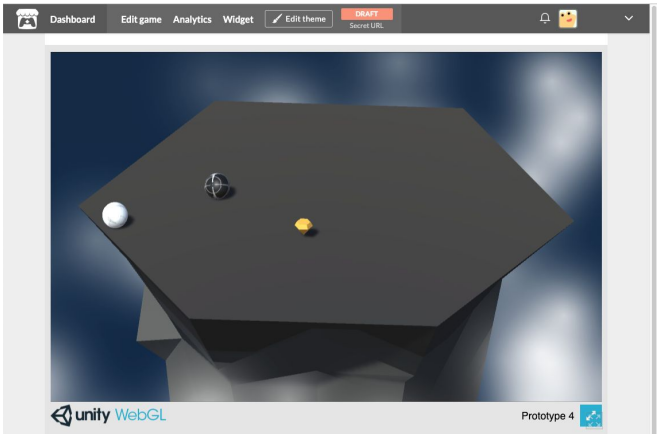
6.3 Sharing your Projects

Example of project by end of lesson



Steps:

Step 1: Install export Modules

Step 2: Build your game for Mac or Windows

Step 3: Build your game for WebGL

Length: 30 minutes

Overview: In this lesson, you will learn how to build your projects so that they're playable outside of the Unity interface. First, you will install the necessary export modules to be able to publish your projects. After that, you will build your project as a standalone app to be played on Mac or PC computers. Finally, you will export your project for WebGL and even upload it to a game sharing site so that you can send it to your friends and family.

Project Outcome: Your project will be exported and playable as a standalone app on Mac/PC or for embedding online.

Learning Objectives: By the end of this lesson, you will be able to:

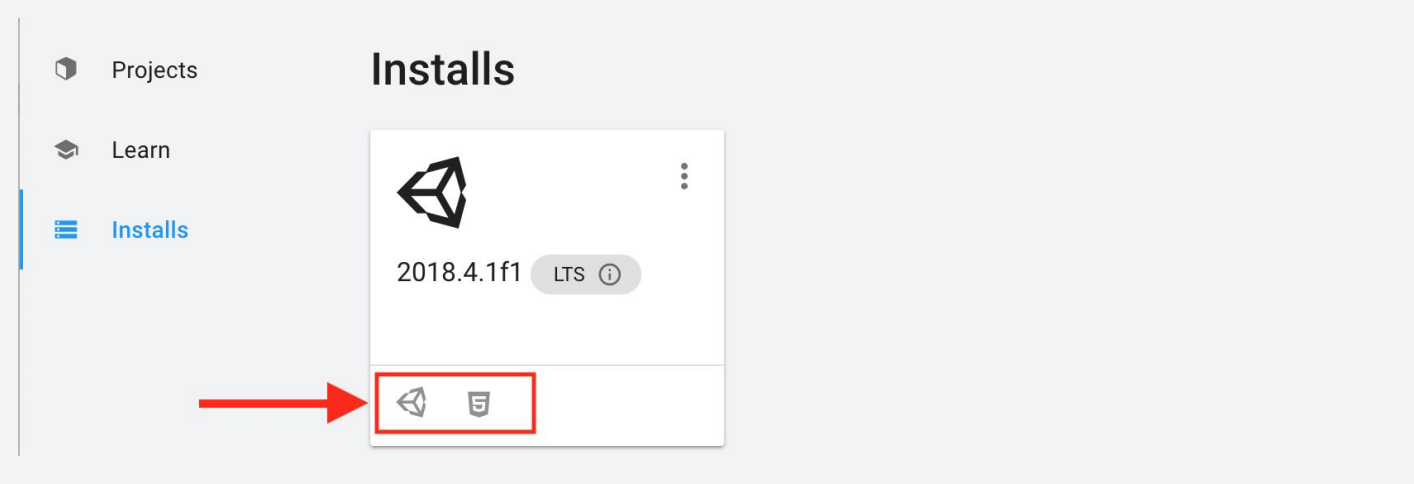
- Add and manage export modules for your Unity installs so you can choose which platforms to build for
- Build your projects for Mac or PC so they can be played as standalone apps
- Build your projects for WebGL so they can be uploaded and embedded online and shared with a single URL

Step 1: Install export Modules

Before we can export our projects, we need to add the "Export Modules" that will allow us to export for particular platforms.

1. Open **Unity Hub** and click to **Add Modules** to the version of Unity you have used in the course
2. Select **WebGL Build Support**, and either **Mac** or **Windows** build support, then click **Done** and wait for the installation to complete

- **Tip** - Mac and Windows will create apps for your computer and WebGL will allow you to publish online
- **Tip** - you should see little icons appear when it is complete
- **Tip** - WebGL is nice because you can more easily share it online and it is platform-independent

