

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
All	Unity 2018.2	Free			https://unity3d.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; macOS 10.11+
10	Python 3.6	Free			https://www.python.org/		Windows, macOS
10	Git	Free			https://git-scm.com/		Windows, macOS

1. Unity:

1. Install the Unity Hub. The Unity Hub is a convenient way to manage different Unity versions in the same machine.
2. After the installation, open the Unity Hub.
3. Click the **Install** tab.
4. Click **Official Releases**.
5. Click the **Download** button of the editor version 2018.2
6. In the **Add components to your install** dialog box, select the components you want to install. The default components are good enough for this book.
7. Click **Done**.

2. Git

1. Download the installer.
2. Follow the on screen instructions to complete de installation. The default values are good enough for this book.
3. Try the `git` command in the command line interface to see if Git has been installed correctly.

3. Python

1. Follow the instruction on Chapter 10 for a detailed explanation on how to install Python to support the Unity Machine-Learning for Agents

toolkit.