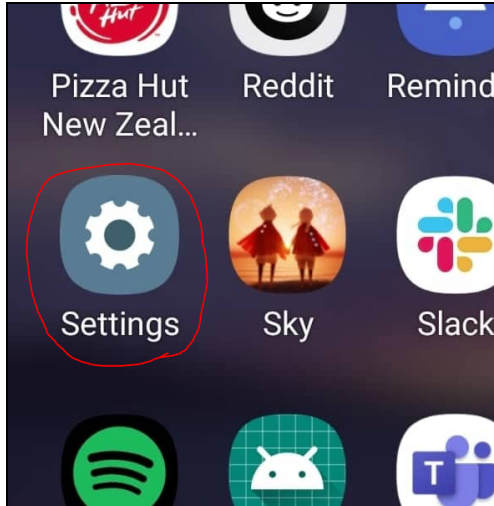


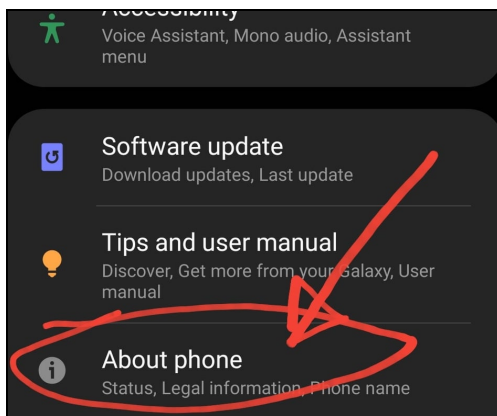
# Mobile Development Setup in Unity

## Setting up your phone

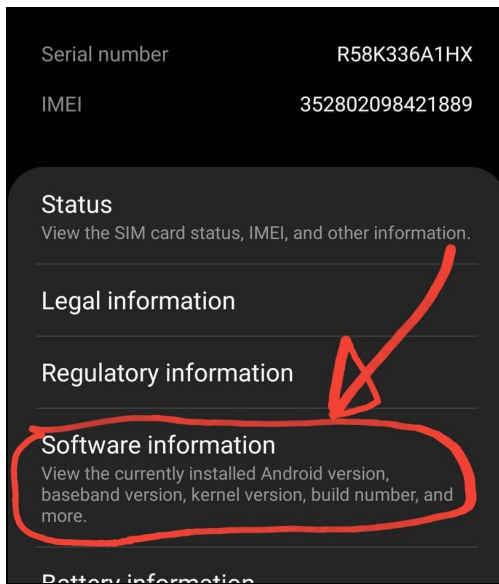
1. Go to your phone's **Settings**:



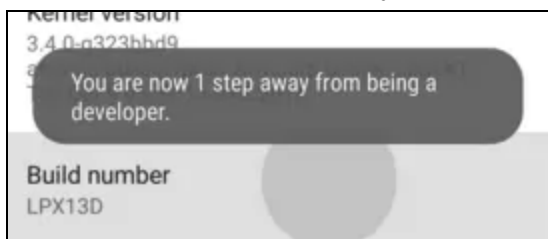
2. Select **About Phone**:



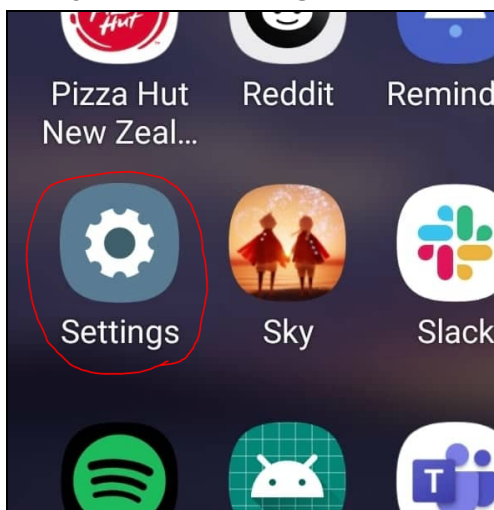
3. Find **Software Information**:



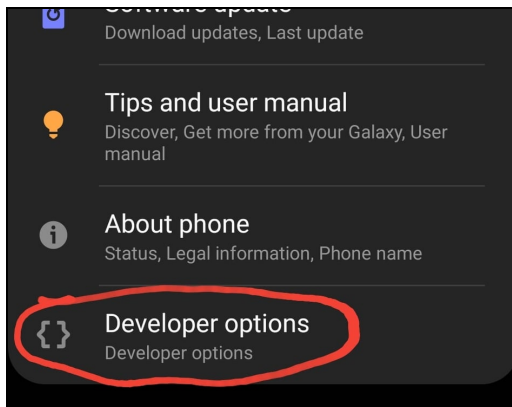
4. Tap **Build Number** repeatedly until **Developer Options** are enabled.



