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
chapters 2-13	Unity 3D 2017.1+	Free	NA	NA	https://store.unity.com/	CPU: SSE2 instruction set support GPU: Graphics card with DX10 (shader model 4.0) capabilities	Windows 7 SP1+, 8, 10, 64-bit versions only; Mac OS X 10.9+
chapters 2-13						A VR device is recommended. Either Oculus Rift, HTC Vive, or Window MR HMD for Windows Desktop. Or, Google Daydream compatible Android phone with Daydream Headset	

Other software assets and Unity packages suggested or required for various projects are detailed in the project chapter itself.

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. Detailed in Chapter 2 and 3 of the book itself