# TABLE OF CONTENTS

1. Introduction ...............................................................................................................................................3
2. Development .............................................................................................................................................3
   Setting up a new machine for a developer. .......................................................................................................3
   Updating the project to the latest version ........................................................................................................ 3
3. Product Release .......................................................................................................................................4
   Availability to users ......................................................................................................................................................4
   Hardware requirements .............................................................................................................................................4
   Recommended Requirements: ..................................................................................................................................4
   Dedicated Servers .........................................................................................................................................................5
4. Tools for developers ......................................................................................................................................5
   Git:........................................................................................................................................................................................ 5
   Unity:  .................................................................................................................................................................................5
   Visual Studio:..................................................................................................................................................................5
5. Services ......................................................................................................................................................5
   Amazon GameLift..........................................................................................................................................................5
   GitHub................................................................................................................................................................................5
   Unity ..................................................................................................................................................................................5
1. INTRODUCTION

In this manual for the project we will discuss what is required to develop this game and how updating our code works. We will also discuss our plan for dedicated servers when the game is released and how we plan on delivering the product to end users.

2. DEVELOPMENT

Setting up a new machine for a developer.

1. Install Unity 5.
2. Install Visual Studio (Optional - Monodevelop comes packaged with Unity).
3. Install Git.
4. Open Git Bash and type “git clone https://github.com/hemmsi/core.git” in the folder where you want the project to be installed in.*
5. Open Unity, choose “File” and select “Open Project” then browse to your project folder and select open.

*If you don’t have access yet to the repository, please consult your fellow team members.

Updating the project to the latest version

In order add update the remote repository for the project, the following must be done:

1. Open Git Bash and browse to your project directory.
2. Type “git add .”
3. Type “git commit -m <features you have added>”
4. Type “git push”.

You can open the Cloud Build to see if the build was succesful by doing the following:

1. Open Unity.
2. Select Window and then Services.
3. Select Cloud Build.*

There you should be able to see a list of the successful builds.

*Note: If you haven’t been added to the Unity project, please consult your fellow team members.
3. PRODUCT RELEASE

CORE is a video game that has been under development since January 2017 and will continue throughout the summer with an estimated release late 2017. Preparations for the release have already commenced and will be briefly summarized in this chapter. These release notes are our current plan and are subject to change.

Availability to users

The game we will be published at http://itch.io which allows the public to purchase and download our game.

Minimum System Requirements

Operating System: Windows 7
Processor: Dual core from Intel or AMD at 1.8 GHz.
Memory: 4 GB

Recommended System Requirements:

Operating System: Windows 10
Processor Dual core from Intel or AMD at 2.2 Ghz.
Graphics: Radeon HD 7750 or Geforce GTS 450.
Memory: 8 GB.

Dedicated Servers

Since our game is a multiplayer experience we'll need dedicated servers to host the game. We've decided on Amazon AWS, due to their reputation for offering scalable services which suits us. Since our player base is likely to be small to in the beginning we will start out by purchasing the m4.large.gamelift for Windows with auto scaling in Europe. If the player base grows we will upgrade to a more robust service and add more servers around the world.
4. TOOLS FOR DEvelopers

Git:
https://git-scm.com/downloads

Unity:
https://store.unity.com/download?ref=personal

Visual Studio:
https://www.visualstudio.com/thank-you-downloading-visual-studio/?sku=Community&rel=15

5. SeRViCeS

Amazon GameLift

Purpose: Amazon GameLift is a dedicated game server hosting service.

Cost: The cost depends on how many players will be playing our game and also depends on where. To begin with we'll purchase the Amazon GameLift with autoscaling for $50 per month.

GitHub

Purpose: GitHub is a service that allows developers to host their code and work on it simultaneously.

Cost: $9

Unity

Purpose: Unity is a game development platform which provides additional features such as the Asset Store and Unity Cloud Build.

Cost: It's free unless our profits go over $100,000 annually. At that point we'll have to switch to Unity Pro which costs $35 per seat/month. If our profits reach $200,000 dollars annually, we'll have to pay $125 per seat/month.