

# Google Play Publishing Process (Unity)

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

Unity Documentation

Version: 2022.3

Manual Scripting API Search manual...

Language: English


## Unity Manual

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### 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.

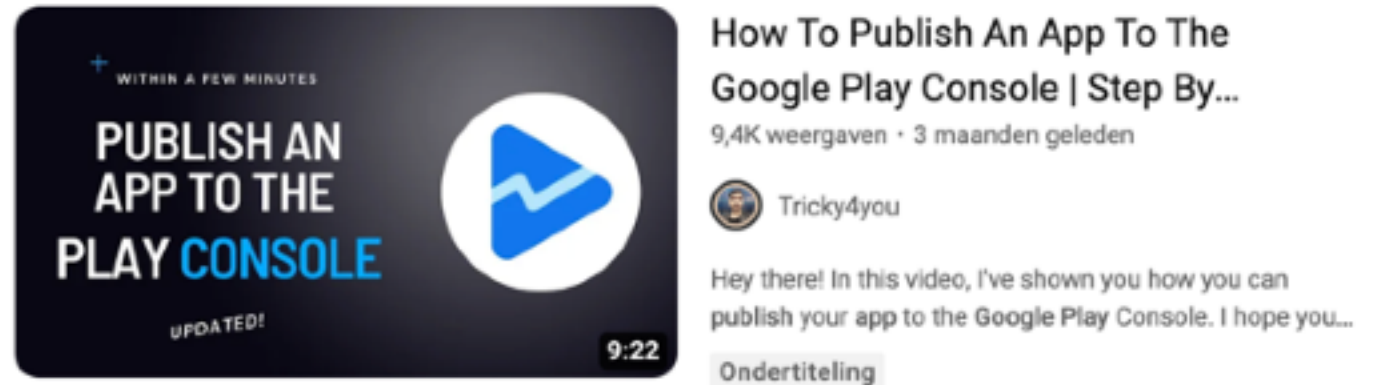
Topic	Description
<a href="#">Gradle templates</a>	Explains what <b>Gradle</b> templates are and how to use them to gain more control over the build process.
<a href="#">Override the Android App Manifest</a>	Explains how to override the Android App Manifest within the context of building an Android application.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

