

HOW TO DOWNLOAD THE UNITY GAME ENGINE



HOW TO DOWNLOAD UNITY

PURPOSE OF THIS GUIDE:

This guide was created to support the Kershaw County Library IT Department in downloading the necessary tools to utilize the Unity Game Engine, in preparation of Conor Rom's video game programming classes in January 2026.

However, also included in this guide are instructions to help an individual through the process of downloading Unity.

Additional guides and walkthroughs may also be easily found online and on YouTube, though if you have any questions feel free to reach out to Conor Rom.

LAST UPDATED:

Date - November 11th, 2025

Writer - Conor X. Rom

Contact - Conor.X.Rom@gmail.com

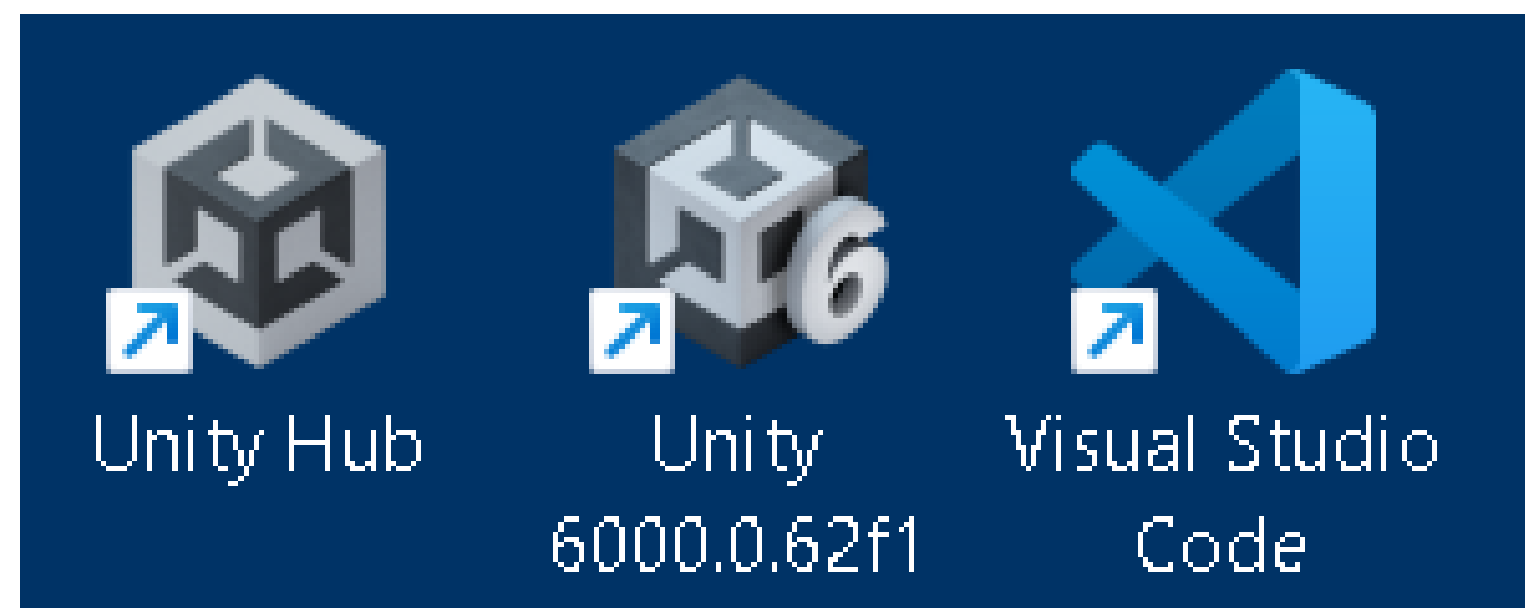
Phone - 803-556-7862



**Mana Rock
Gaming**

THE GUIDE'S END GOAL:

Setup and download the Unity Hub, Unity 6000.0.62f1, and Visual Studio Code.



