

Build

Game Build and Player Settings Configuration

To ensure a successful game build, follow the steps below to set up the build and player settings correctly.

1. Adding Game Icon

- Navigate to **Build Settings > Player Settings**.
- Under the **Icon** section, upload the required game icon.
- Ensure the icon is correctly sized and formatted according to platform requirements.

2. Configuring Player Settings

- Open **Edit > Project Settings > Player**.
- Configure settings as per the provided screenshot.

3. Package and Versioning Details

- **Package Name:** Ensure the package name follows the correct naming convention (e.g., com.companyname.gamename).
- **Version Number:** Set an appropriate version number (e.g., 1.0.0).
- **Bundle Version Code:** Increment the bundle version code for each new release.

4. API and Compatibility Settings

- **Target API Level:** Set the target API level to the latest available version.
- **Scripting Backend:** Select **IL2CPP** for better performance.
- **API Compatibility Level:** Choose **.NET Framework**.
- **Architecture:**
 - Enable **ARM64** checkbox for compatibility with modern devices.

5. Final Checks and Build

- Please make sure all settings are configured correctly.
- Save the changes.
- Please go ahead with building the project.

Following these steps ensures optimal performance and compatibility for your game.

Identification

Override Default Package Name	<input checked="" type="checkbox"/>
Package Name	com.techjuego.mergenumber
Version*	1.0
Bundle Version Code	1
Minimum API Level	Android 5.1 'Lollipop' (API level 22)
Target API Level	Android 14.0 (API level 34)

Configuration

Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Framework
IL2CPP Code Generation	Faster runtime
C++ Compiler Configuration	Release
Use incremental GC	<input checked="" type="checkbox"/>
Allow downloads over HTTP*	Not allowed
Mute Other Audio Sources*	<input type="checkbox"/>
Target Architectures	
ARMv7	<input checked="" type="checkbox"/>
ARM64	<input checked="" type="checkbox"/>
x86 (Chrome OS)	<input type="checkbox"/>
x86-64 (Chrome OS and Magic Leap 2)	<input type="checkbox"/>
Enable Armv9 Security Features for Arm64	<input type="checkbox"/>
Split APKs by target architecture	<input type="checkbox"/>

Add Keystore set password

▼ **Publishing Settings**

Keystore Manager...

Project Keystore

Custom Keystore	<input checked="" type="checkbox"/>
Select...	
Path	numberMerge.keystore
Password	

Enter password.

Project Key

Alias	numbermerge
Password	