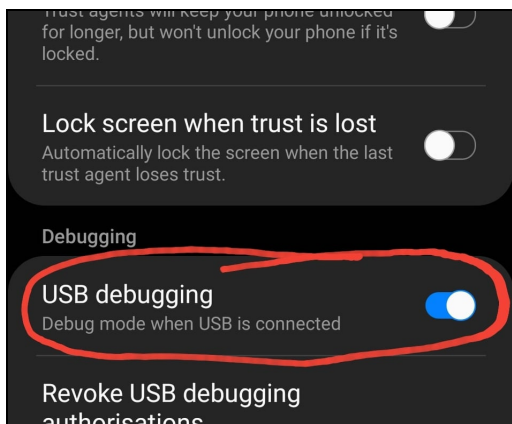
5. Now go back to **Settings**:



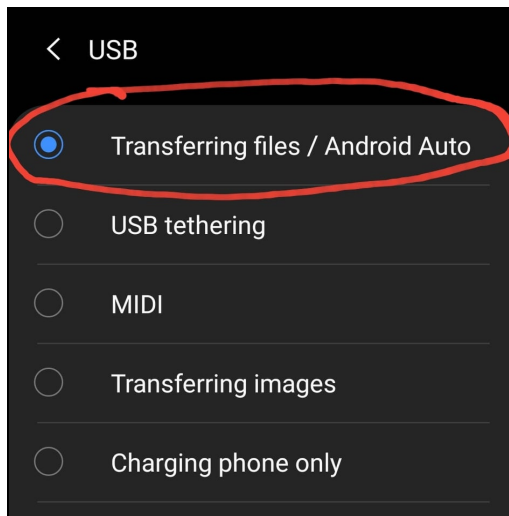
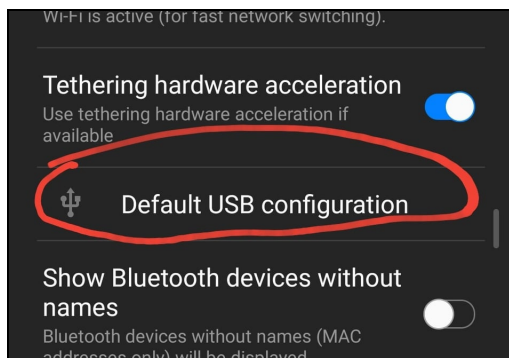
6. Go to **Developer Options**



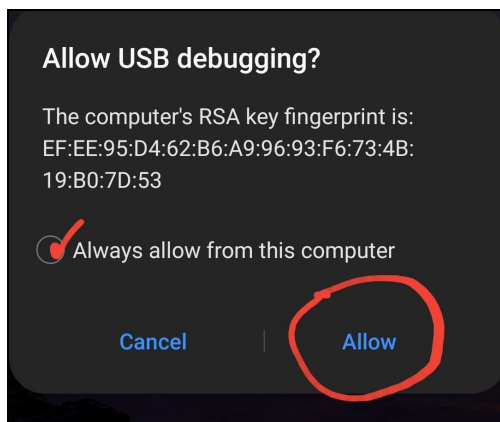
7. Turn on **USB Debugging**:



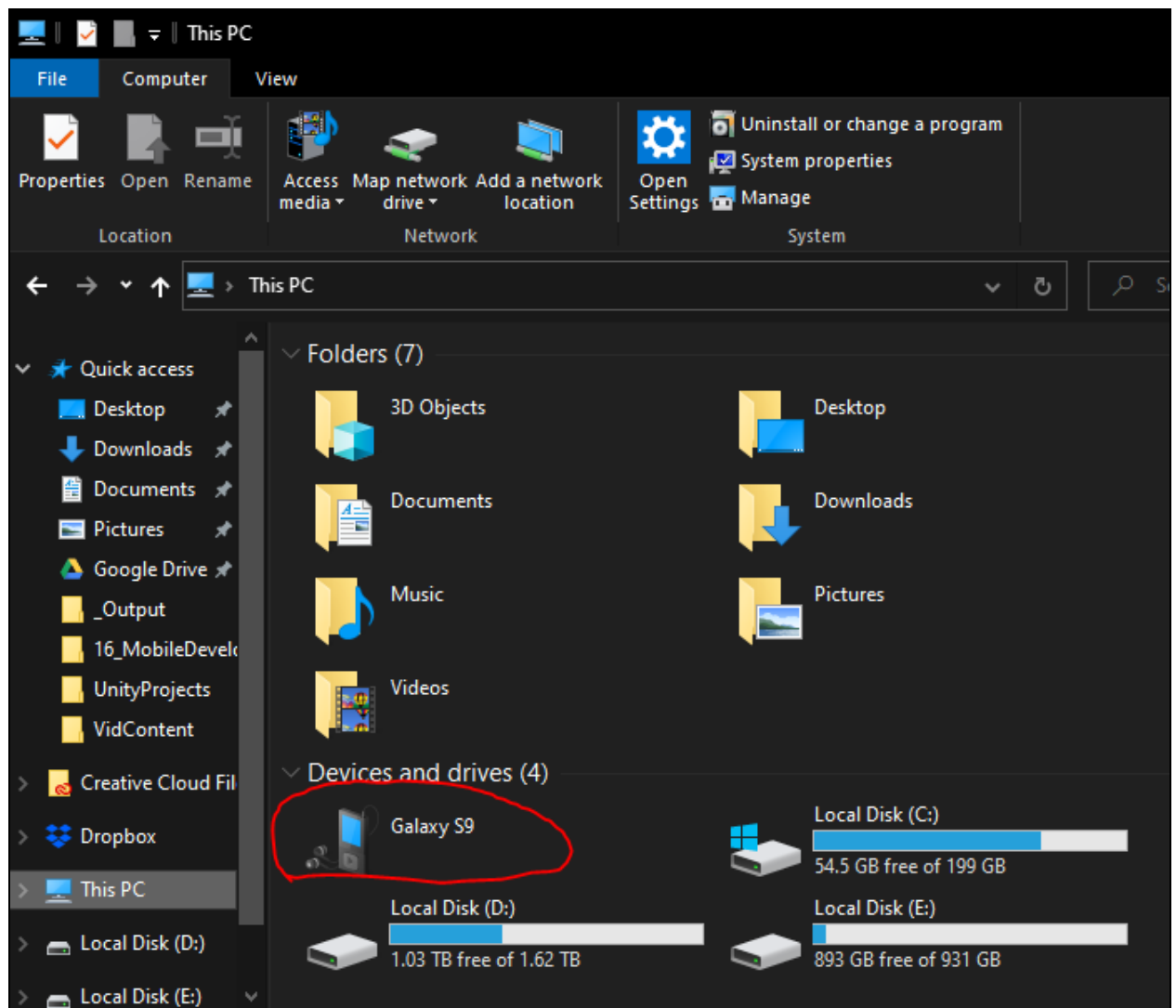
8. In **Developer Options**, set your **Default USB Configuration** to **Transferring Files**



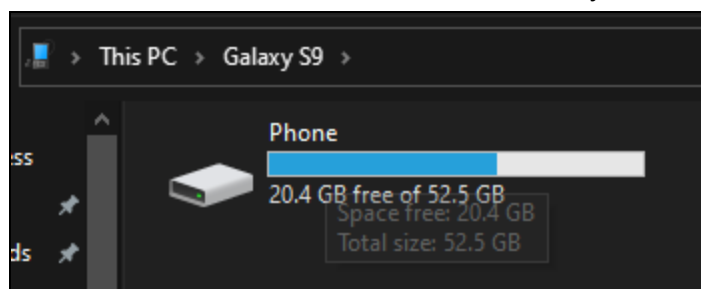
9. Plug your phone in to your computer via USB and check your notifications for an option to **Allow the Device**:

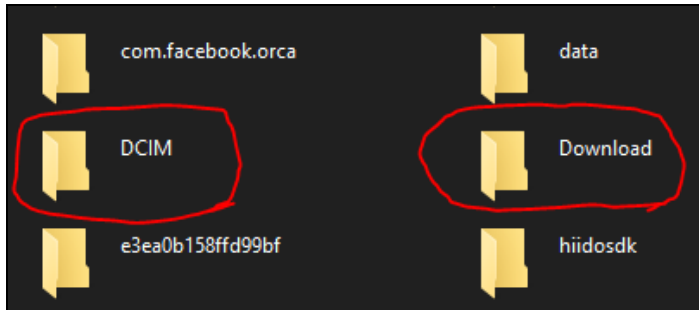


10. You should be ok if your phone shows up in **ThisPC**:



11. You should be able to browse it to find either your **DCIM** or **Download** folders:





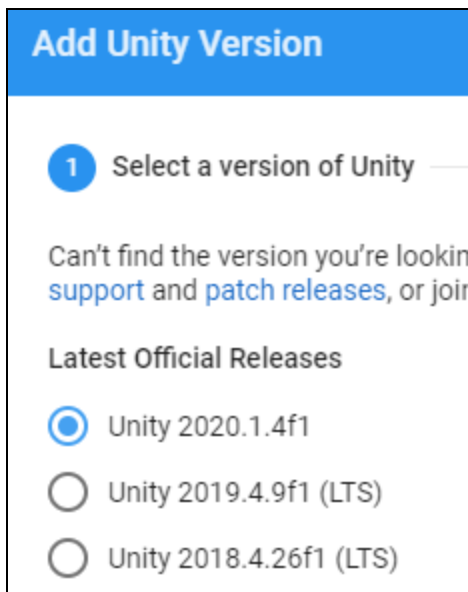
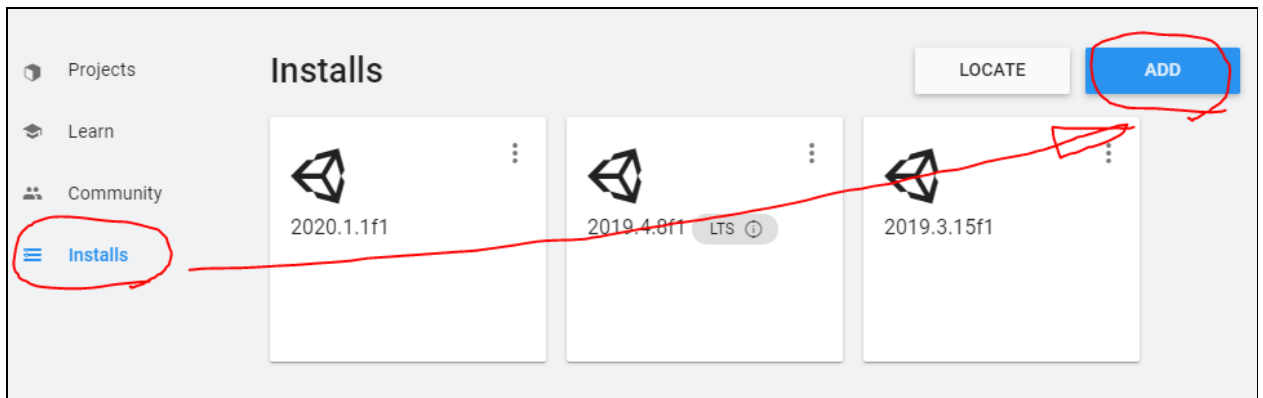
Sometimes Unity or Android Studio fail to find your device. To solve this you can try installing your phone's drivers to the PC, but if that still won't work, building your app/game to an apk and dropping them into these folders will always be an option. From there, you can browse to the apk from your phone and install your app that way for testing.