SYSTEM REQUIREMENTS:

Unity Game Engine:

<https://docs.unity3d.com/6000.0/Documentation/Manual/system-requirements.html>

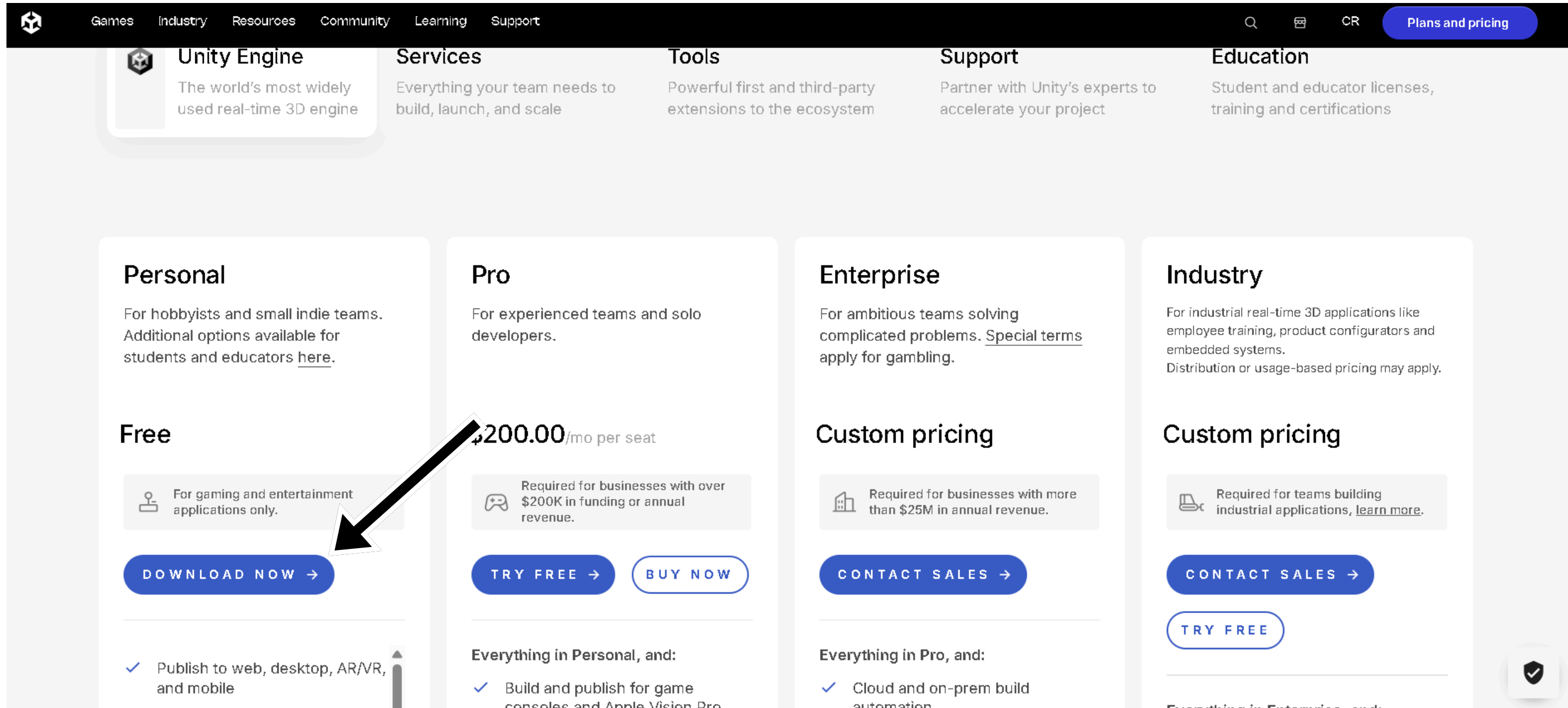
Visual Studio Code:

<https://code.visualstudio.com/docs/supporting/requirements>

FOR INDIVIDUAL USE:

Unity has a free comprehensive personal plan designed for solo, small group, and small business developers. To utilize Unity you must first download the Unity Hub and create a Unity Account. By selected the personal plan, Unity will walk you through the steps of how to download Unity to your desktop or laptop.

