

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
1-14	Unreal Engine version 4.21.2 or greater	Free	-	-	unrealengine.com	It is recommended that you have a PC with 8 GB of RAM, a quad-core Intel or AMD processor, and a DX11-compatible video card. UE4 will run on desktops and laptops below these recommendations, but performance may be limited.	Windows 7 64-bit or later/a Mac with macOS X 10.9.2 or later
1-14	Visual Studio 2017 Community	Free	-	-	https://www.visualstudio.com/en-us/products/visual-studio-community-vs.aspx	For those using a Mac computer, Visual Studio for Mac currently does not support C++. You'll need to use a different IDE, such as Visual Studio Code or Xcode, instead.	Windows 7 64-bit or later

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. Go through Chapter 1 of the book