

Appendix E: Packaged Application Evidence

This appendix provides access information for the packaged game artefact and the Unity project source files submitted with this coursework.

Source Code Repository:

<https://github.com/YasasPasinduFernando/LostBoyScoutAdventures>

Packaged Windows Build:

<https://drive.google.com/file/d/1ZMVtPFK3nxcldXCmvtZDC6a9vMI5vYF/view?usp=sharing>

The source code repository contains the Unity project files, scripts, scenes, assets, diagrams, and supporting development evidence where applicable. The packaged Windows build contains the exported playable version of the game.

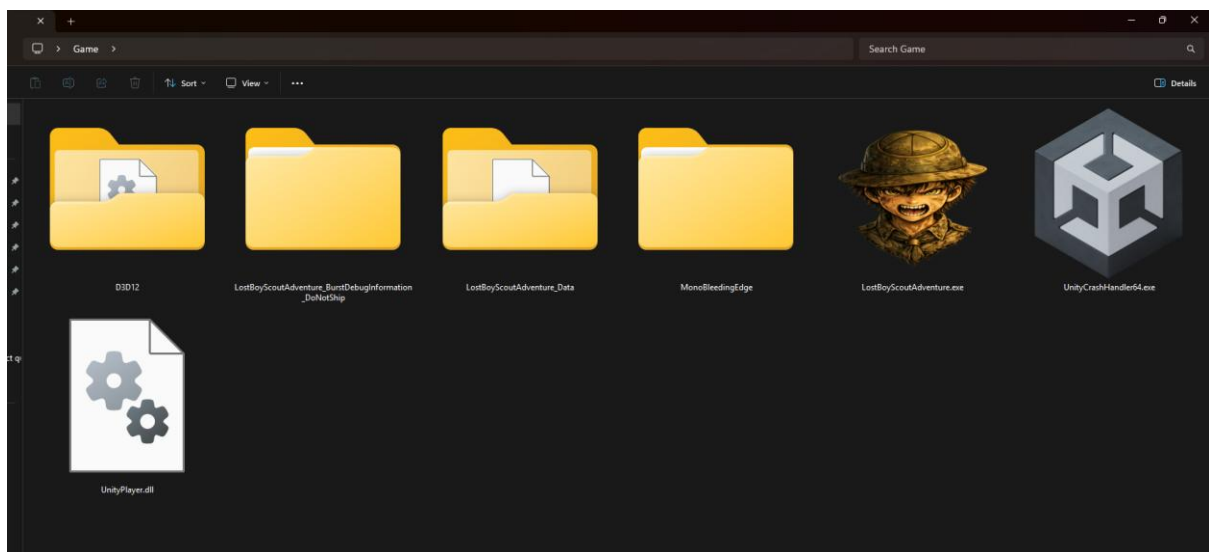


Figure 20: Packaged Windows Build Evidence

This screenshot shows the exported Windows build folder for the game. To run the game, open the build folder and double-click the game executable file, `LostBoyScoutAdventure.exe`. The `UnityPlayer.dll` file and the accompanying data folder must remain in the same directory as the executable. If these files are moved or deleted, the game may not launch correctly.