# Setting up Unity

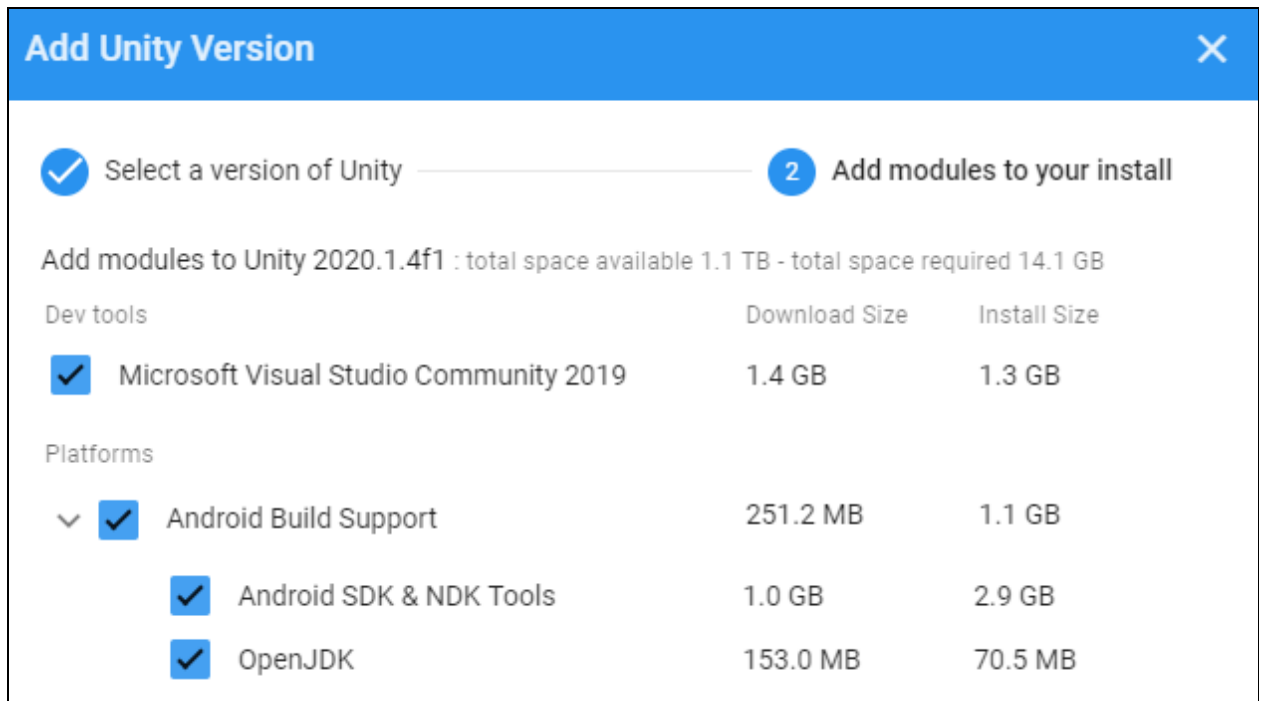
1. Install Android Studio (<https://developer.android.com/studio>)
2. Install Unity Hub (<https://unity3d.com/get-unity/download>)



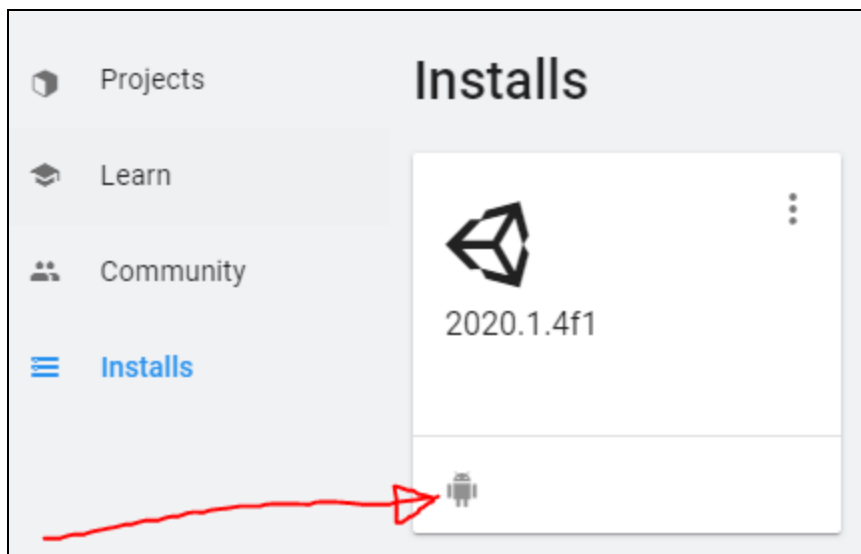
3. From Unity Hub, install your preferred Unity version:



4. Be sure to check these options for the install:



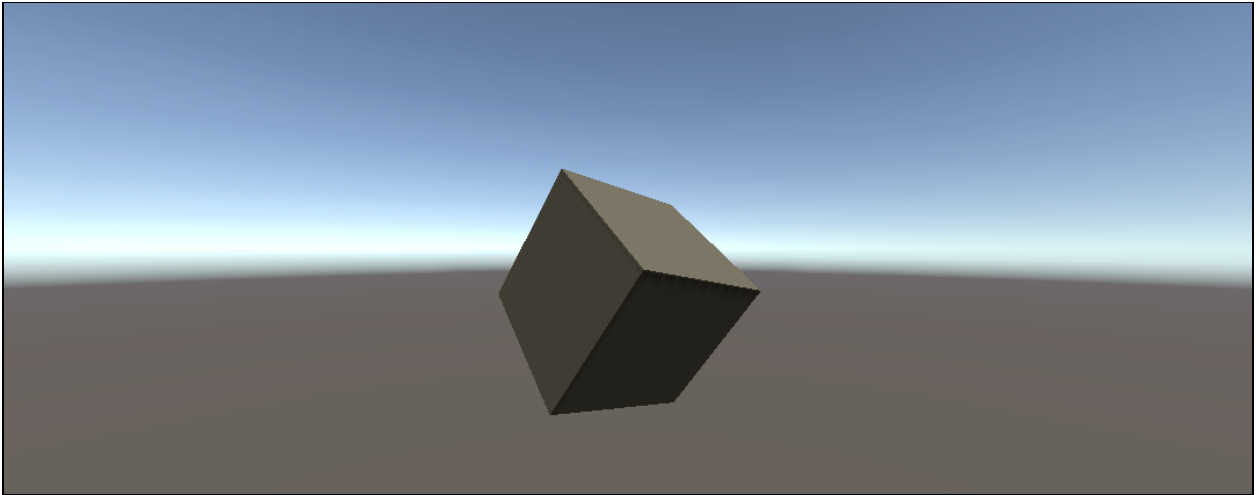
5. Complete all remaining steps in the installation. If everything worked out, this icon should appear beneath your Unity install:



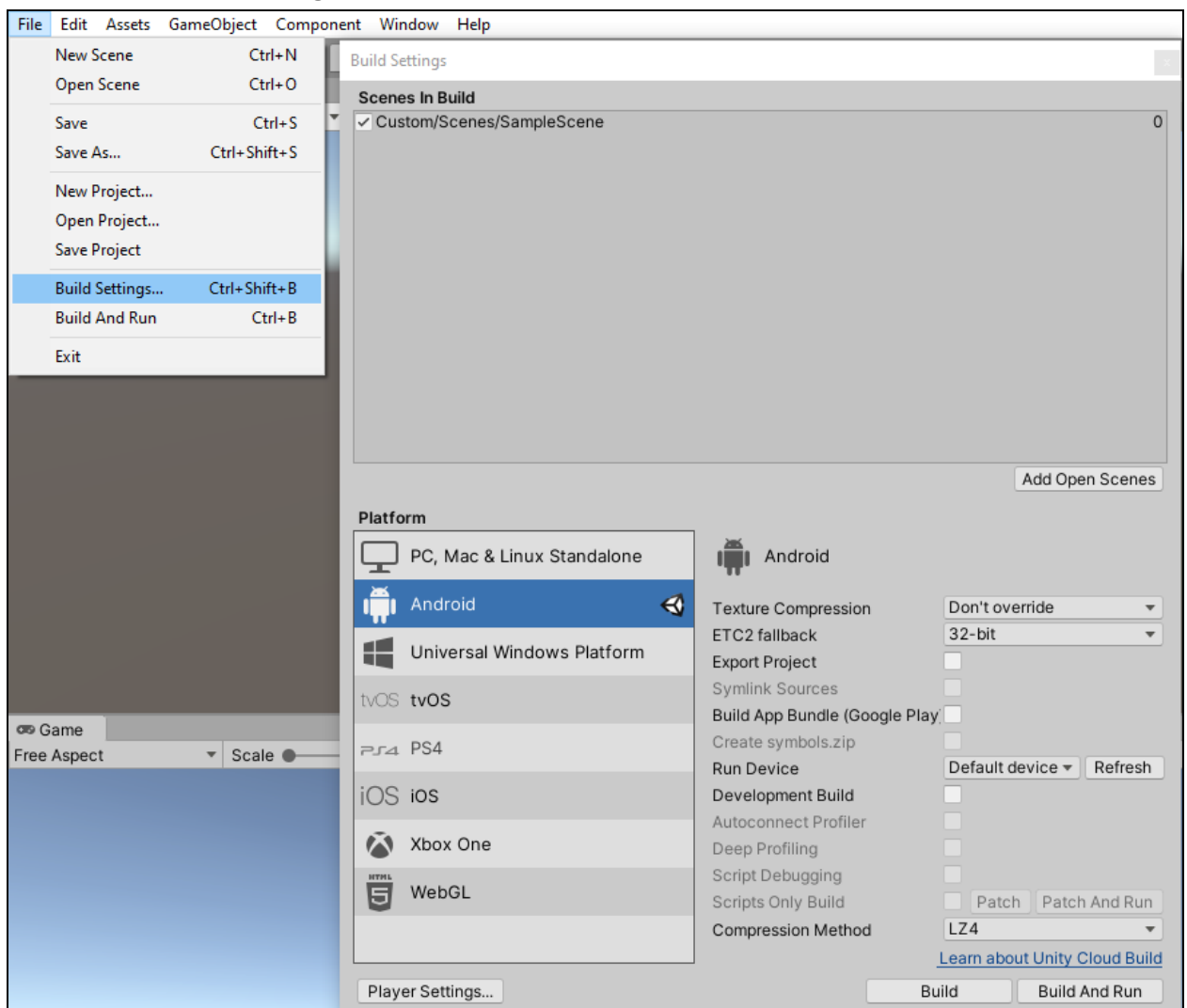
6. Once your Unity version has installed, make a new project called "MobileTest" on your Desktop. Make a cube. Transform it such that it stands out and can be easily



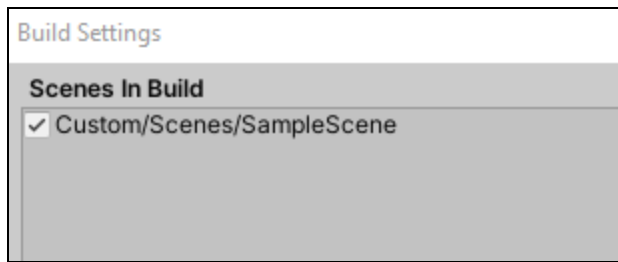
recognized. You'll use this as proof that your app displays correctly on your device:



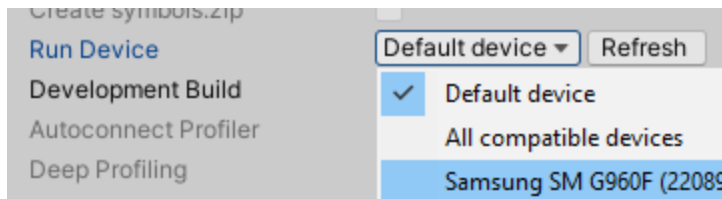
7. Go to **File > Build Settings** and select the **Android** platform:



8. Make sure any scenes you need for your app/game are present in the **Scenes in Build** list:

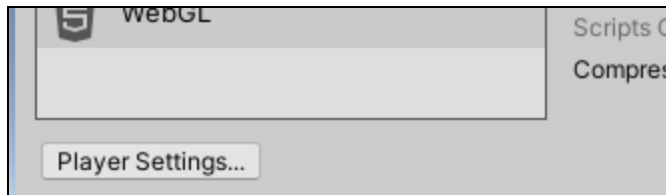


9. Check that your phone appears in the devices list:

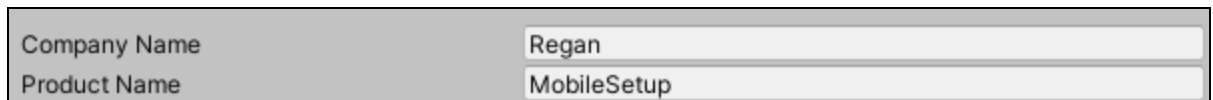


If not, you may need to google for answers unique to your phone. Typically this is a driver issue. If this is the case, you may find that Android Studio is also unable to detect your device. This is a computer configuration issue, not a fault of the engine.