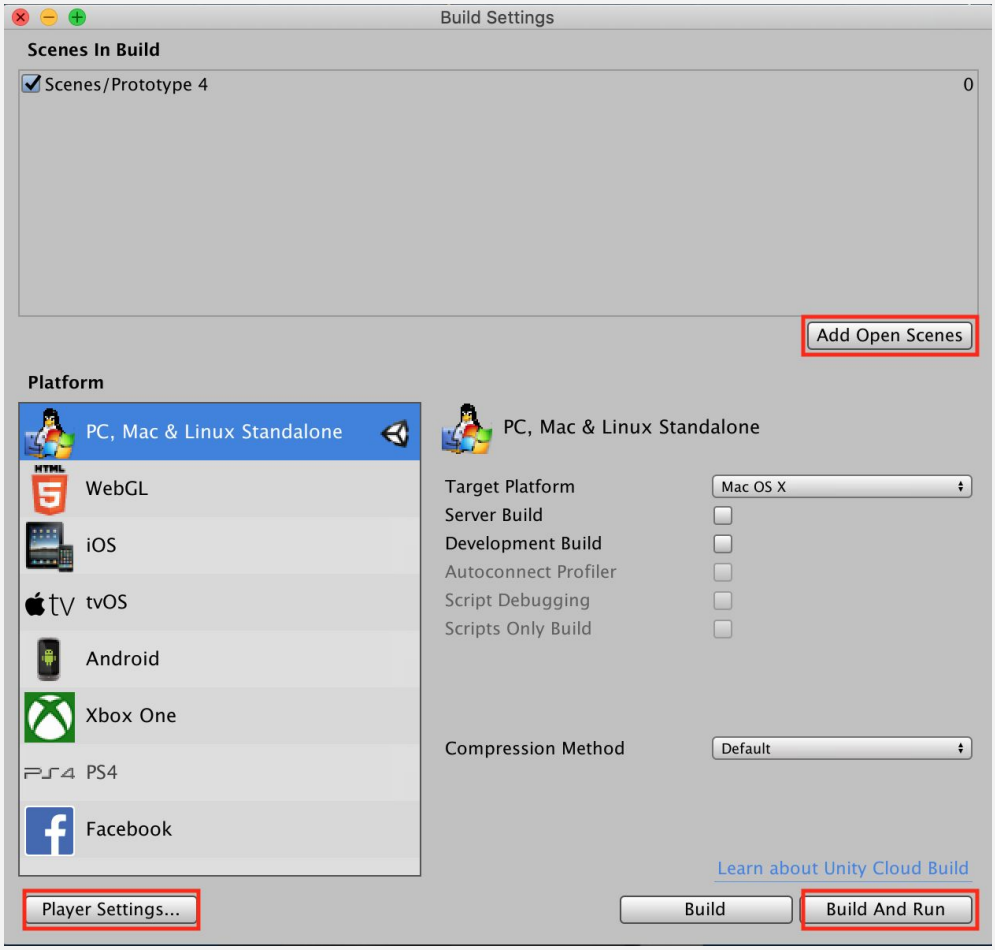


Step 2: Build your game for Mac or Windows

Now that we have the export modules installed, we can put them to use and export one of our projects

1. **Open** the project you would like to build (could be a prototype or your personal project)
2. In Unity, click **File > Build Settings,** then click **Add Open Scenes** to add your scene
3. Click **Player Settings** and adjust any settings you want, including making it “Windowed”, “Resizable”, and whether or not you want to enable the “Display Resolution Dialog”
4. Click **Build**, name your project, and save it inside a new folder inside your Create with Code folder called “Builds”
5. **Play** your game to test it out, then if you want, **rebuild** it with different settings

- **Don’t worry** - a prototype that’s not fully playable will be problematic when you share it because the user will have to close and reopen it to play it again, but that’s OK for now
- **Tip** - since it’s just a mini-game, it might be better to use “Windowed” - this also allows the player to more easily exit since we don’t have a full UI to do that
- **Don’t worry** - on Windows, you have an .exe file and a Data folder - on Mac, you just have a .app file
- **Warning** - it’s kind of hard to distribute these as is because most email clients are cautious of executables like this

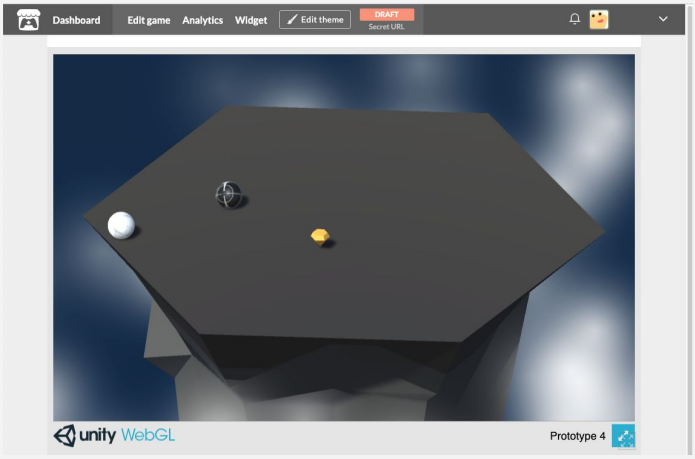


Step 3: Build your game for WebGL

Since it is pretty hard to distribute your games on Mac or Windows, it's a good idea to make your projects available online by building for WebGL.

1. Reopen the **Build Settings** menu, select **WebGL**, then click **Switch Platform**
2. Click **Build**, then save in your "Builds" folder with " - WebGL" in the name
3. Try clicking on **index.html** to run your project (you may have to try opening with different browsers)
4. Right-click on your WebGL build folder and **Compress/Zip** it into a .zip file
5. If you want, **upload** it to a game sharing site like itch.io

- **Warning** - it's easy to forget to click "Switch platform" and can be confusing
- **Don't worry** - building for WebGL can take a long time
- **Warning** - some browsers do not support opening WebGL programs from your computer
- **Tip** - If uploading your game to a site like itch.io, make sure to choose "HTML" format and to "Play in browser"



Lesson Recap

New Concepts and Skills

- Installing export modules
- Building for Mac/PC
- Building for WebGL/HTML