**Publish Wizard**

# Walkthrough

* Click on Publish Game in the File Menu
* Dialog opens (similar to Unity’s publisher)
* Click on which platform to export to
* If PC/Mac
  + Choose Screen Resolution for the game to display at **(P1)**
  + Checkbox for whether it will be Full Screen or not **(P1)**
  + Where to export the file to on the users system **(P1)**
  + Icon for the Game **(P2)**
  + Click Publish when ready to export **(P1)**
* If iOS
  + Publish button switches to Xcode button to open and publish the project there **(P1)**

# Specifics

* When publishing to PC/Mac
  + Export to a .zip file containing all the files to run the game **(P1)**
  + Export an installer of the game **(P2)**
  + Crawls through Asset Library and Code to not include unused assets **(P3)**