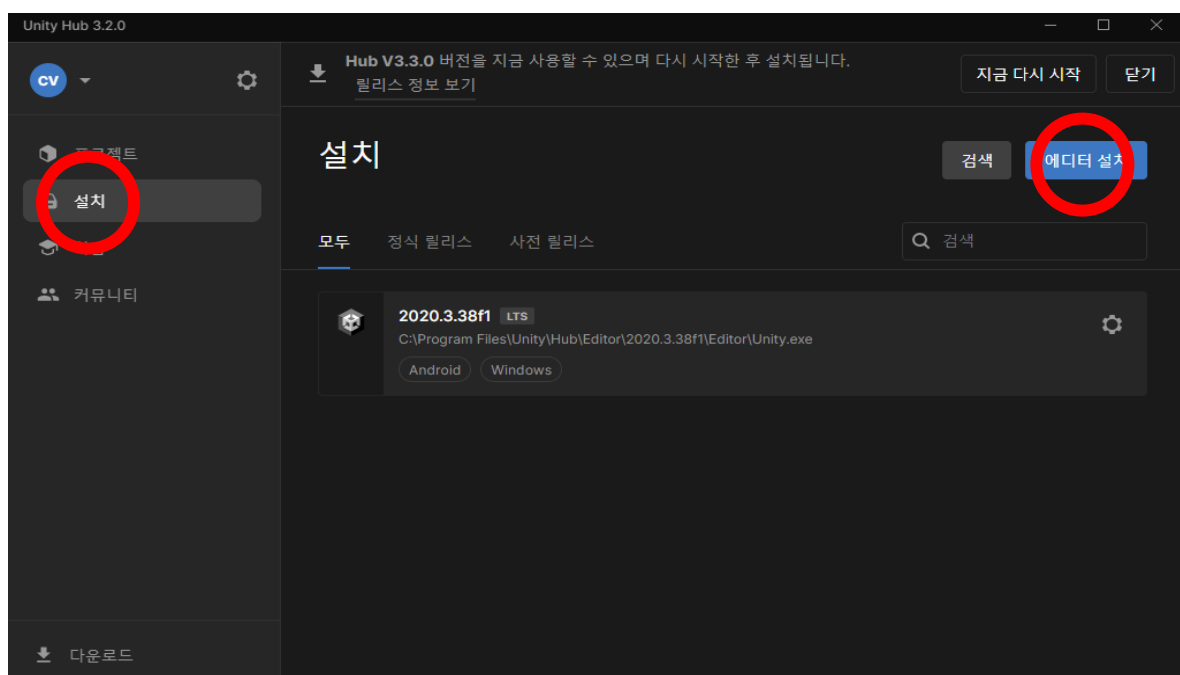


# 빌드 매뉴얼

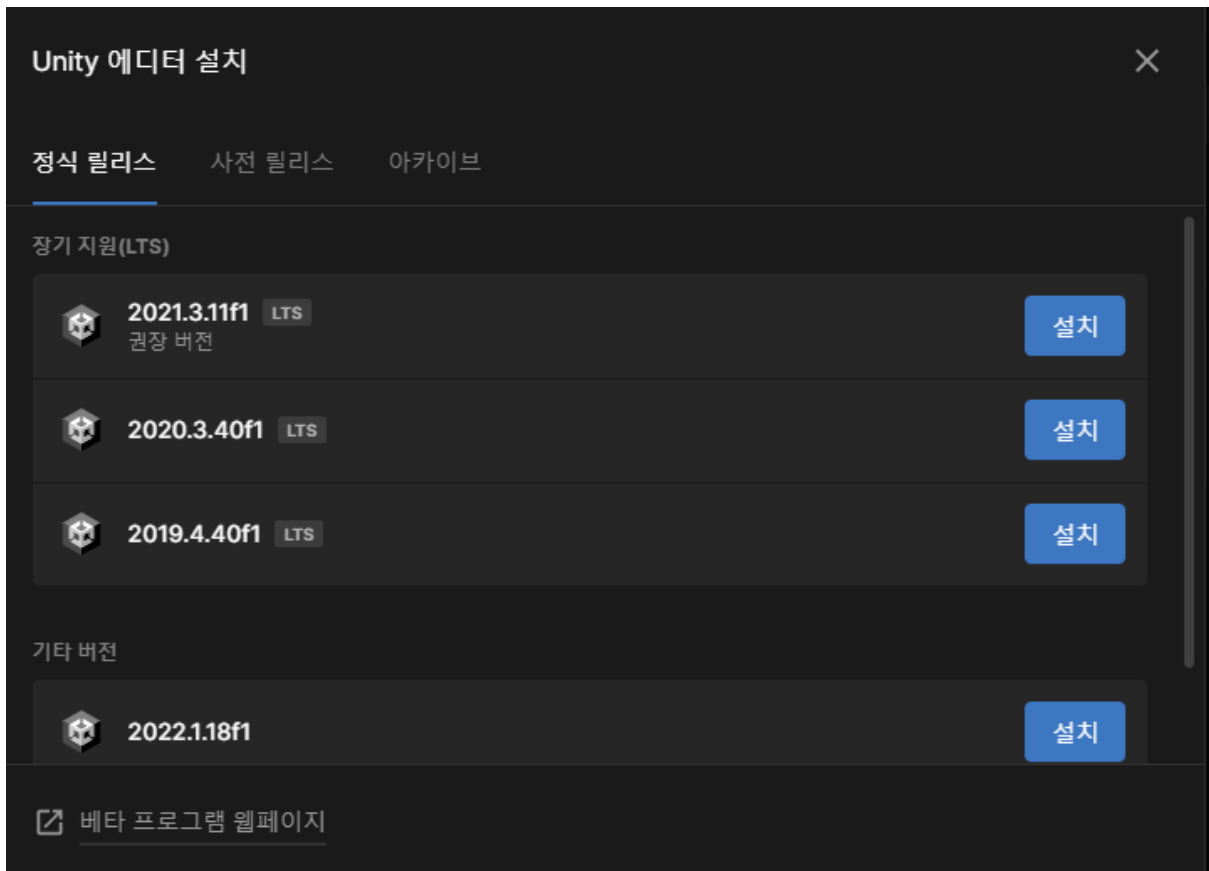
## 1. Unity Hub 설치 [<https://unity3d.com/kr/get-unity/download>]