Link: <https://unity.com/>

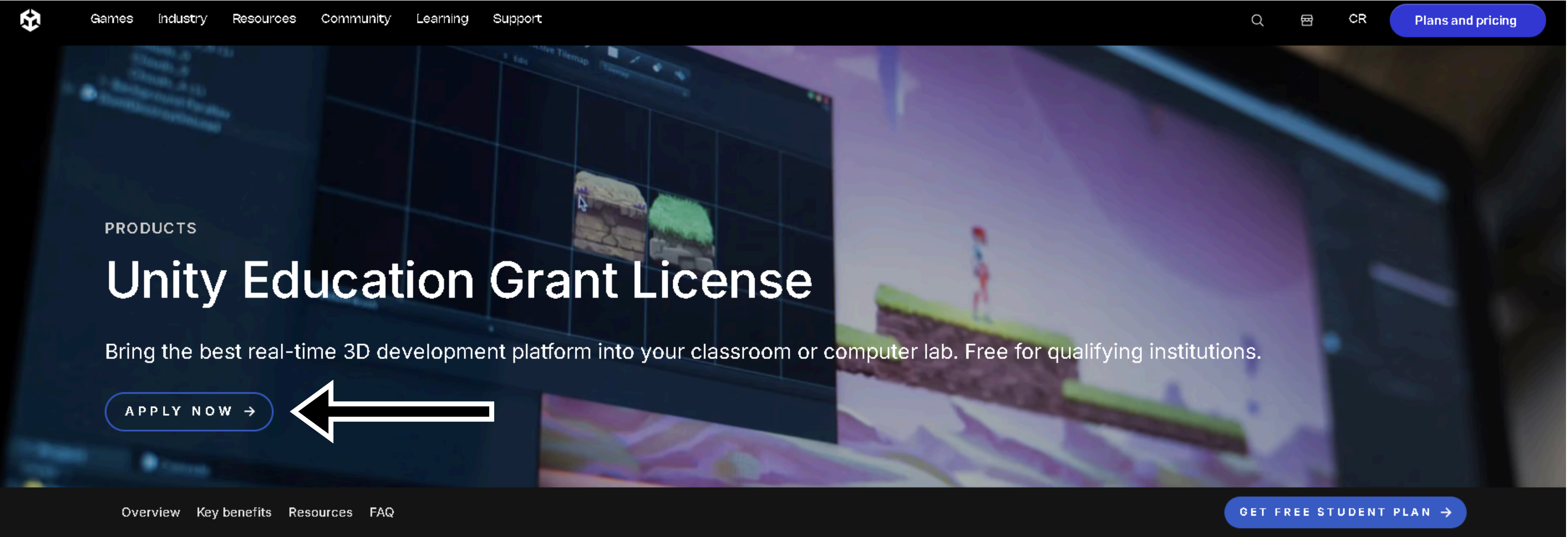


UNITY EDUCATIONAL USE

FOR EDUCATIONAL USE:

It is suggested for educational organizations looking to download the Unity Game Engine on multiple computers to apply for the free Unity Education Grant License. Linked below.

