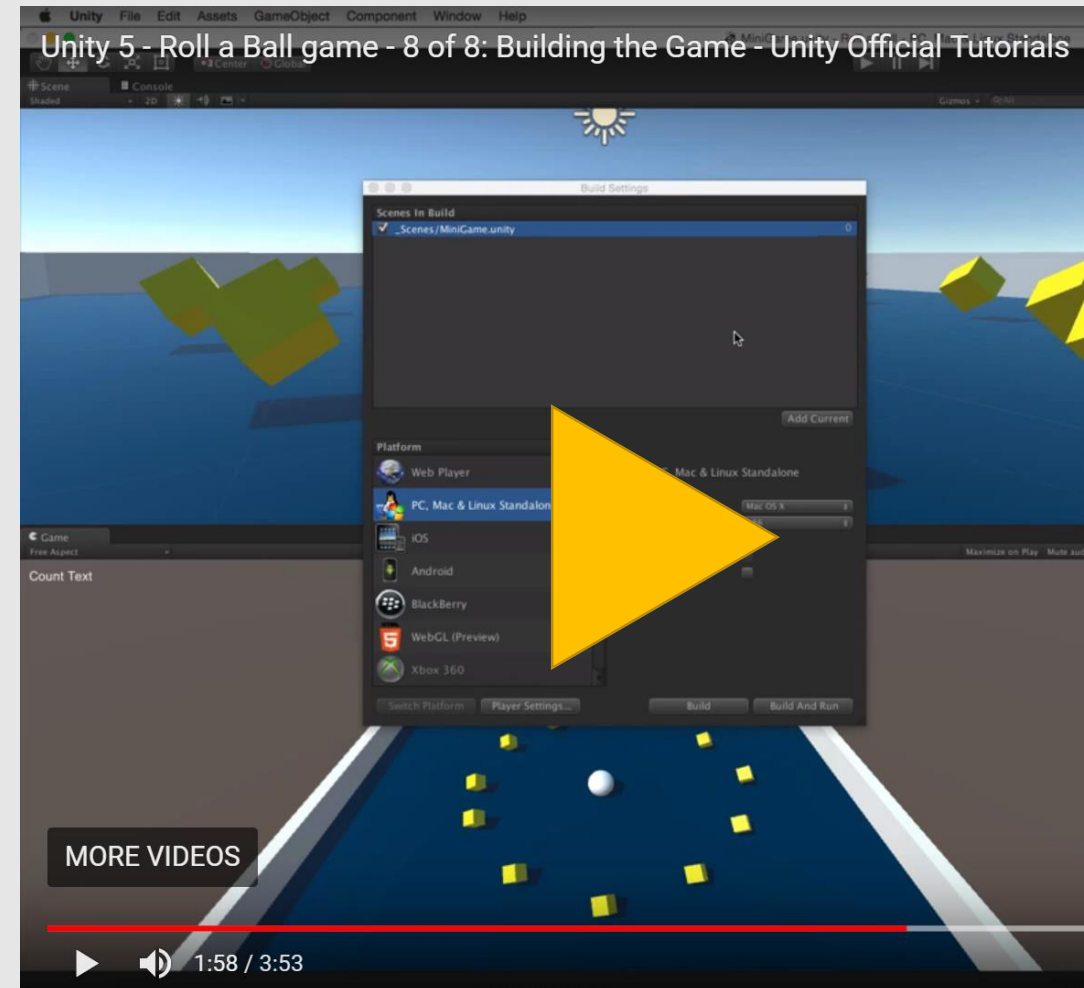Game Dev with Unity3D

BUILDING APPS

Why Making a Build?

- Iterating and user testing is better performed with a proper build.
- Once you have a full gameplay cycle (from start to finish) you should use builds to validate your game mechanics with user testing sessions.
- Each session should test a different aspect of your mechanic and provide actionable feedback for your next cycle of development.
- Making and wisely defining these testing sessions is the profession of the UX Designer on your team.

Making a Build

- You do not need a developer to build an app.

- File -> Build Settings...

- Select the target platform you want (PC/ Android/ Web/ ...)

