

Exporting Your Project/Game for Android in Godot

Introduction

In this guide, we will walk you through the process of correctly exporting your game for Android using the Godot game engine. By following these steps, you'll be able to generate both debug and release versions of your game for the Android platform.

Prerequisites

Before you begin, make sure you have the following:

- Godot game engine installed on your computer.
- Android Studio installed for obtaining the necessary Android SDK.

Steps:

Step 1: Access Export Settings

1. Open your project in Godot.
2. Click on "Project" in the top menu.
3. Select "Export."

Step 2: Set Up Android Export Template

1. In the Export settings, click on "Add" and choose "Android."
2. If you encounter an error stating "No export template found," click on "Manage export template."
3. Click on "Download and Install" to obtain the necessary export template.

Step 3: Obtain Android SDK

1. Download and install Android Studio from your web browser.
2. Run the Android Studio setup file and complete the installation process.

Step 4: Configure Android SDK Path

1. Launch Android Studio and make sure you are connected to the internet.
2. Open the SDK Manager from the toolbar.
3. Check that the desired version of the SDK and command line tools are installed.
4. Note the SDK location displayed at the top.

Step 5: Update Godot Editor Settings

1. Return to Godot and go to "Editor" > "Editor Settings."
2. Under the "Android" section, paste the SDK path you obtained earlier.

Step 6: Create Keystore File

1. Open the Command Prompt as an administrator.

2. Navigate to the Android directory on your C drive (C:\Program Files\Android\gre\bin).
3. Execute the command provided down to generate a release keystore file.
4. Follow the prompts to set a username and password for the keystore file.

DEBUG KEYSOTRE: keytool -keyalg RSA -genkeypair -alias androiddebugkey -keypass android -keystore debug.keystore -storepass android -dname "CN=Android Debug,O=Android,C=US" -validity 9999

RELEASE KEYSOTRE: keytool -genkey -v -keystore release.keystore -alias yourKeyAlias -keyalg RSA -keysize 2048 -validity 10000

Step 7: Configure Keystore Path in Godot

1. In Godot's Export settings, navigate to the "Keystore" section.
2. Enter the path to your release keystore file.
3. Provide the username and password you set for the keystore.

Step 8: Export Your Game

1. Scroll down to the "Package" section in the Export settings.
2. Specify your app's package name (e.g., com.yourcompany.gamename).
3. Enter your app's name.
4. Ensure that the "Export with Debug" option is unchecked.
5. Click "Export Project."
6. Choose the export location and provide a name for your APK file (e.g., MyGame.apk).

Step 9: Creating a Release APK

1. If you need a release APK, follow the same process but with a release keystore.
2. Specify the release keystore path, username, and password in the Export settings.
3. Uncheck "Export with Debug" and click "Export Project."

Step 10: Additional Options

1. Customize export options like custom builds, export formats, permissions, and more based on your game's requirements.

Conclusion

Congratulations! You've successfully learned how to export your game for Android using the Godot game engine. You can now distribute your game on the Android platform, whether as a debug version for testing or a release version for distribution.

Youtube Link

<https://youtu.be/wufj148haMc>

Prepared By

- Adheesh Kudtarkar
- Warren Souza
- Josel Joao
- Pranoy Fernandes