

# Software Hardware List

Chapter number	Software required (With version)	Free/Proprietary	If proprietary, can code testing be performed using a trial version	If proprietary, then cost of the software	Download links to the software	Hardware specifications	OS required
1 to 12	Unity (any recent version)	Free	N/A	N/A	<a href="https://unity3d.com/get-unity/download">https://unity3d.com/get-unity/download</a>	GPU: Graphics card with DX9 (shader model 2.0) capabilities. Anything made since 2004 should work	Windows 7 SP1+, 8, 10, 64-bit versions only; Mac OS X 10.9+.
8	Tiled Map Editor 1.03	Free	N/A	N/A	<a href="http://www.mapeditor.org/download.html">http://www.mapeditor.org/download.html</a>	Any modern computer hardware will be fine.	Windows
8	Tiled2Unity	Free	N/A	N/A	<a href="http://www.seanba.com/tiled2unity">http://www.seanba.com/tiled2unity</a>	Any modern computer hardware will be fine.	Windows

## Detailed installation steps (software-wise)

The steps should be listed in a way that it prepares the system environment to be able to test the codes of the book.

1. Software A:
  1. Step 1
  2. Step 2
2. Software B
  1. Step a
  2. Step b
  3. Step c