

4. Tips & Best Practices

- Read More: Tips & Best Practices on Github [[Link](#)]
- Play mode edits = lose changes
- Separate Graphics From Physics And Logic
- Keep scale 1,1,1
- Don't use GameObject.Find
- Instantiate by component/script, not by GameObject
- ContextMenu for debug



5. Google Play Publishing Process

- Process in Unity
- Process in Google Play (Console)