Educator Link: <https://unity.com/products/unity-education-grant-license>



Equip the next generation of

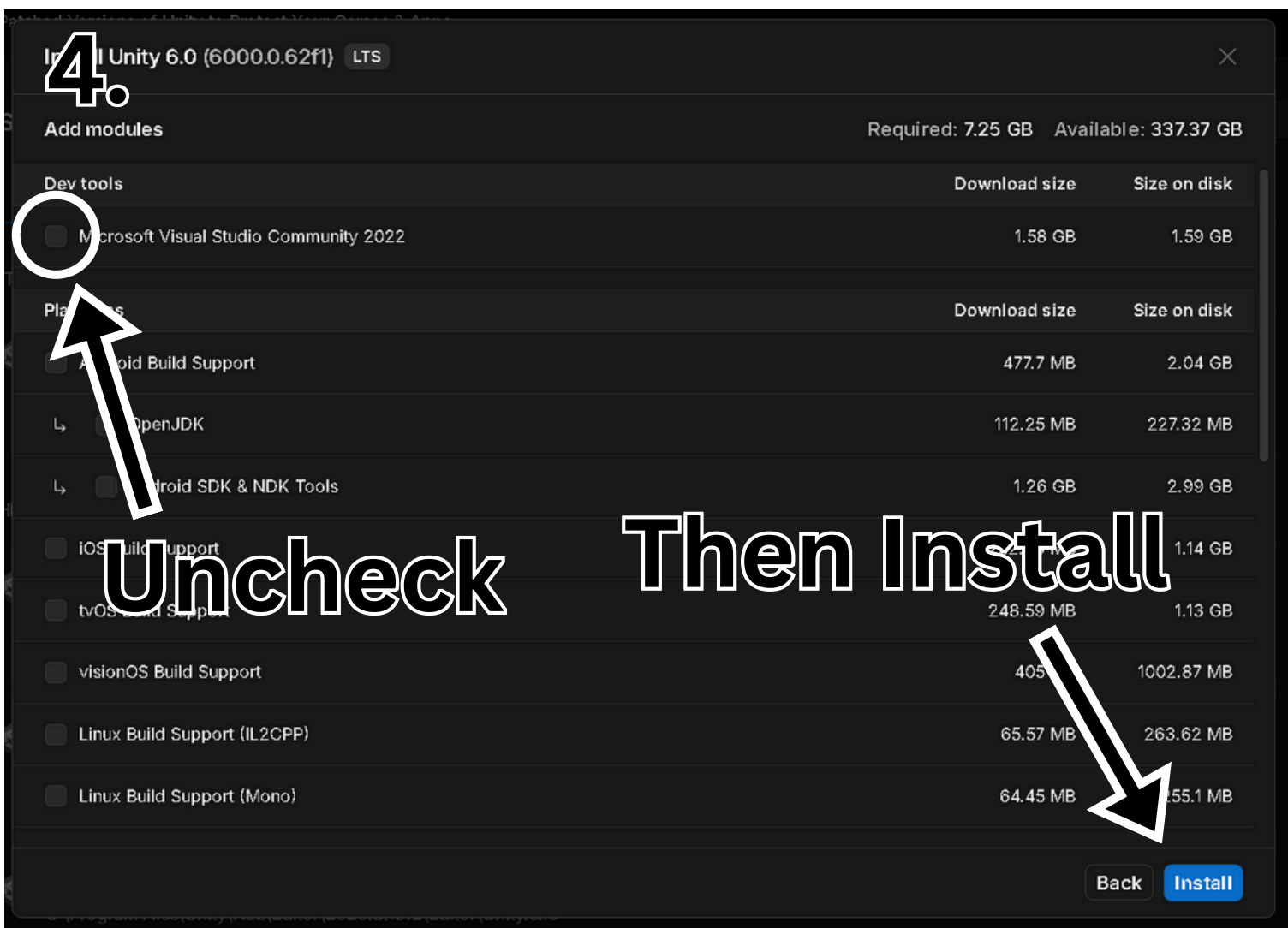
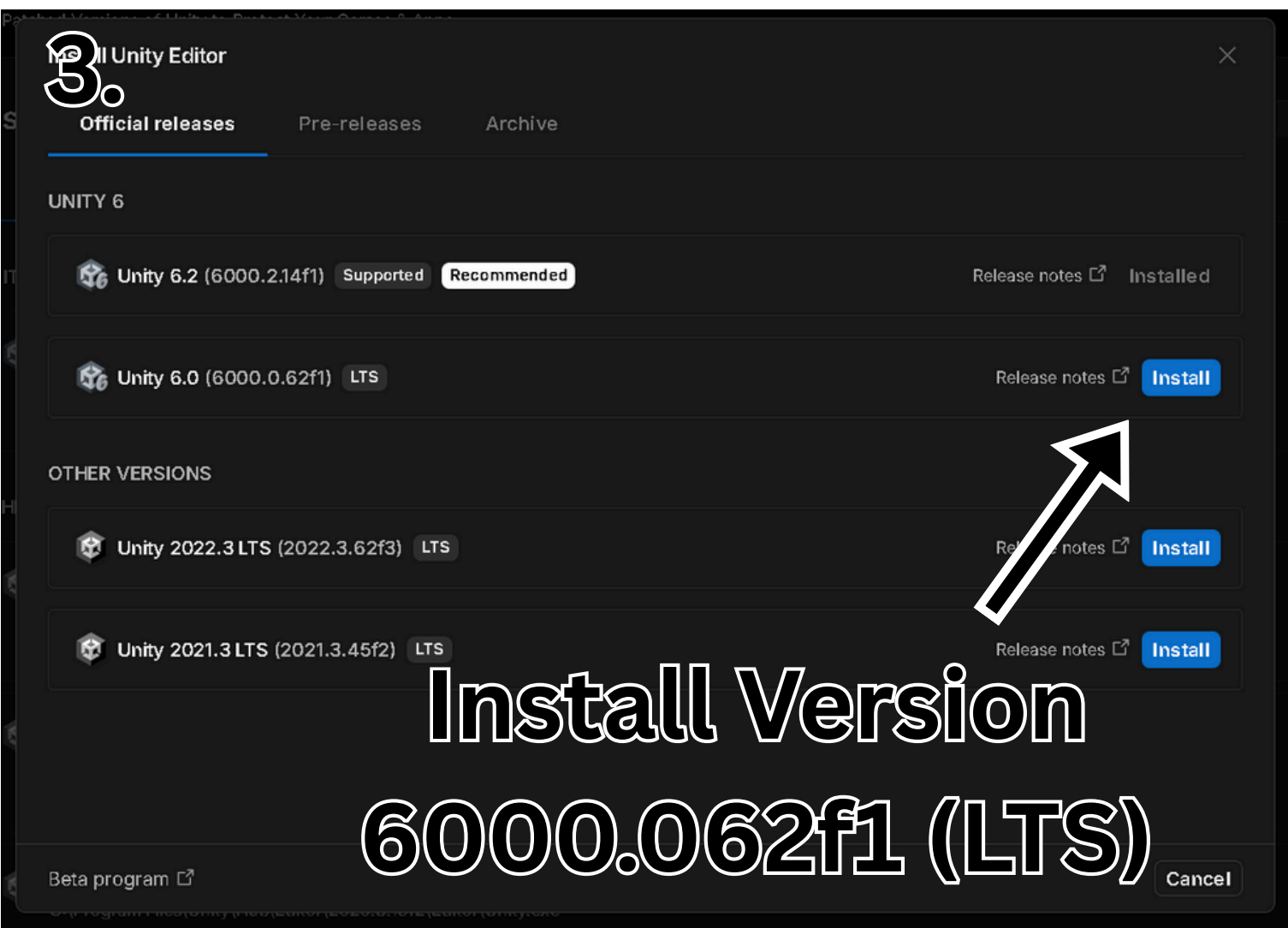
