

Installation/Maintenance Document, PyQuest Capstone II

1. Introduction

This document describes the installation and maintenance procedures for the PyQuest project. PyQuest is a web-based educational game developed using Unity and deployed as a website using WebGL technology.

2. System Requirements

The PyQuest application requires only a modern web browser such as Google Chrome, Mozilla Firefox, Microsoft Edge, or Safari. No additional software or dependencies are required for end users.

3. Installation Instructions

3.1 Deployed Installation

The recommended way to access PyQuest is through the deployed website. Users may access the application by navigating to the project URL using a web browser.

3.2 Local Installation

To run the project locally:

1. Extract the submitted project zip file.
2. Navigate to the Code/WebSite directory.
3. Open the index.html file using a web browser.

Note: When opened locally, some modern web applications may have limited functionality due to browser security restrictions. The deployed version should be used for full functionality.

4. Maintenance Procedures

4.1 Website Maintenance

Website maintenance involves updating files located in the Code/WebSite directory. Any changes to HTML, CSS, or JavaScript files should be tested before redeployment.

4.2 Source Code Maintenance

The project source code is written in C# and is located in the Code/SourceCode/Scripts directory. Maintenance tasks include bug fixes, performance improvements, and feature enhancements.

5. Backup and Version Control

All project files are maintained in a Bitbucket repository. This repository serves as the primary backup and version control mechanism for the project.

6. Conclusion

This document provides the necessary information to install, deploy, and maintain the PyQuest project for future updates and enhancements.