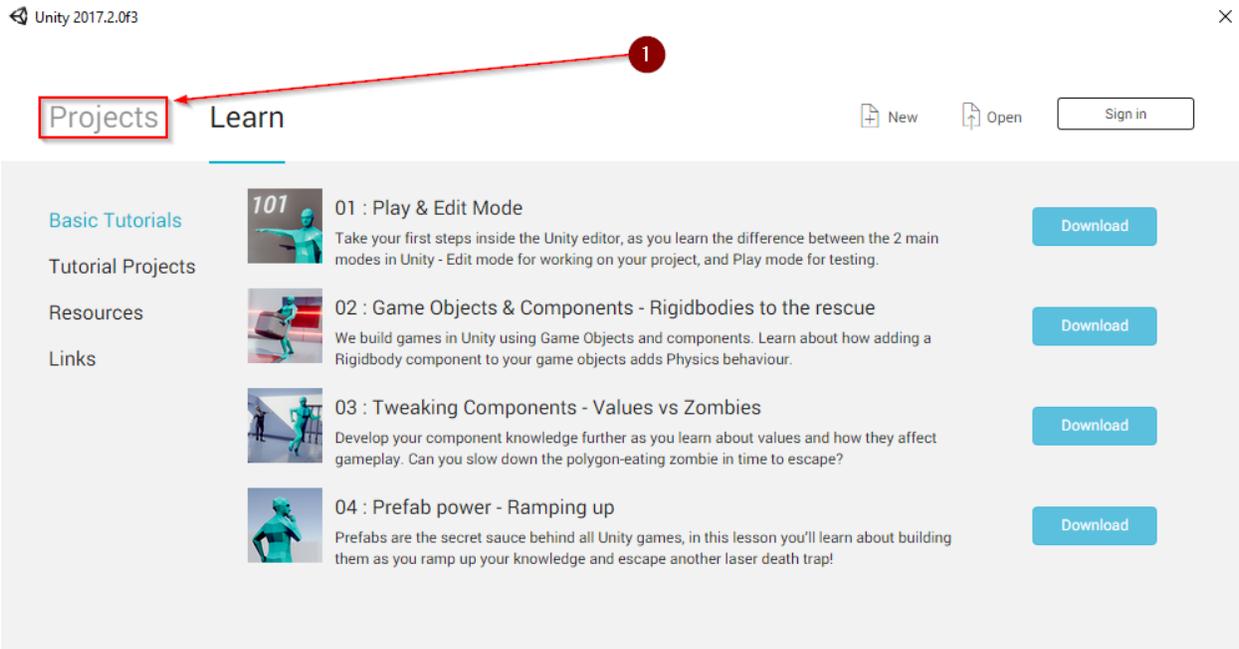
Student - I use Unity as part of my education

