

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.

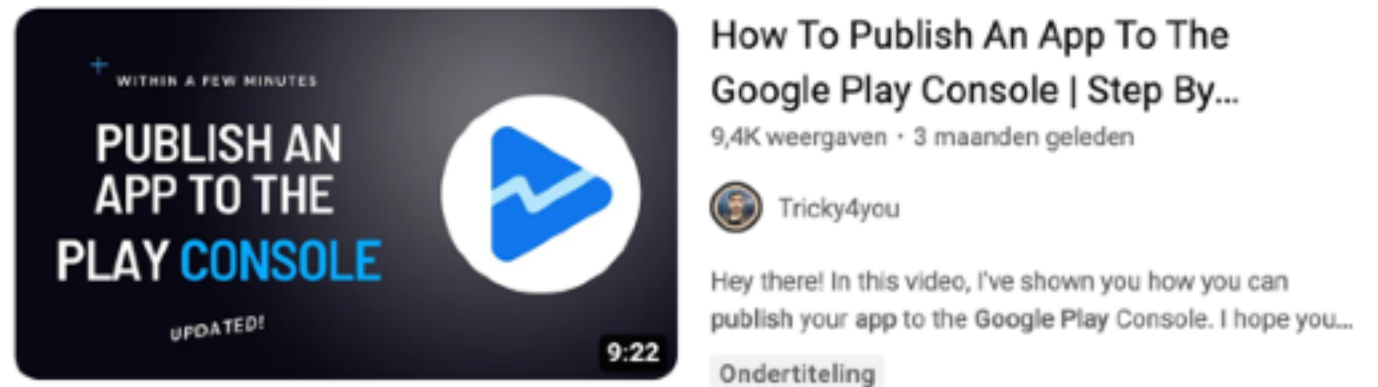
Topic	Description
Gradle templates	Explains what Gradle templates are and how to use them to gain more control over the build process.
Override the Android App Manifest	Explains how to override the Android App Manifest within the context of building an Android application.
Android Build Settings	Reference 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](#)]

