# **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.

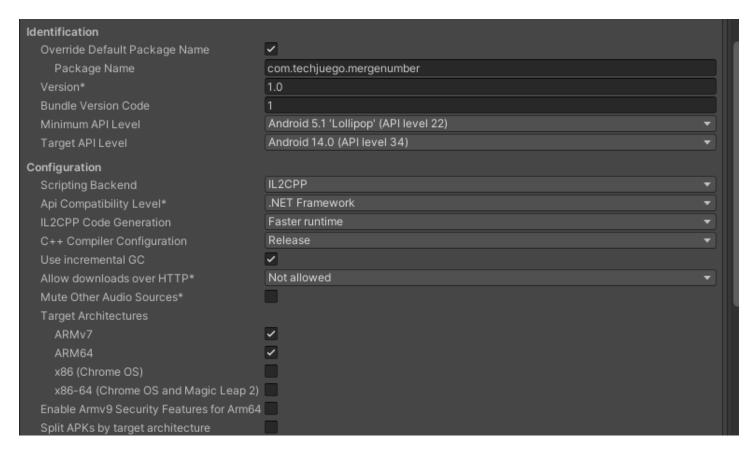
# 4. API and Compatibility Settings

- 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.



#### Add Keystore set password

