

Compile and Publish the Game

In the Construct menu, there is an option "Export", where different platforms appear to which we can export the project.

In this case, we are going to choose HTML5, where we see a couple of options indicating if we want to recompress and deduplicate the images that correspond to save the size of the project.

Download the export that comes in a compressed archive format, which contains HTML, JSON, CSS, JS and image types for the resources.

To publish the game, a simple and useful option is to go to the page itch.io and upload a new project there with my own account.

This will create a URL to play the game, and it will need to be covered by a form with game information.

The archive that is uploaded is the compressed one downloaded from Construct.

There is a field to indicate the dimensions of the game, which are taken from the scenes in Construct.