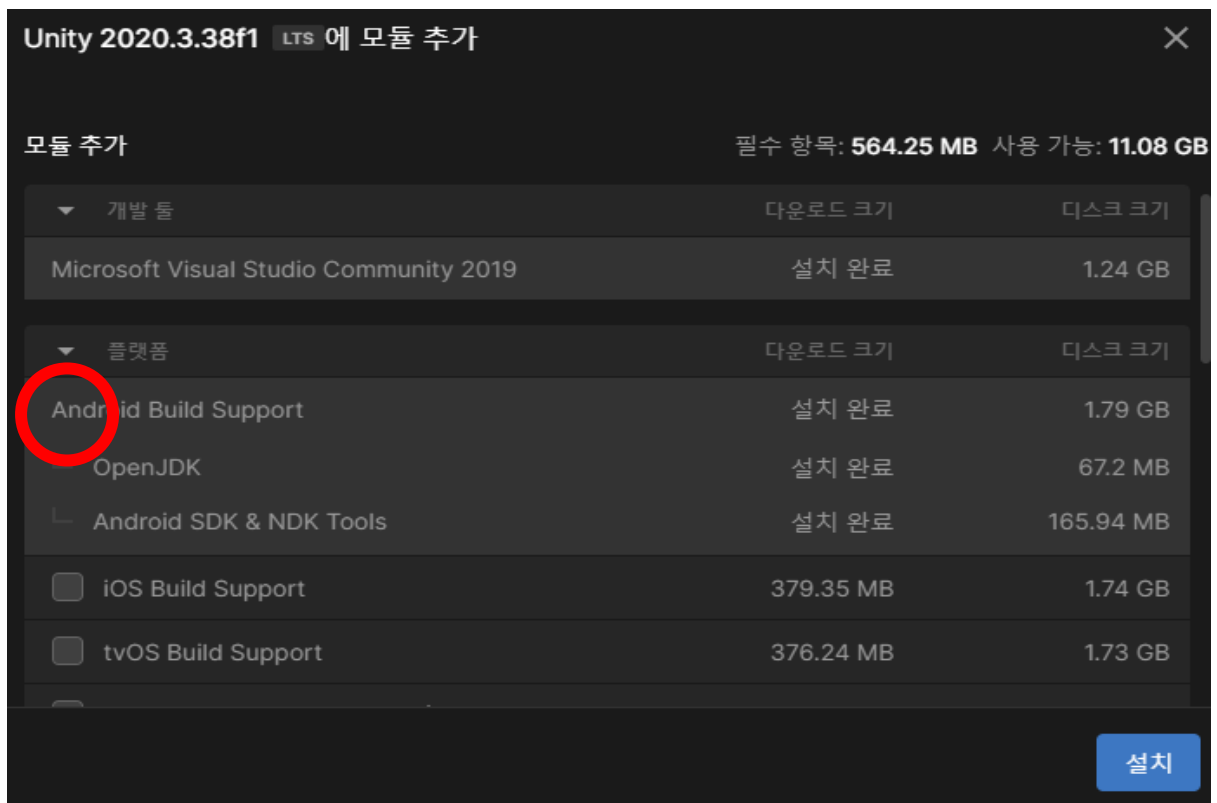
## 2. 유니티 설치 : 설치로 이동한 뒤 에디터 설치 클릭



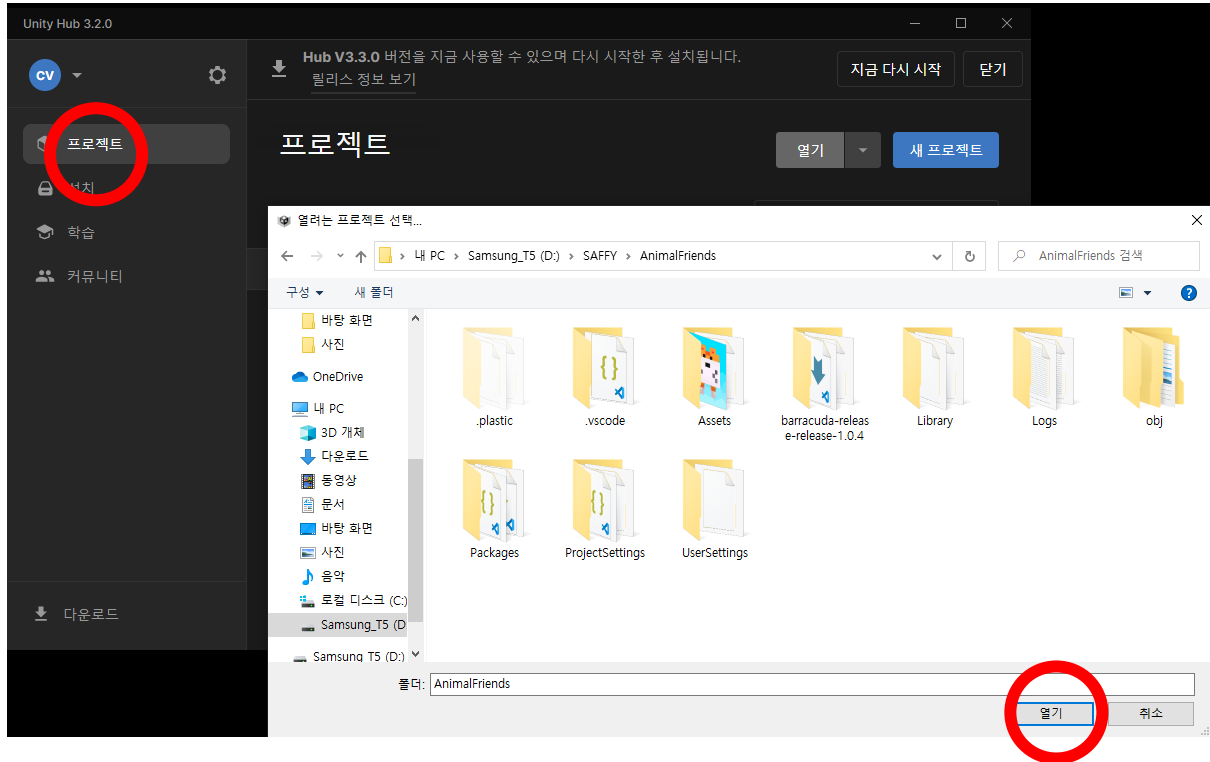
### 3. 