- Click "Build" button (and create a specific folder for that version)

Unity 5 - Roll a Ball game - 8 of 8: Building the Game - Unity Official Tutorials

MORE VIDEOS

1:58 / 3:53

Build Properties

- Go to "Player Settings" button

- App name

- App icon

- Show resolution popup menu (or not)
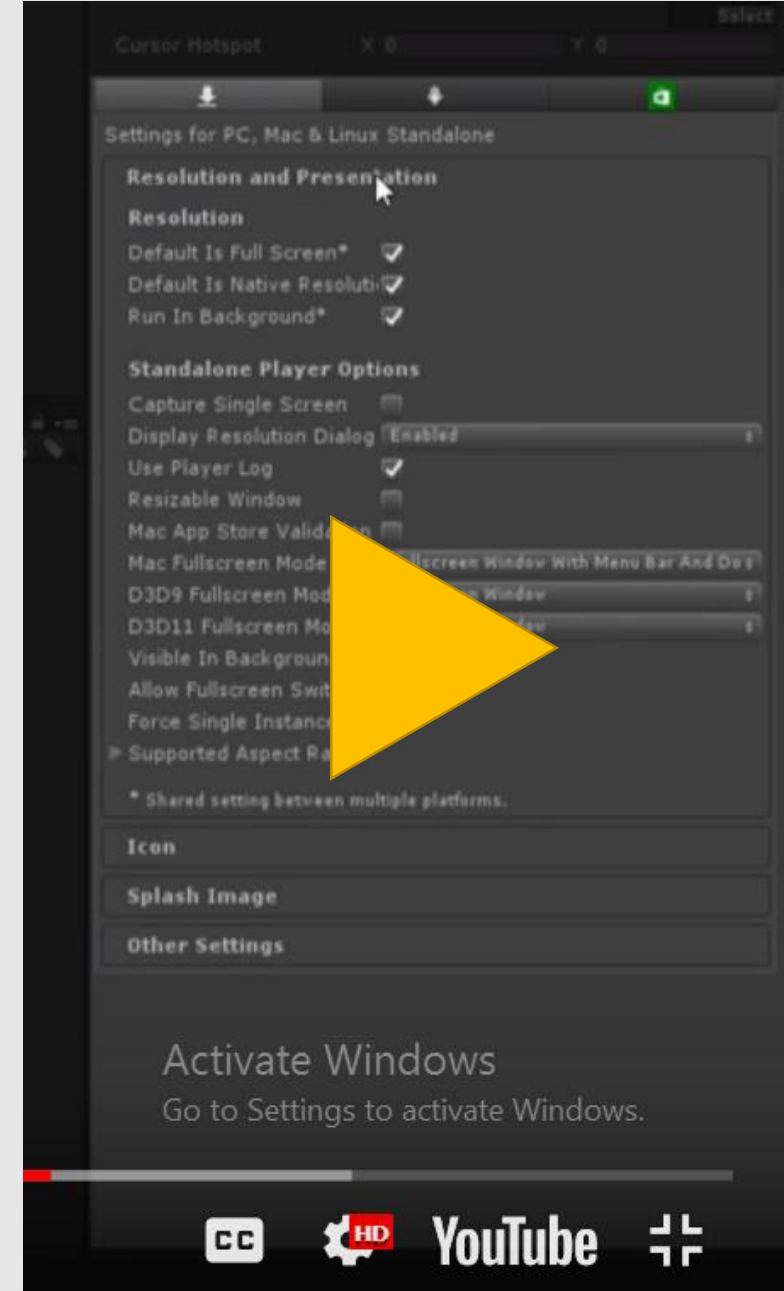
Building your Unity game to an Android device for testing

Checked with version: **5.3** - Difficulty: **Intermediate**

Introduction

In this lesson, we're going to build a sample Unity project to an Android device for testing.

This lesson doesn't cover building a game for distribution to other devices, or submitting a game to the Google Play Store.

What you will need

To follow this lesson, you will need:

- The latest version of Unity (available here)

Building for the Web

- A full guide to build for the web

- Main points are similar to mobile phones
  - Faster loading is required
  - Validate browser support
  - Use of AssetBundle