

Installation Guide – Neon Strikers

1. Introduction

This document provides step-by-step instructions for installing and running the **Neon Strikers** game.

Neon Strikers is a 2D arcade-style game developed in Unity, featuring local multiplayer gameplay with physics-based mechanics.

2. System Requirements

To run the game or open the project:

- **Operating System:** macOS (Intel or Apple Silicon)
 - **Unity Editor (for development):** 6000.4.0f1
 - **RAM:** Minimum 8 GB (16 GB recommended)
 - **Storage:** At least 2 GB free space
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3. Running the Game (Executable Version)

If you only want to play the game, follow these steps:

Steps:

1. Navigate to the following folder:

Code/Build/

2. Locate the file:

NeonStrikersBuild.app

3. Double-click the application to launch the game.
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 **macOS Security Warning**

If the application does not open:

1. Right-click on **NeonStrikersBuild.app**
2. Select **Open**
3. Click **Open** again when prompted

If it still doesn't open you will need to change the permissions of the file

1. Open terminal
 2. In the directory where you have the Build paste the following codes:
 3. `chmod +x NeonStrikersBuild.app/Contents/MacOS/NeonStrikers`
 4. `xattr -dr com.apple.quarantine NeonStrikersBuild.app`
 5. Then run the app, you can use this command:
 6. `./NeonStrikersBuild.app/Contents/MacOS/NeonStrikers`
 7. Or you can double click the .app and it will run now
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4. Opening the Project in Unity (Development Setup)

If you want to edit or run the project inside Unity:

Step 1: Install Unity Hub

Download and install Unity Hub from:

<https://unity.com/download>

Step 2: Install Required Unity Version

1. Open **Unity Hub**
2. Go to **Installs**
3. Click **Install Editor**
4. Install version:

6000.4.0f1

Step 3: Open the Project

1. Open **Unity Hub**

2. Click **Add Project**
3. Select the project folder:

Code/Source/neon-strikers/

4. Click **Open**
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5. Running the Game in Unity

1. Open the project
2. Navigate to:

Assets/Scenes/Main Menu

3. Click the **Play (▶)** button at the top of Unity
 4. Press the three dots at the top of Unity, next to Inspector
 5. Press Maximize
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6. Build Settings Configuration

Before building, ensure the correct scenes are included:

1. Go to:

File → Build Profiles

2. Open **Scene List**
3. Verify the following scenes are included and checked:

Main Menu

Arena_01

Arena_02

Arena_03

Results

4. Ensure this scene is NOT included:

Game (deprecated)

7. Building the Game

To generate the executable:

1. Go to:

File → Build Profiles
 2. Select **macOS**
 3. Click **Build**
 4. Choose a destination folder (e.g., Desktop/Build)
 5. Wait for the build process to complete
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8. Controls

Player 1:

- Move: **W A S D**
- Jump / Pulse: **Space**

Player 2:

- Move: **Arrow Keys**
 - Jump / Pulse: **Enter**
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9. Game Flow

The game progresses through the following scenes:

1. Main Menu
 2. Arena_01
 3. Arena_02
 4. Arena_03
 5. Results Screen
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10. Audio Features

- Background music plays automatically
- Goal sound effects trigger when scoring
- Button click sound effects are included

11. Troubleshooting

Issue: Game screen appears cut or zoomed

- Ensure camera is set to **Orthographic**
- Adjust camera **Size** in Unity

Issue: Application will not open on macOS

- Right-click → Open to bypass security restrictions

Issue: No sound

- Verify Audio Source volume is not muted
- Ensure there is an active **Audio Listener** on the camera

Issue: Scenes do not load correctly

- Check that all required scenes are included in Build Settings

12. Notes

- Unity auto-generated folders (Library, Temp, Logs) are not included in the project
- All source code is located in:

Code/Source/

- The executable build is located in:

Code/Build/
