

# Google Play Publishing Process (Unity)

- Read the [Android Environment Setup](#)
- Read [Building and delivering for Android](#)

Unity Documentation

Version: 2022.3

Manual Scripting API Search manual...

Language: English


## Unity Manual

- Unity User Manual 2022.3 (LTS)
- New in Unity 2022 LTS
- Packages and feature sets
- Working in Unity
- Asset workflow
- Input
- 2D game development
- Graphics
- World building
- Physics
- Scripting
- Multiplayer and Networking
- Audio
- Video overview
- Animation
- User interface (UI)
- Unity Services
- XR
- Unity's Asset Store
- Platform development
  - Using Unity as a Library in other applications
  - Deep linking
  - Xcode frame debugger Unity integration
- Android
  - Introducing Android
  - Getting started with Android
  - Permissions for Android

Unity User Manual 2022.3 (LTS) / Platform development / Android / Building and delivering for Android

### Building and delivering for Android

This section of the User Manual explains how to build and publish an Android application.



Playing a build Android application on an Android device.

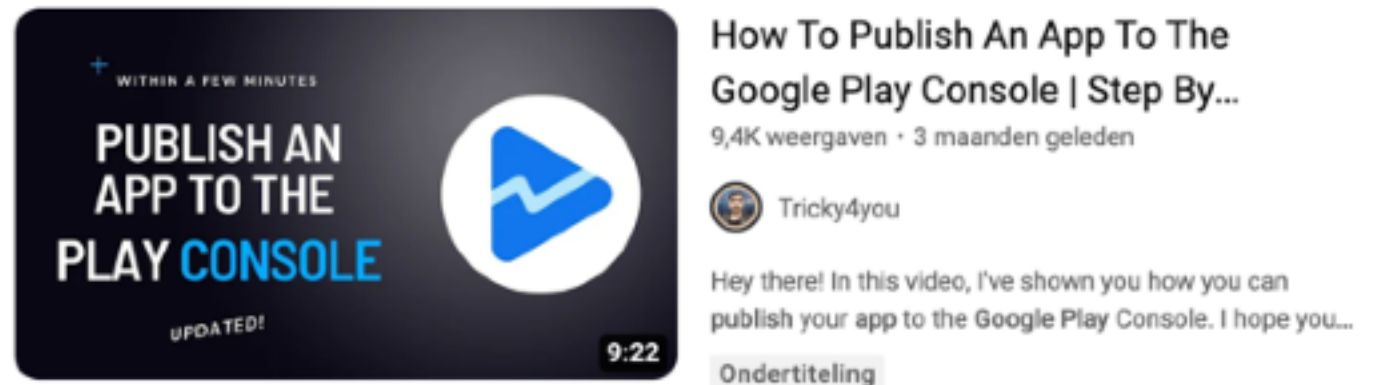
Topic	Description
<a href="#">Gradle templates</a>	Explains what <b>Gradle</b> templates are and how to use them to gain more control over the build process.
<a href="#">Override the Android App Manifest</a>	Explains how to override the Android App Manifest within the context of building an Android application.
<a href="#">Android Build Settings</a>	Reference documentation for Android Build Settings.

Manual [[link](#)]



# Google Play Publishing Process (Google Play Console)

- Google Play publishing process changes fairly frequently
- There's a lot of forms to fill out, Privacy Policy to create, etc.
- Let tutorials help you and prepare you
- Make sure the videos are *recent* (add the current year to your search)



Example tutorial [[link](#)]