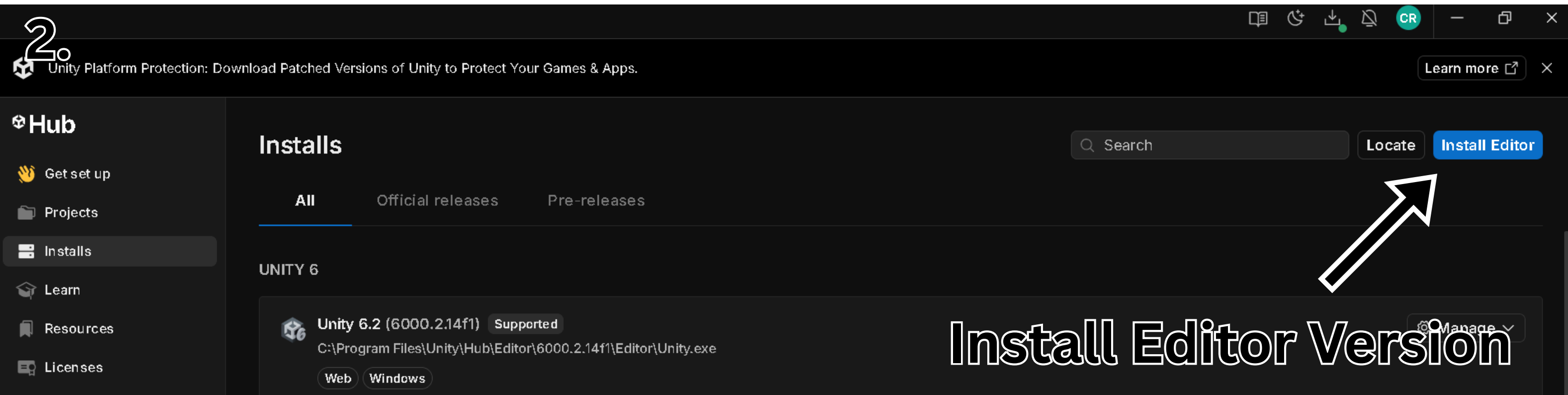
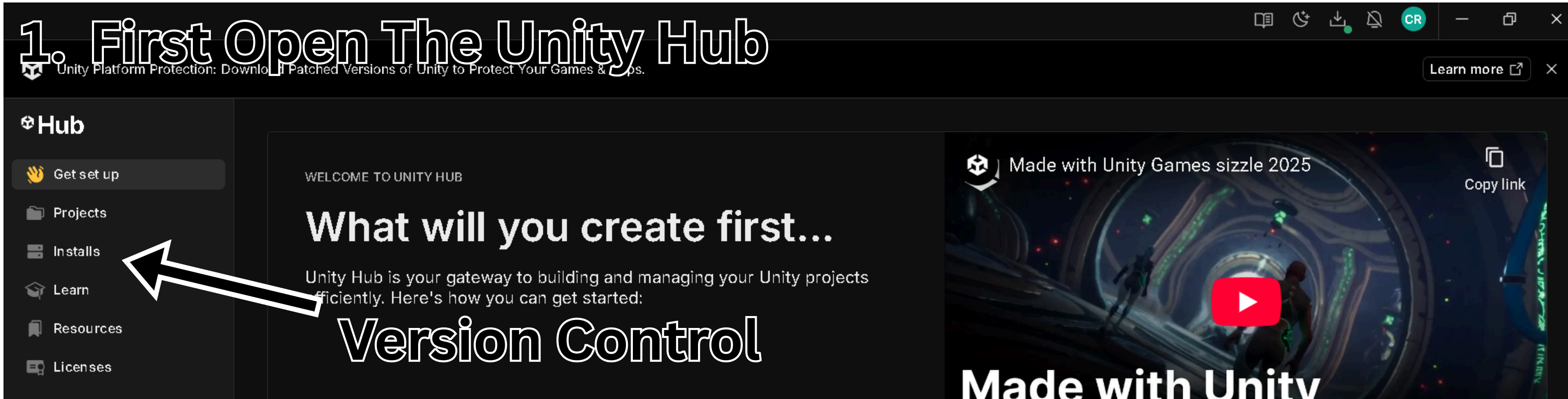


