

Building and Distributing a Unity Web Player Game

Building the Game

Using your Operating System, create a Build folder in the same folder as the Assets folder for your game.

In the Unity editor, select File > Build Settings ... on the top menu bar.

In the resulting Build Settings dialog, select WebGL for the Platform and click the Switch Platform button below the Platform pane. Click the Player Settings button below the Platform pane; in the Inspector, change the Default Screen Width to 1280 and the Default Screen Height to 720. Ctrl+S to save.

Back in the Build Settings dialog, click the Add Open Scenes button below the Scenes in Build pane. Click the Build button near the bottom right of the dialog.

In the resulting File dialog, double-click your new Build folder and click the Select Folder button at the bottom right of the dialog.

Wait patiently while Unity builds your game. This can take several minutes, so don't panic if it takes a while to build. You may need to click Allow access in a Windows firewall dialog during the build.

Testing the Game

In your Operating System, navigate to your Build folder and double-click the index.html file there. Your game should start up in your default browser.

Distributing the Game

Zip up your entire Build folder (not just the index file, everything in the folder). You'll upload the resulting zip file to submit your game for peer review.