
Alexa Plus Unity Documentation

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Austin Wilson

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Let's setup the Alexa Plus Unity SDK!

CHAPTER 1

Prerequisites

- [Unity3D](#) version 4.x or above.
- [An AWS Account](#)

Integrating the Alexa Plus Unity SDK into your Unity3D project

1. Download the `AlexaPlusUnity.unitypackage` from the [Releases](#) tab in the GitHub project.
2. Open your project in Unity3D.
3. Open your newly downloaded `AlexaPlusUnity.unitypackage` and import the package.
4. In a scene, create an empty `GameObject`.
5. Attach the *Amazon Alexa Manager* script to your newly created `GameObject`.

That's it! However, in order to handle the communication to and from Alexa, you need to create your own script to initialize the manager. See the Tutorial for a more in-depth implementation.

Setup for Alexa Skills

Now that we have configured our Unity3D workspace, it's time to set up the Alexa Skill!

3.1 Prerequisites

- An [NPM](#) project. For information on how to set up a NPM project, please see [this](#).
- A suitable Node.js development environment. The ASK SDK v2 for Node.js requires Node 4.3.2 or above.

3.2 Integrating the Alexa Plus Unity SDK into your Alexa Skill

1. Download the `alex-gaming-cookbook.js` from the [Releases](#) tab in the GitHub project.
2. Put the newly downloaded file in the root directory of your Alexa Skill
3. Include the script in your skill with:

```
var alexaGaming = require('./alex-gaming-cookbook.js');
```

That's it! However, in order to handle the communication to and from your game, you need to use the script's methods. See the Tutorial for a more in-depth implementation.

CHAPTER 4

Introduction

Looking to learn how to use the the Alexa Plus Unity SDK with an in-depth example? You've come to the right place!

In this tutorial, we will walk through the steps to create a basic game in which we'll be able to manipulate a light with both our keyboard and voice, all while having Alexa remain aware of the game's state.

Creating the Unity3D Project

Let's setup the Unity Project!

5.1 Prerequisites

- [Unity3D](#) version 4.x or above.
- An [AWS Account](#)

5.2 Obtain an Identity Pool ID using Amazon Cognito

1. Log in to the [Amazon Cognito Console](#) and click **Create new identity pool**.
2. Enter a name for your Identity Pool and check the checkbox to enable access to unauthenticated identities. Click **Create Pool** to create your identity pool.
3. Click **Allow** to create the two default roles associated with your identity pool—one for unauthenticated users and one for authenticated users. These default roles provide your identity pool access to Cognito Sync and Mobile Analytics.

The next page displays code. Take note of the displayed **Identity Pool ID** and the **Region** you set up the Identity Pool in as you will need them when setting up Alexa Plus Unity.

5.3 Attach Polices to the Identity Pool default roles in AWS IAM

1. Log in to the [AWS IAM Console](#) and click **Roles** in the left navigation bar.
2. Find and click your **Unauthenticated** Identity Pool role. It should look similar to `Cognito_[YOUR IDENTITY POOL]Unauth_Role`.
3. Click **Attach Policies**.

4. Find and check the **AmazonSQSFullAccess** and **AmazonDynamoDBFullAccess** policies.
5. Click **Attach Policy**.

Your Identity Pool is now configured to use the required AWS services for Alexa Plus Unity to function.

5.4 Creating the project

5.5 Integrating the Alexa Plus Unity Package

1. Download the `AlexaPlusUnity.unitypackage` from the [Releases](#) tab in the GitHub project.

5.6 Adding Alexa Control into the Unity3D package

Creating the Alexa Skill

Let's setup the Alexa Plus Unity SDK!

6.1 Prerequisites

- [Unity3D](#) version 4.x or above.
- An [AWS Account](#)

6.2 Integrating the Alexa Plus Unity SDK into a project

Let's setup the Alexa Plus Unity SDK!

7.1 Prerequisites

- [Unity3D](#) version 4.x or above.
- An [AWS Account](#)

7.2 Integrating the Alexa Plus Unity SDK into a project

Let's setup the Alexa Plus Unity SDK!

8.1 Prerequisites

- [Unity3D](#) version 4.x or above.
- An [AWS Account](#)

8.2 Integrating the Alexa Plus Unity SDK into a project

CHAPTER 9

Alexa Plus Unity

The Alexa Plus Unity SDK was built to help with the expansion of Amazon's Alexa into video games, bringing a whole new layer of immersion into gaming.

Ready to get started? Follow the guides in the navigation bar to learn how to use the platform!