Teacher/instructor - I use Unity for educational purposes

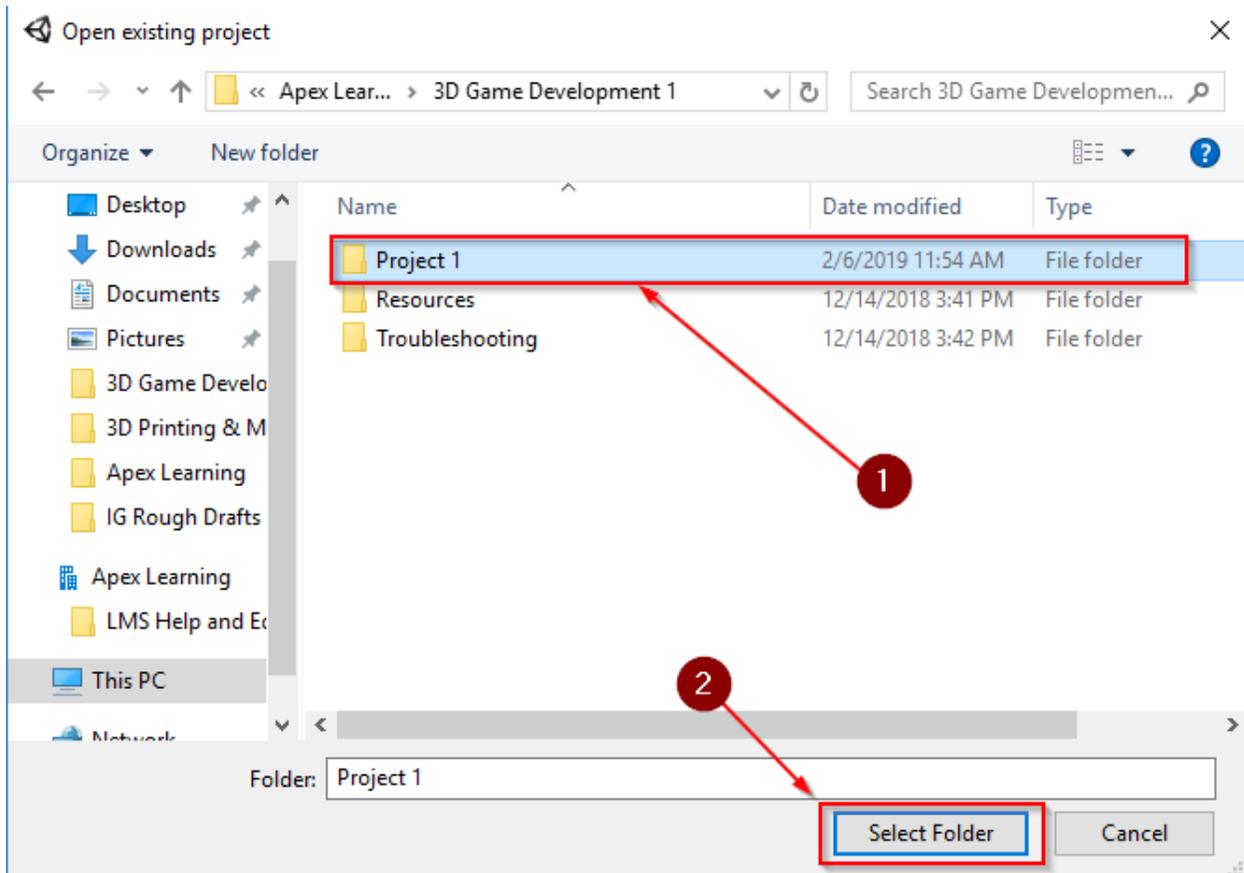
- j. Once you've completed the questionnaire and clicked the blue **OK** button at the bottom of the Unity window, you should be brought to a page that displays a **Thank you** message. You'll want to click the blue **Start using Unity** button to continue forward.



- k. In the top left-hand corner of the following window, you'll want to click the *Projects* tab.

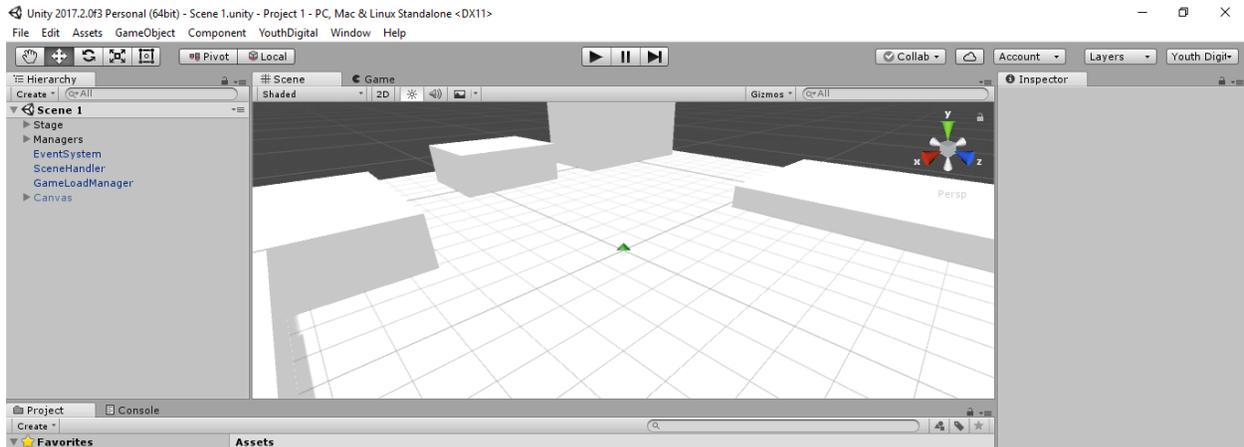


1. We'll now need to open the Project in Unity. In the top right-hand corner of the Unity window, click the *Open* option. In the popup window, you'll want to navigate to the *Apex Learning > 3D Game Development 1* folder on your Desktop. Once there, you'll need to select the *Project 1* folder and then click *Select Folder*. It's important to note, it'll take a few minutes for the project to officially open in Unity as it has to import all the needed assets / resources.

