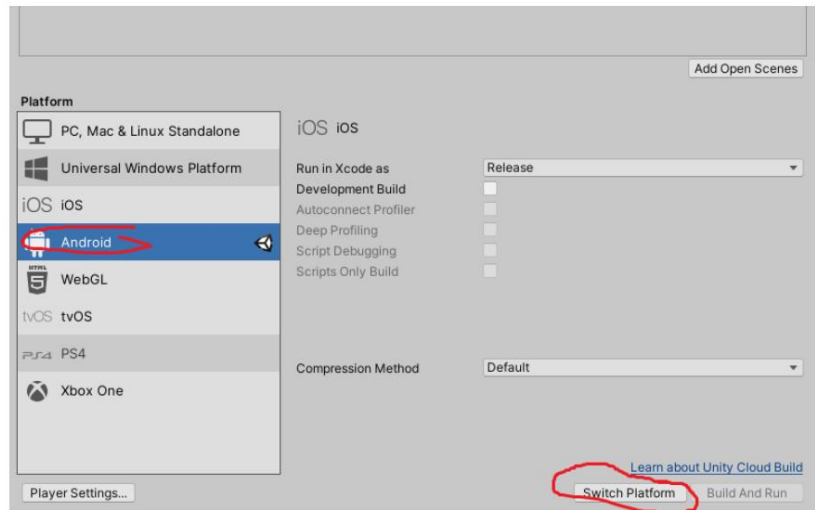


How to create a build for Android:

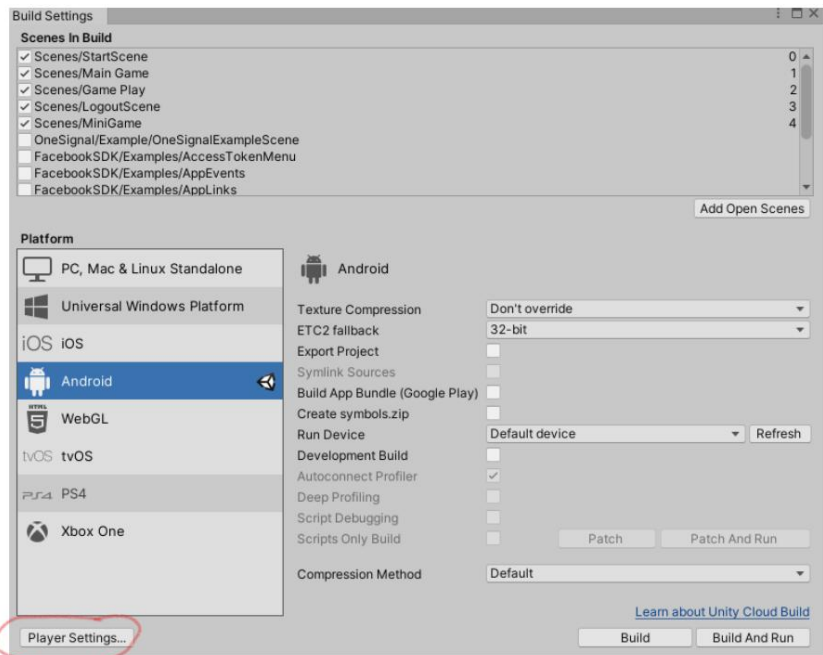
Unity version 1f.2020.2.1 is needed, install

Android Studio with version 30 api, go to Settings

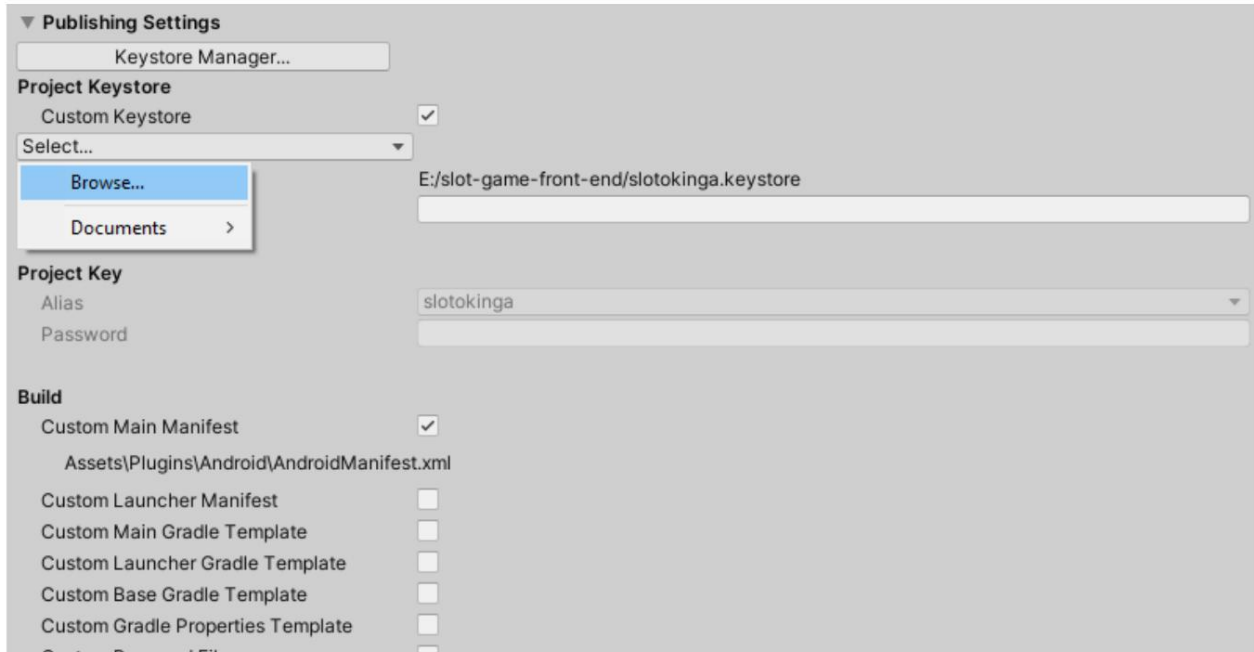
Build > File in Unity and change the platform to Android



