Rishi Sahoo:

Notes:
https://www.youtube.com/watch?v=7xGhPUz8C2M
Mac:
https://www.youtube.com/watch?v=7nxKAtxGSn8

Sites mentioned in vid
https://itch.io/
https://gamejolt.com/

Stages:
- Research
- Web Deployment
- Build

Notes:
In the YouTube video "How to BUILD / EXPORT your Game in Unity (Windows | Mac | WebGL)," the speaker provides instructions on exporting and distributing a game built in Unity to different platforms – Windows, Mac, and WebGL. To build for each platform, the creator emphasizes the importance of setting up the build settings menu, adding scenes, and installing optional modules. For Windows, the process involves compiling the file and installing it as an executable; for Mac, creating a dmg file for distribution. WebGL builds select the web shield platform and adjust player settings for optimal web display. The video also provides information on running and distributing the game, such as using Firefox to play games locally, hosting options, compressing files, and editing HTML templates.

- **00:00:00** In this section of the video, the creator covers the process of exporting a game built in Unity to various platforms such as Windows, Mac, and WebGL. He emphasizes the importance of properly setting up the build settings menu, adding all necessary scenes, and installing optional modules for the desired platforms. Additionally, the creator discusses the need to configure rendering settings, player settings, and creating an icon for the game during the exporting process.
- **00:05:00** in this section of the video, the speaker guides viewers through the process of building a game for Windows, specifically choosing the target platform, creating folders for the build, and distributing the files. After building the necessary files in Unity, the speaker suggests creating an installer using third-party software called Inno Setup to make distribution more user-friendly. The speaker guides viewers on how to create a new script in Inno Setup, add files, and customize settings such as the name, version number, and installation folder.
- **00:10:00** In this section of the video the speaker explains how to build and distribute the game for different platforms: Windows, Mac, and WebGL. To build for Windows, the speaker goes to the "Builds" tab, compiles the file, and then installs the game as an executable file. For Mac, the process involves changing the target platform to Mac OS X and creating a dmg file for distribution. Finally, for WebGL, the speaker selects the web shield platform and adjusts the player settings for optimal display in a web browser. The video also covers the process of

building the game for Mac as a dmg file for distribution, and building for WebGL, including adjusting the player settings and exporting to a WebGL folder with various game files.

- **00:15:00** in this section of the YouTube video titled "How to BUILD / EXPORT your Game in Unity (Windows | Mac | WebGL)," the creator explains how to run and distribute a game made in Unity. He suggests using Firefox to play games locally, and discusses hosting options such as self-hosting on a server or using marketplaces like Itch.io or Congregate. To distribute, the creator explains how to compress the folder and edit the HTML template in a text editor to customize the game's appearance. The goal is to make the game ready for distribution and playing on various platforms. The video also encourages viewers to subscribe for more content, and thanks supporters.