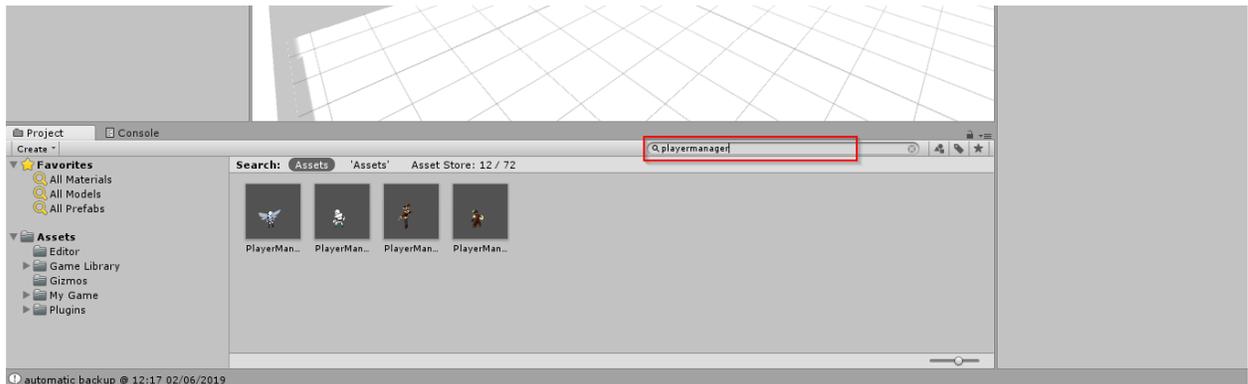


Verify the Installation

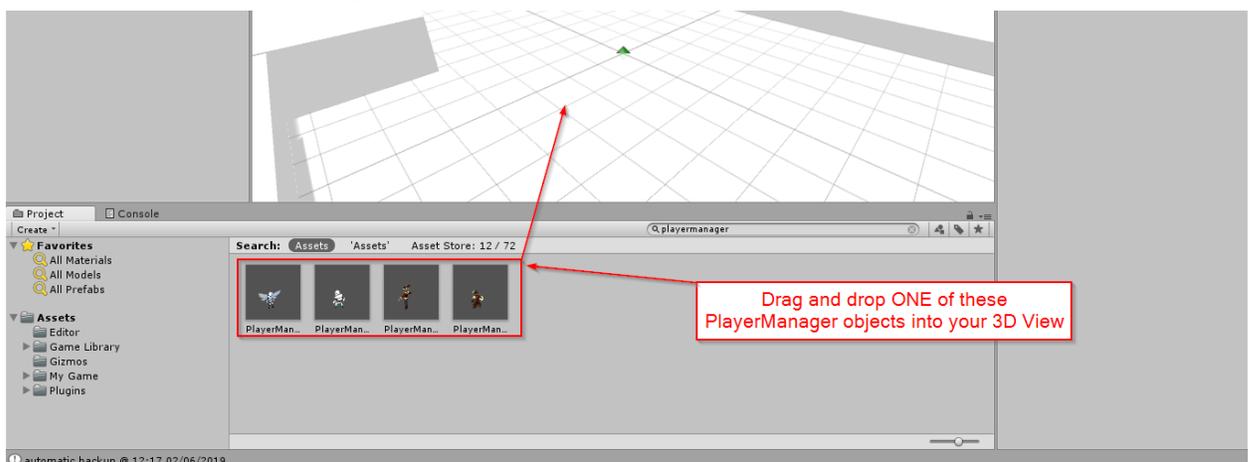
1. Once the project opens and the needed assets are finished importing into Unity, you should see in the middle of your screen, a white 3D stage. **If you receive a popup message asking if you'd like to update Unity to the newest version, be sure to decline it. The course files that students use are specifically made to work properly with the API used in Unity 2017.2.0f3.**



