

# How to Embed a Unity Game on the Website

1. Set the Unity project to be built for WebGL in *Build Settings*. You may need to install the WebGL module in Unity Hub first.
2. Go to *Player Settings* for WebGL and then to *Publisher Settings*. Enable *Decompression Fallback*.
3. Build the project to a subdirectory in “website/public”, for example “website/public/my-game”.
4. Create a directory in “website/src/app” for the page for the game, for example “website/src/app/my-game”.
5. Create a file named “page.tsx” in the directory (“website/src/app/my-game/page.tsx”)
6. Paste the following code into “page.tsx”:

```
"use client"
import React from "react"

export default function TestGame() {
  return (
    <iframe src="my-game/index.html" className="w-screen
h-screen flex-grow"></iframe>
  )
}
```

Replace “my-game” with the folder where the project was built in step 3.

7. Start the web server and open the website in the browser. Go to the URL “/my-game” to test it.