2020.3.38f1 버전 설치 버튼 클릭



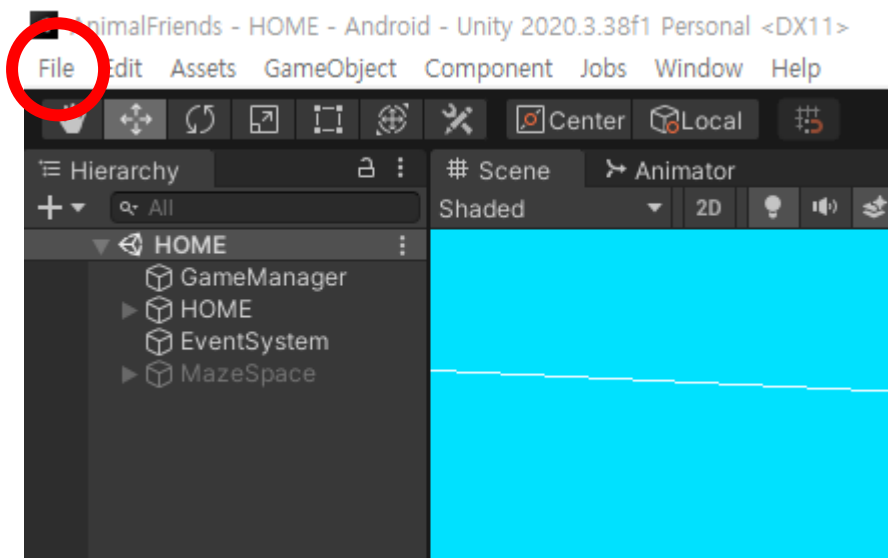
### 4. Android Build Support 모듈 추가 및 설치



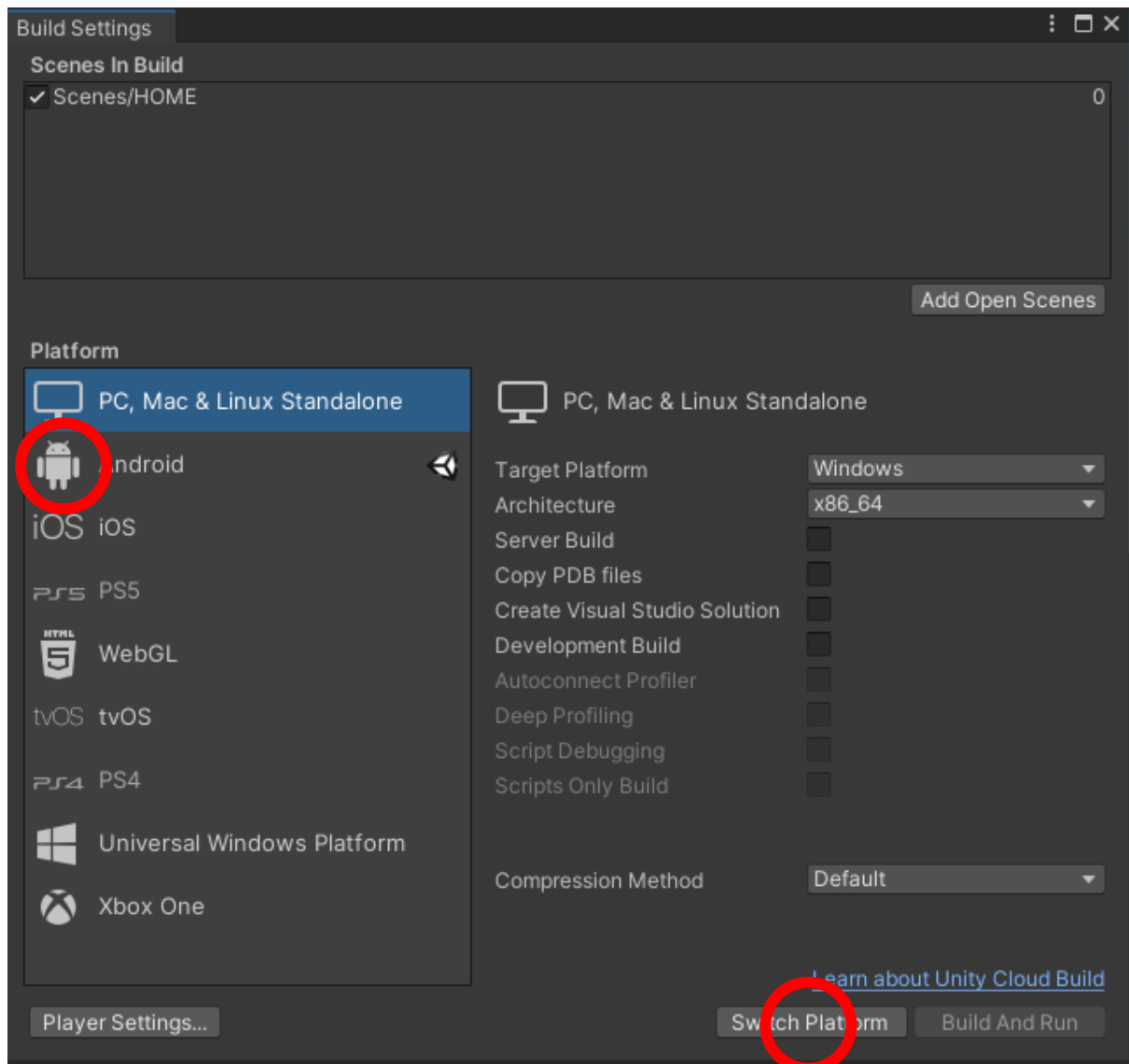
5. 프로젝트 열기 : 설치가 완료되면 프로젝트에서  