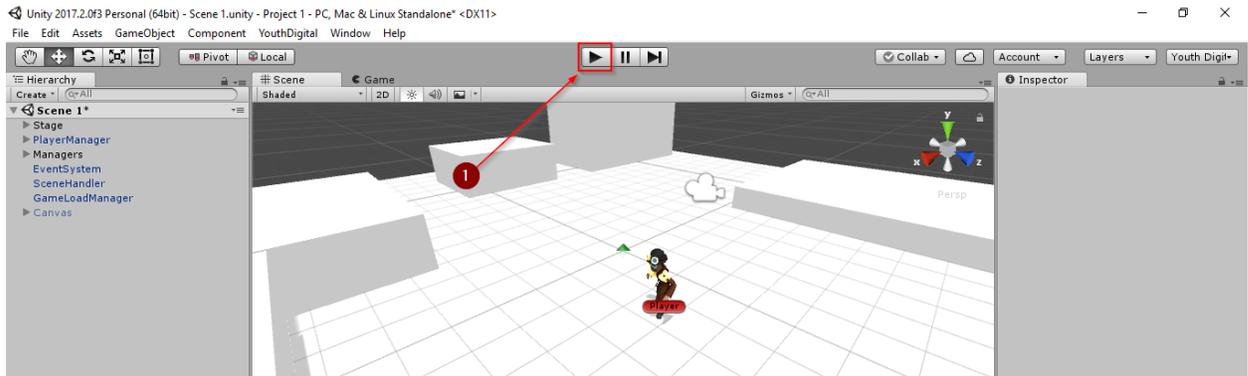
2. In the Project window towards the bottom half of the Unity window, go ahead and type in "playermanager" (no quotation marks) using the search bar.



3. In the results section, go ahead and click and drag one of the *PlayerManager* options into the 3D View where the white stage is visible.



- Once you've added a PlayerManager object into your game, go ahead and click the PLAY button towards the top of the Unity window. You'll want to test the project using the WASD and Space Bar keys to make sure you are able to navigate properly.



- Once you've verified the WASD and Space Bar controls function properly, go ahead and click the 'X' icon in the top right hand corner of the Unity window. When prompted to save any changes, select the **Don't Save** option.

Note: If you are on a MAC, you may need to go to *File > Exit* in order to close the Unity window properly.

Installation Complete! If all of the above steps worked, you have properly installed the software and content required for 3D Game Development.

How to Download the Bonus Materials

Explore activities contain bonus materials that students may download from within the course.

Should you wish to install this material beforehand, follow the below steps. We'll also run through a few processes you can use to verify a few of the packages installed properly.

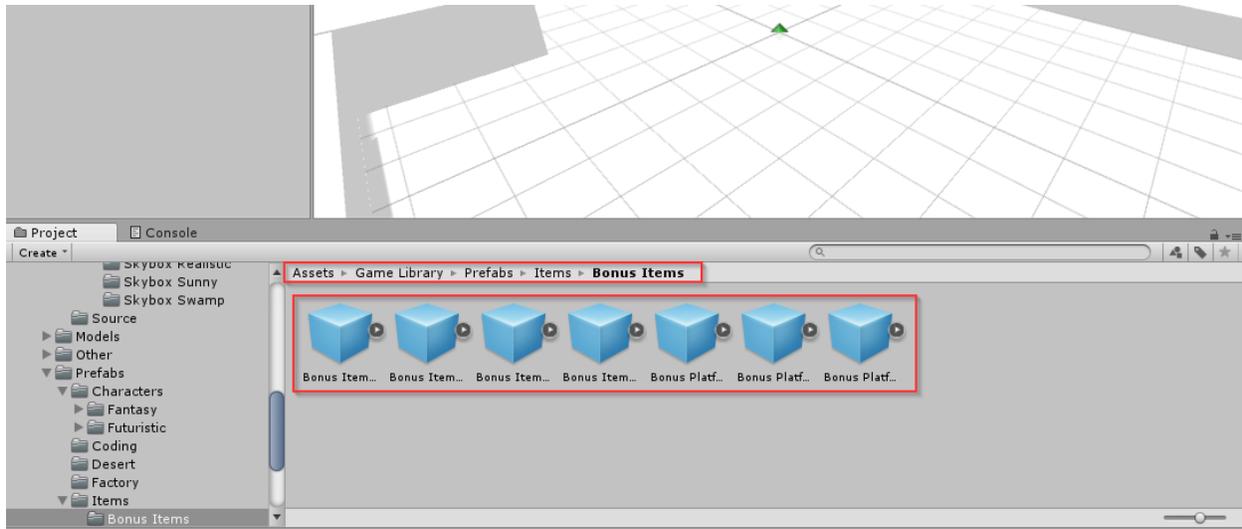
- If closed, you'll want to open the *Project 1* folder in Unity so that you can access the view where the white 3D stage is visible.
- Download the Unity packages from the links below. These packages contain extra assets which will be available in Unity.

NOTE: These files work on both MAC and PC.

