

## PLATFORM 1: PC (WINDOWS)

### Why PC?

- Easy to test and debug
- Keyboard controls suit left/right movement
- Common platform for Unity development

### Target Users

- Desktop and laptop players
- Keyboard-based gameplay
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## BUILDING SPACE RUNNER FOR PC (WINDOWS)

### Steps in Unity

1. Open the project in Unity
2. Go to **File → Build Settings**
3. Select **PC, Mac & Linux Standalone**
4. Choose **Target Platform: Windows**
5. Set screen resolution and window mode
6. Click **Build**
7. Unity generates a .exe file

## PC CONTROLS & OPTIMIZATION

- Player uses:
  - Arrow keys or A / D keys
- No touch input required
- Game runs at higher resolution
- Keyboard input provides precise movement

## PLATFORM 2: ANDROID

### Why Android?

- Mobile-friendly
- Touch controls are simple for left/right movement
- Unity supports Android natively

### Target Users

- Smartphone and tablet users
- Casual mobile gamers
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## BUILDING SPACE RUNNER FOR ANDROID

### Steps in Unity

1. Install **Android Build Support** in Unity Hub
2. Go to **File → Build Settings**
3. Select **Android**
4. Click **Switch Platform**
5. Set:
  - a. Package name
  - b. Screen orientation (Portrait)
6. Connect Android device or use emulator
7. Click **Build & Run**
8. Unity generates an .apk file

## ANDROID CONTROLS & ADAPTATION

- Keyboard input replaced with:
  - On-screen buttons **OR**
  - Touch screen input
- UI scaled for smaller screens
- Performance optimized for mobile hardware
- Lower resolution and lighter assets used