열기버튼 클릭한뒤 AnimalFriends폴더에서 열기 클릭



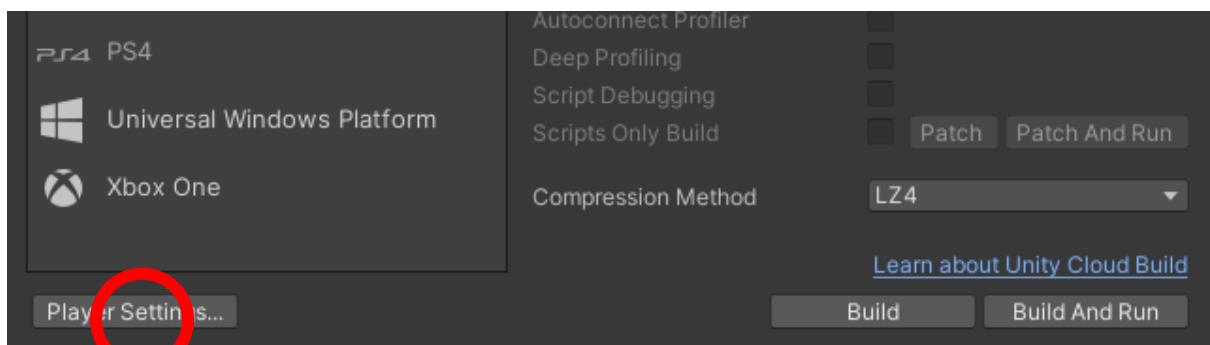
6. Android환경으로 플랫폼 전환 : 파일을 클릭한뒤  
Build Settings클릭