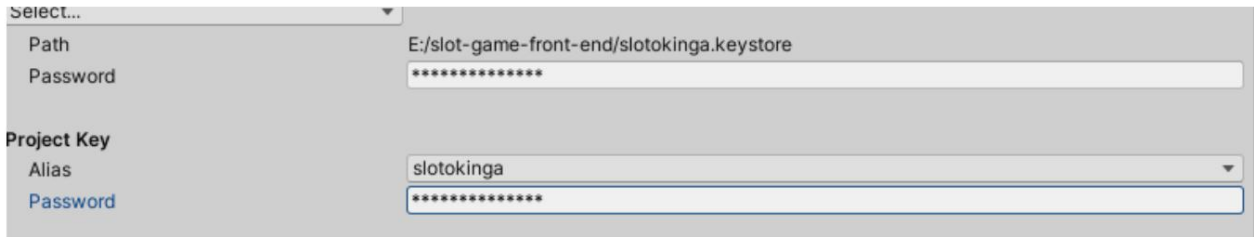
After that click on Settings Player



Go to Settings Publishing, click on select and Browse



Search and select the keystore.slotokinga file in the password field and enter the code 34slotokinga12 in the field below as well

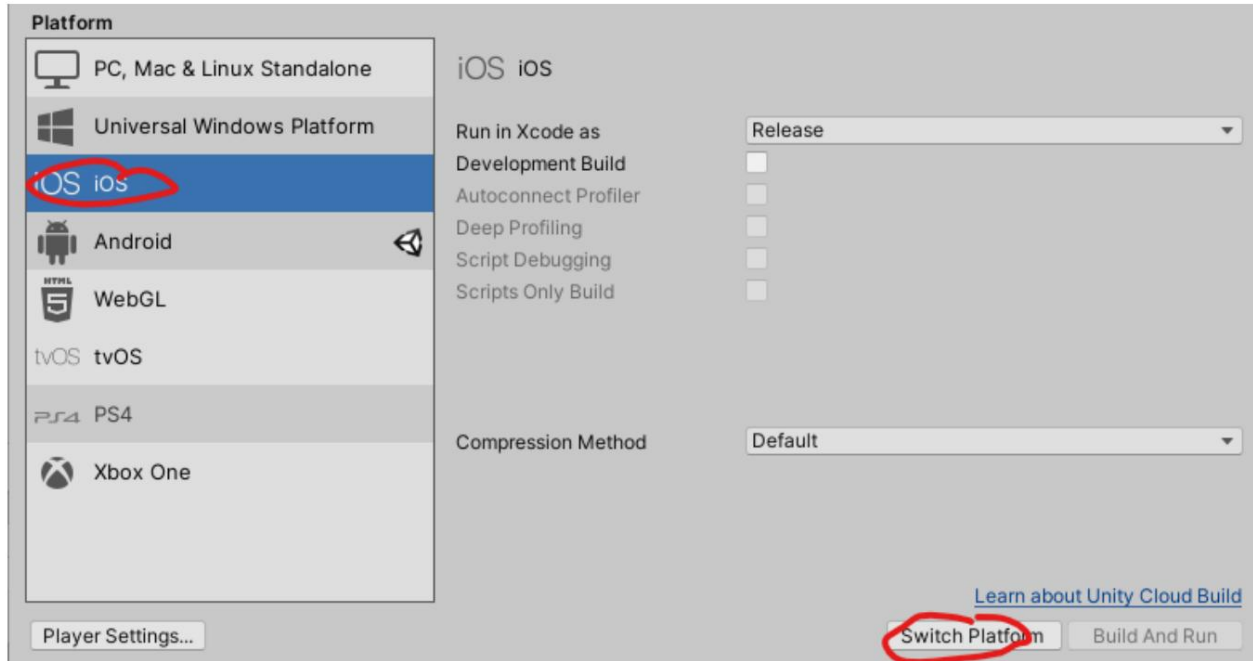


Return to the Build Settings window and click on Build, you need to choose a location for the file and then a build will start to be created.

