# How to Build a PC Version of Your Unity Project

## Open Build Settings

Go to File > Build Settings in the Unity menu.

## Add All Required Scenes in Build Settings

Make sure to add all the necessary scenes to the Scenes in Build section in the correct order. For example, include scenes like Start Screen, Game Screen, End Game Screen, etc. This ensures each scene will load as expected when the build is played.

## Select the Platform

In the Build Settings window, choose PC, Mac & Linux Standalone.  
For PC, set the Target Platform to Windows (or Linux if needed).

## Switch Platform

Click Switch Platform to set Windows as your target platform.

## Set Build Path

In the Build Settings window, click Build and choose a location outside your project folder where you want to save the built files.  
Create a new folder named 'Builds' (e.g., C:/Builds) outside of your Unity project folder.  
After building, you can zip this 'Builds' folder separately for submission.

## Run the Build

Click Build. Unity will compile the project, and after it completes, your build files will be saved in the chosen folder.

## Test Your Build

Find the executable file (e.g., YourGame.exe), double-click to launch, and verify the build runs correctly on your PC.

## Note

Ensure that the entire build folder is submitted for proper execution**. If only the .exe file is submitted, it will not work correctly** as it depends on additional files within the build folder.