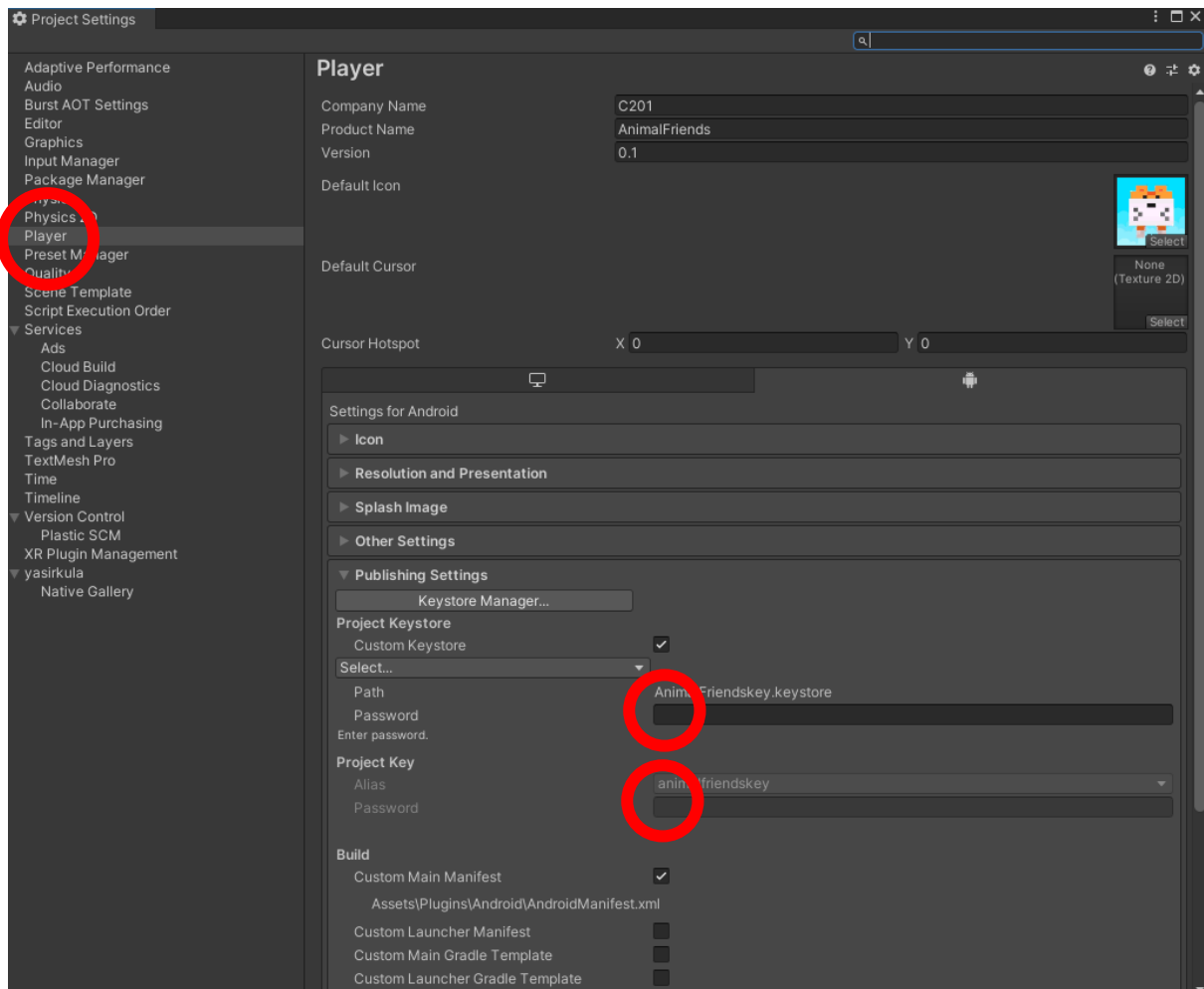
## 7. Android클릭한뒤 Switch Platform클릭



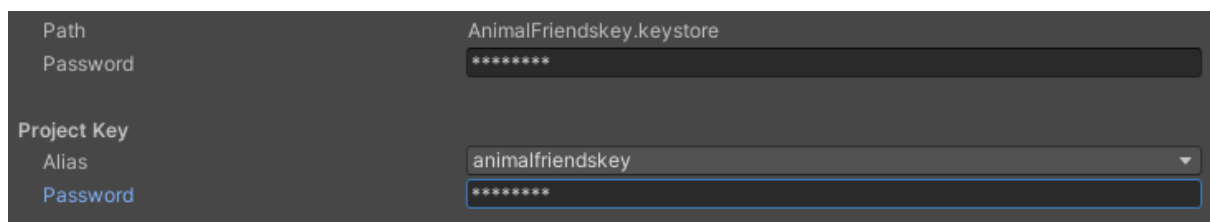
## 8. 플랫폼 전환 후 Player Settings 클릭



## 9. keyStore 