10. From build-settings, select **Player Settings**:

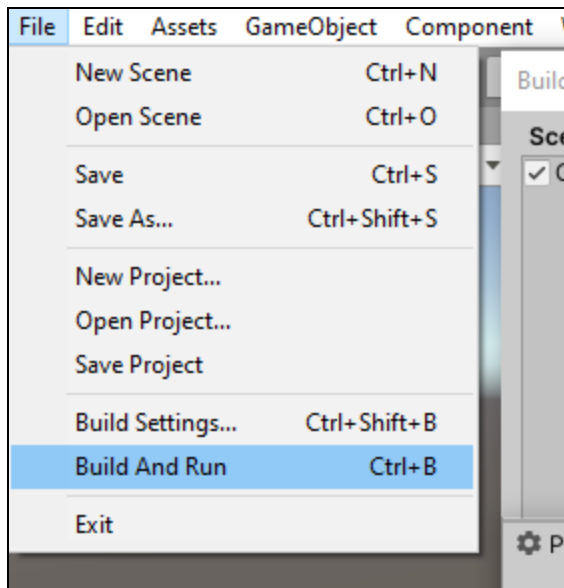


11. Ensure that company and product names have been set, they can be whatever you want, just **DON'T** leave these as default, it can cause issues further down the track:

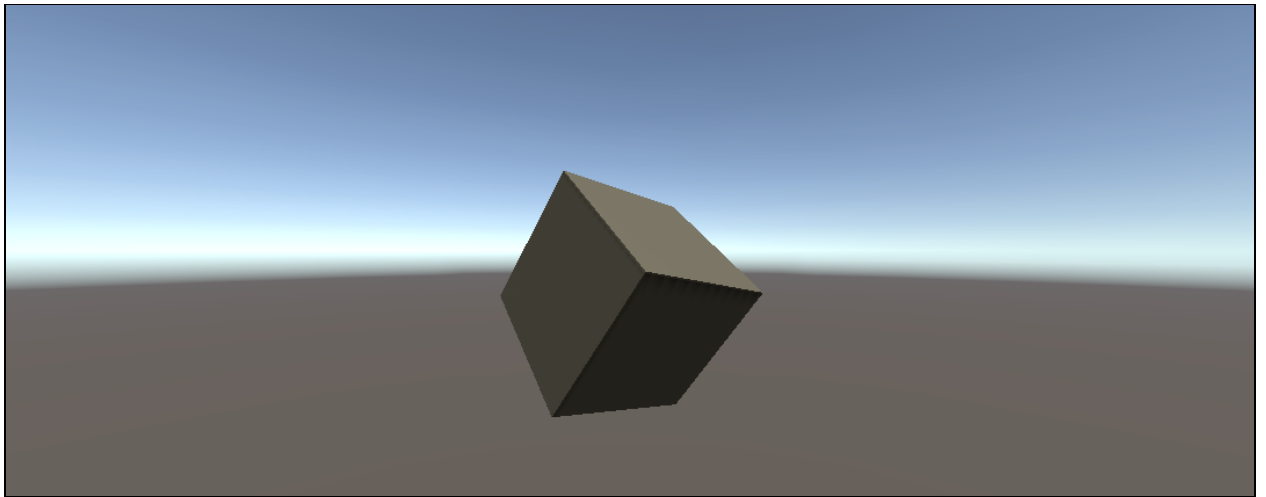


12. Connect your device, on your phone you may need to allow the device to connect, select **File > Build and Run**, when asked, set the build location to somewhere temporary like

your desktop. It's not a good idea to store builds IN your project:



It should build to your device and run it. A prompt may come up from **Windows Firewall** asking you to allow Unity. Do so. When your app runs, make sure your phone shows you the same thing you saw in Unity:



If **Build and Run** fails, you may need to open **File > Build Settings** and select **Build** instead. This will create an APK at a specified location (desktop recommended). From there, with your phone plugged in, you can manually drag/drop it into your phone's **DCIM** or **Download** folder and use your phone to browse to it, then install it to test.