How to create a build for iOS:

CocoaPods is required to be installed On the Mac, you need xcode installed on the Mac

Go to Settings Build > File in Unity and change the platform to iOS



After here, click on build and choose a folder where we want the files to be saved.

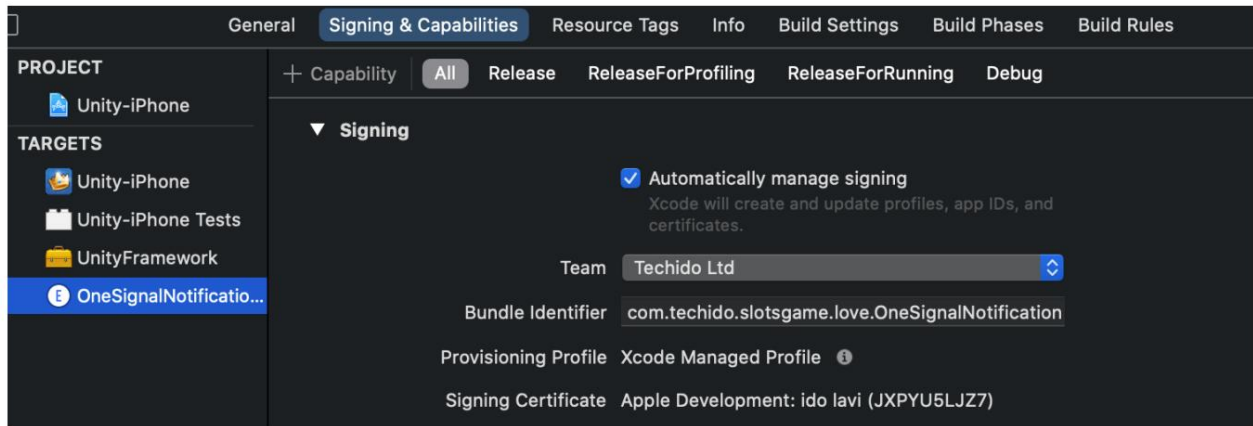
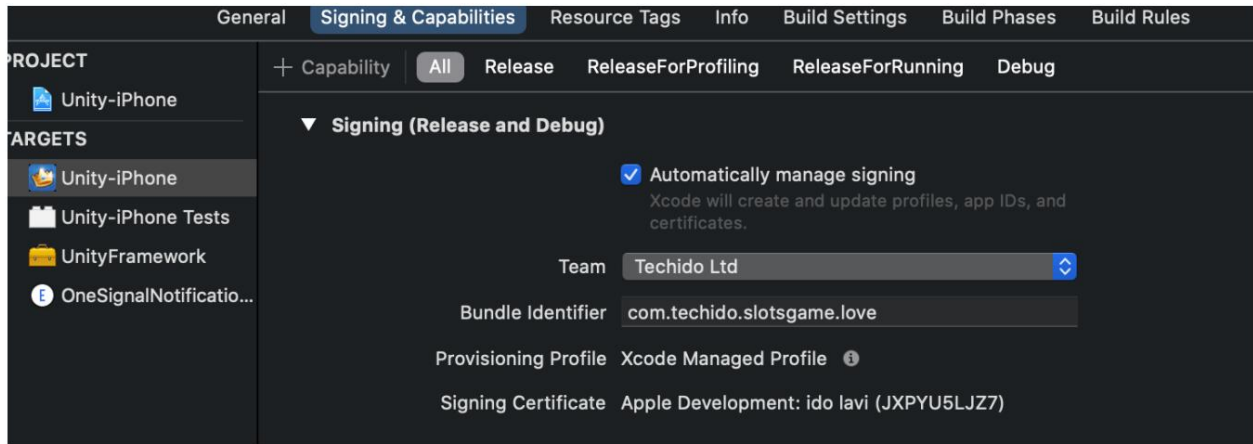
This folder should be copied to the Mac computer.

Run the terminal on the computer,
go to the folder with the files
and run the install pod command

```
build — -zsh — 80x24
Last login: Thu Apr 29 12:22:26 on ttys000
idolavi@h-MacBook-Air-sl-ido ~ % cd /Users/idolavi/Desktop/build
idolavi@h-MacBook-Air-sl-ido build % pod install
```

Then run the file with the xcworkspace template, its full name may be Unity-Iphone.xcworkspace

The fields should be like in the pictures:



After the way I used to create a build I would press Archive => Product and then a build was created.

Running the server locally requires a version of 12.18.3v Node installed on the computer

Go to the file folder and run the app node command