UNITY VERSION CONTROL

LONG TERM SUPPORT (LTS):

Unity is constantly updating their Game Engine with new features and debugs. It is recommended that a user utilize a Long Term Support (LTS) version of Unity. LTS releases are more stable, thoroughly tested, have active customer service support, and receive new debugs without introducing new features which might break any coding projects. Utilizing LTS versions are also more reliable for long-term development or larger group projects.

Suggested LTS Version: *Unity 6 (6000.062f1)* - Customer Service Support Till October 2026



DOWNLOADING VISUAL STUDIO

VISUAL STUDIO CODE:

Due to personal preferences it is recommended that Microsoft Visual Studio Code is utilized instead of Microsoft Visual Studio Community, due to it being a lightweight code editor that is both free and open sourced.

Free Download Link: <https://code.visualstudio.com/>

1.

Visual Studio Code

Docs

Updates

Blog

API

Extensions

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FAQ

Search Docs

Ctrl+Shift+P

Download

Version 1.106 is now available! Read about the new features and fixes from October.

The open source
AI code editor

Install

Download for Windows

Web, Insiders edition, or other platforms

By using VS Code, you agree to its [license](#) and [privacy statement](#).

AGENT SESSIONS

LOCAL CHAT AGENT

MailList.tsx

MailListItem.tsx

Extract MailListItem into stan

CHAT

Please update the MailList

2.

Setup - Microsoft Visual Studio Code (User)

Select Additional Tasks

Which additional tasks should be performed?

Select the additional tasks you would like Setup to perform while installing Visual Studio Code, then click Next.

Additional icons:

☐ Create a desktop icon

Other:

☐ Add "Open with Code" action to Windows Explorer file context menu

☐ Add "Open with Code" action to Windows Explorer directory context menu

☐ Register Code as an editor for supported file types

☒ Add to PATH (requires shell restart)

No Changes Needed

Back

Next

Cancel

VISUAL STUDIO CODE:

To set Visual Studio Code as the default code editor after opening a project go to Edit → Preferences → External Tools

Preferences

External Tools

Visual Studio Code [1.106.3]

Set As Visual Studio Code

CLOUD BASED COMMUNITY

CLOUD BASED ORGANIZATION:

Part of Unity’s strength is has a cloud based support system that allows multi-member collaboration. The Kershaw County Video Game Programmers, Designers, and Artists have a Unity Organization, that is suggested all members also join.

Contact Conor.X.Rom@gmail.com for the invite link.

Unity

Dashboard

Projects

Products

Administration

Shortcuts

Cloud Save

Player Authentication

Player Management

Leaderboards

Economy

Cloud Code

Administration

SSOEnterprise

Service accounts

Webhooks

Products

Subscriptions

Service usage

Billing & Cost

Billing

Cost and usage

Budget alerts

Payment methods

Fair usage

Integrations

Notifications

Organization members

Export CSV

Invite organization members

Kershaw County Video Game Programmers

Each organization member (except Guests) can always see all projects, but can not access data and services in those projects unless they have the corresponding role. Roles you add to organization members are automatically inherited by all projects in the organization. To add people and roles for individual projects, go to the Project Members tab on the Project Settings page.

Members

Pending invites

User type

Role: All roles

Search

Organization members	Roles
<div>CR</div> <div>Conor Rom (You)</div> <div>Owner</div> <div>conor.x.rom@gmail.com</div>	-

Rows per page: 501-1 of 1



Conor Rom has invited you to join the Kershaw County Video Game Programmers organization in Unity

Accept the invitation from Conor Rom (conor.x.rom@gmail.com) by clicking the button below. You'll be asked to login with your Unity account or sign up if you don't have a Unity account.

This invitation will expire in 30 days.

Join Kershaw County Video Game Programmers

This email was intended for manarockgaming@gmail.com. If you were not expecting this invite, you can ignore this email.

You can also accept the invitation by pasting this link into your browser:
<https://cloud.unity.com/account/invitations/a109877d-7033-4ec9-aaca-079ae93435c4>