

Building and Uploading a VR Game

- This guide assumes the developer is working in Unreal Engine.
- This guide does not contain steps for creating a project in VR.
- The steps outlined for the processes below were completed in Unreal Engine 5.1.

How to Build a VR Project in Unreal Engine

- In the level editor window, select Platforms -> Content/SDK/Device Management Section -> (choose the platform you want to build for) -> Package Project
- Assign the build to a "Builds" folder. This will make it easier to locate when you upload it. You may need to create the folder if you haven't already.
- The packaging process can be lengthy. To check progress, open the Output Log. This can be done by going to Window -> Output Log.
 - This will show progress towards completion, as well as errors when packaging.
- Once it is finished, open the created folder. For me, I followed the file path Builds -> Windows.
- Select the Engine and Project Name folders, as well as the executable application. Compress these items to a .zip folder.
 - You can hold the CTRL key to select multiple files/folders at once. Holding SHIFT selects all files between the initial and secondary selections.
- Now, you have a build of the game on your computer, and a build ready to share.

How to Upload a Game

- This will continue from the previous steps, and will describe how to upload a game build to itch.io.
- After creating an itch.io account and logging in to your profile, you can upload by clicking the drop-down menu arrow next to your profile name and icon. Select "Upload New Project."
- This creates a draft page for the project to be housed in. Change the title and the url to more accurately reflect the game.
- Set the Classification of your project to "Game." This should be the default option.
- When uploading a .zip folder, make sure to specify the game as "Downloadable" in the "Kind of project" section.
- Update the "Release Status" section to more accurately reflect the state of the game's development. For my upload, I went with "Prototype."
- Set Pricing to the desired amount. I strongly recommend "No Payments" for all school project submissions.
- Upload the .zip build of your game into the "Uploads" section. It may take a minute to process.
 - Itch.io has a file size limit of 1 GB. If your game exceeds this, you can contact Itch directly to ask them for a limit increase, but I would also recommend cleaning out assets that may be unused in the final version of your game.
 - Assets that take up more space include:
 - Maps
 - Meshes
 - Materials

- Once the .zip is successfully uploaded, label it as an “executable” file, and mark which platforms it can be executed on. If the game is not ready, you can also mark it as hidden from this section.
- Fill out the description of the game, as well as any applicable tags. Include instructions for how to install the files and run the game. You can also upload in-game screenshots and link to gameplay previews on the left-hand panel.
- Save the page as a draft. This is the default, and you cannot make it’s visibility public until after it is saved.
- View the page, make sure it is displaying everything properly, and then reopen the page editor. This is done by clicking “Edit Game” in the game’s page.
- Once reopened, you can now publish your game by setting the status from “Draft” to “Public.” You can change it back at any time, and the “Public” status does not prevent you from adding more content or uploading more files later on.