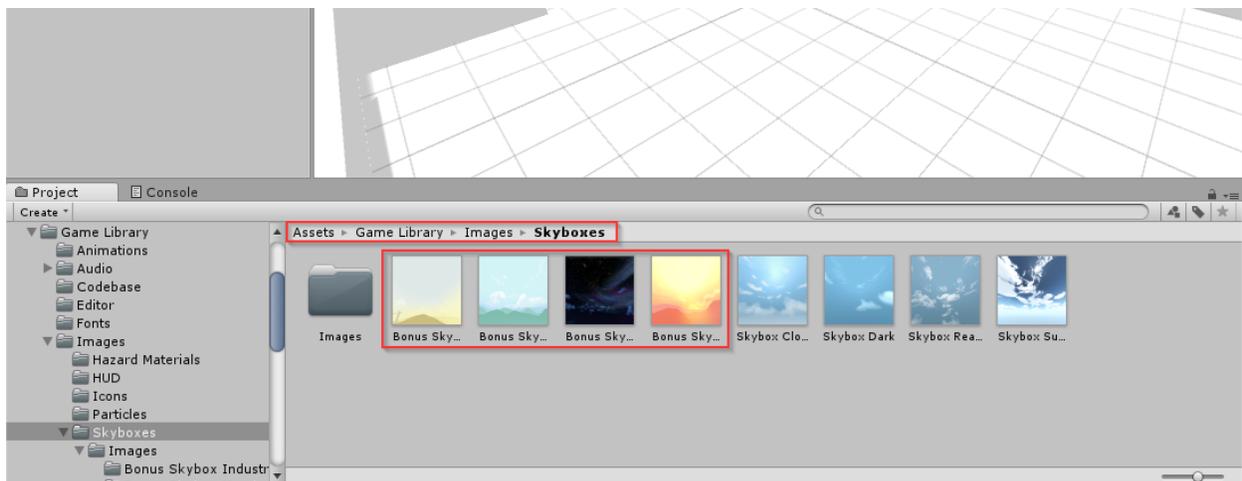
| File | Unity Package |
|----------------|---|
| Points Store 1 | https://downloads.apexlearning.com/UD1/UD1-Points-Pack-1-Skyboxes.unitypackage |
| Points Store 2 | https://downloads.apexlearning.com/UD1/UD1-Points-Pack-2-Items.unitypackage |
| Points Store 3 | https://downloads.apexlearning.com/UD1/UD1-Points-Pack-3-Weather.unitypackage |

| | |
|-------------------|---|
| Points Store 4 | https://downloads.apexlearning.com/UD1/UD1-Points-Pack-4-IceLevel.unitypackage |
|-------------------|---|

- Run them one-by-one to install the bonus material. When you open one of these packages, you should be prompted to import the assets into your open Unity window. You'll want to click the **Import** button.
- After all the bonus content has been imported into the scene, go ahead and go into the *Assets > Game Library > Prefabs > Items > Bonus Items* folder using the **Project** window within Unity. In here, you can see the material that was installed from the *Point Store 2 – Unity Package*.



- Next, let's take a look in the *Assets > Game Library > Images > Sky Boxes* folder in the **Project** window. In this folder, you should see 4 bonus skybox game objects. This helps to verify that everything installed correctly from the *Points Store 1 – Unity Package* you previously ran.



Unity and 3rd Party Sites

Students using Unity may discover options to navigate away from the tool to related websites via the help menu. To ensure students do not gain access to online forums or other potentially questionable content and remain focused on the work they need to complete, we suggest blocking access to the following URLs:

- <https://unity3d.com/unity/fag>
- <https://docs.unity3d.com/Manual/OnlineActivationGuide.html>
- <https://docs.unity3d.com/Manual/index.html>
- <https://store.unity3d.com/account/users>
- <https://unity3d.com/services>
- <https://forum.unity.com/>
- <https://answers.unity.com/index.html>
- <https://docs.unity3d.com/ScriptReference/index.html>
- <https://forum.unity.com/threads/the-future-of-unity-feedback.633241/>
- <https://unity3d.com/unity/beta>
- <https://unity3d.com/unity/whats-new/2019.1.0>
- <https://unity3d.com/unity>

Support

Online Help is available to site coordinators, teachers, and students by signing in to Apex Learning and selecting Help in the main menu.

The Apex Learning Support team is available Monday – Friday, 7:00 AM – 9:00 PM Central Time.

- 1-800-453-1454 option 2
- support@apexlearning.com
- Chat is available via online Help