

CSE435 Deploying a Unity program to CSE servers

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1 Deploying a Unity prototype to web folder

During the semester project, some teams may build their prototype using the popular game engine Unity. This document serves to provide instructions on how to build and package your prototype to be deployed on the CSE server. The instructions are kindly provided by Chris Cardimen.

1. Build and run the application.

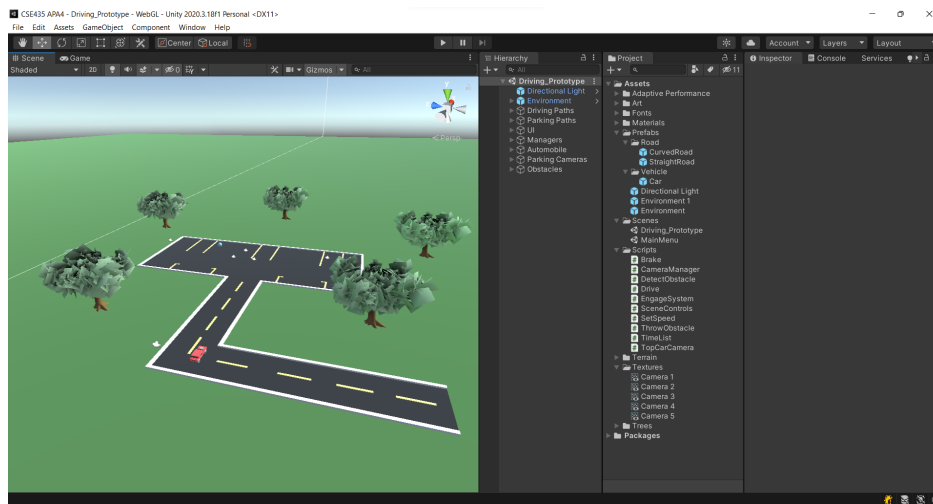


Figure 1: Building and running the Unity application

- Under **file** → **build settings**, select the platform as **WebGL** and adjust other packaging settings accordingly. WebGL is compatible with HTML5 and can be directly embedded in a web browser.

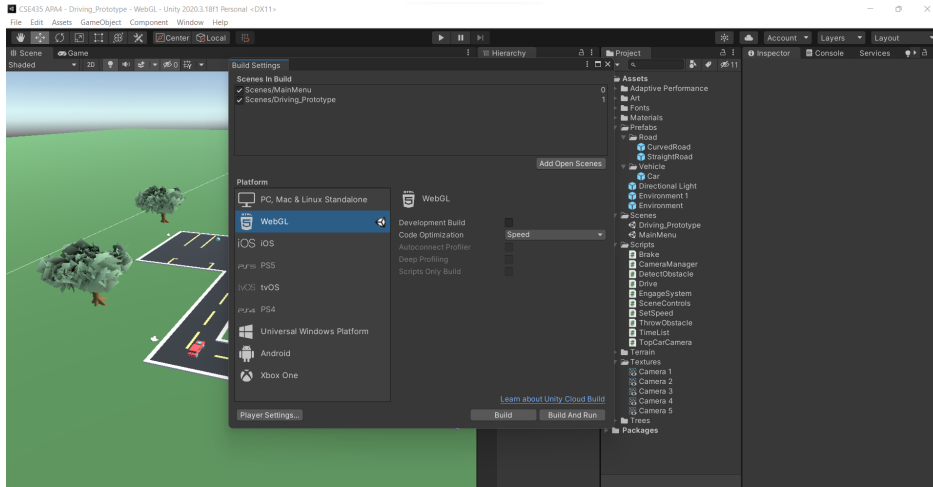


Figure 2: Outputting with WebGL

- Under **build menu**, choose **player settings** → **player** → **WebGL tab** → **publishing settings** →, click the checkmark to enable **decompression fallback**.

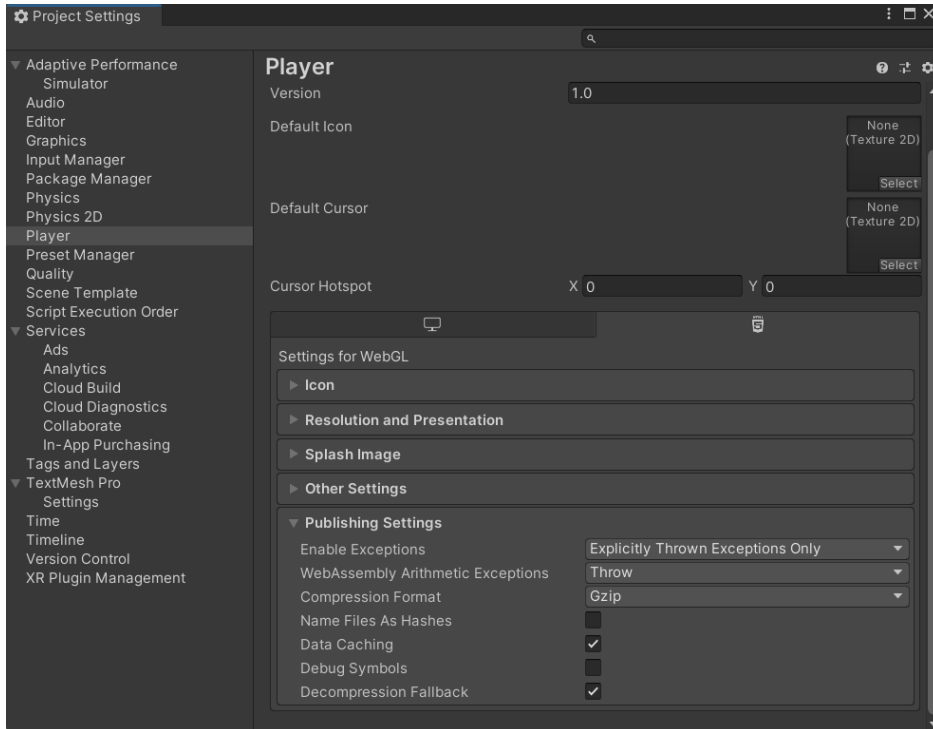


Figure 3: Outputting with WebGL