입력

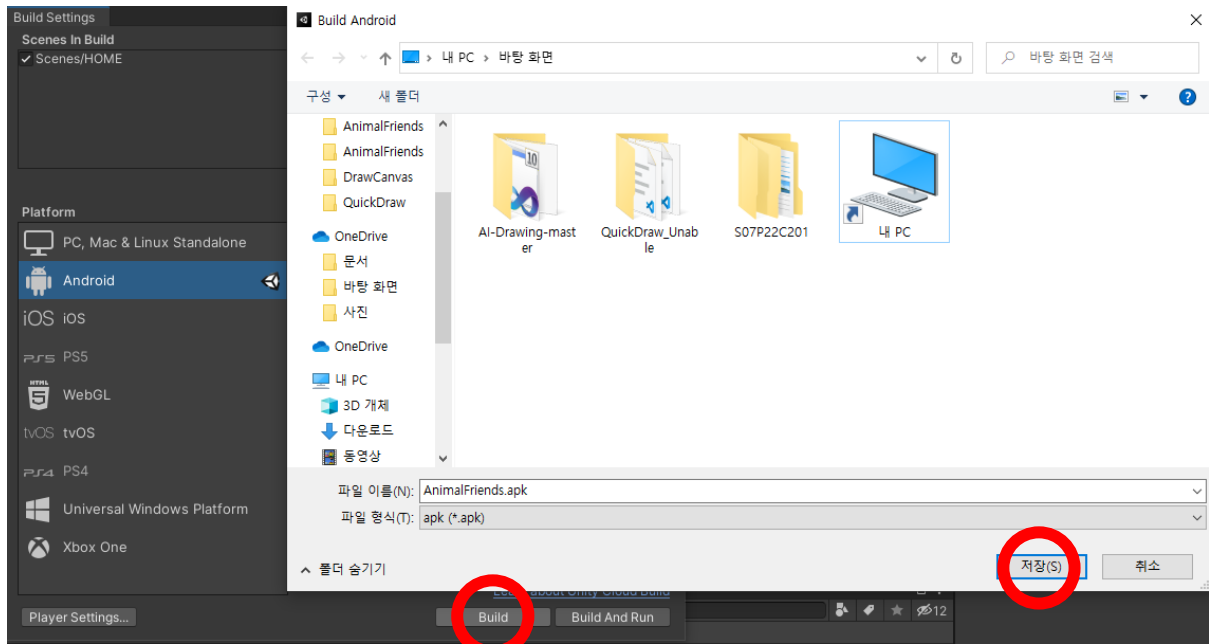


: 첫번째 Password : !Q2w#E4r 입력후 두번째입력창이  
켜지면 똑같이 !Q2w#E4r 입력



: 입력이 완료되면 닫기

## 10. 빌드



: Build버튼 클릭한뒤 원하는 장소에 저장 클릭