


How to Create Unity Asset?

<https://makaka.org/o/create>

The Latest PDF-file with clickable links



As an Associate of Unity Asset Store and other 3rd parties this website earns from qualifying purchases & contains paid links.

Prepare a New Unity Project

- Read the Tutorial: -Asset Store Publisher: How to Sell Unity Assets?-> <https://makaka.org/unity-assets/unity-asset-store-publisher>
- Create new repository in Sourcetree (Bitbucket) <https://www.sourcetreeapp.com>
- Duplicate the folder with the most perfect asset as a base, including .gitignore for Unity <https://github.com/github/gitignore/blob/main/Unity.gitignore>

Create Asset

- Prepare each script
 - Comment at the top
 - Copyright
 - Info / Links
 - Support <https://makaka.org/support>
 - Documentation <https://makaka.org/unity-assets>
 - Inspector
 - [HelpURL("<https://makaka.org/unity-assets/>")]
 - [Header("Mode*")] To group variables in Unity Editor
 - [Tooltip("Actual for FPS Controller")]
 - Attributes for MonoBehaviour
 - Menus
 - [AddComponentMenu("Scripts/ScriptName")] To organise the Component menu better, improving workflow when adding scripts
 - [MenuItem("Window/Makaka Games/Support", false, 100)] To indicate critical functions clearly if it's actual
 - For safe use
 - [RequireComponent(typeof(Collider))]
 - [Range(0.1f, 10f)]
- Clean Up Project
 - Comment or Delete debug messages in console
 - Delete unused files and Fix «Missing» Objects
 - Maintainer <https://makaka.org/o/maintainer>
 - Asset Hunter PRO <https://makaka.org/o/asset-hunter>
 - Apply Prefab Changes
 - Update Serialization Info: Edit > Project Settings > Editor > Asset Serialization > Mode > Force Text
 - If "Force Text" is set already > Switch to "Force Binary" and back
 - Organise only your own files
 - Textures
 - Company Name/Product Name
 - Scripts
 - ...

Add Publisher Tools

- Asset Store Tools <https://makaka.org/o/asset-store-tools>
- Publisher Window <https://makaka.org/unity-assets/unity-asset-store-publisher#unity-asset-store-tools-publisher-window>

Test Asset

- All use cases and each public parameter
- Build
- All Screen Resolutions

Create Media

- Docs Creating [1/3]
 - Create a Test Shortened URL for Unity Asset and use it Everywhere <https://makaka.org/unity-assets/unity-asset-store-publisher#docs>
 - Text Post on website (publish > private)
 - Description
 - Tutorial Folders in Project by Default
 - Release Notes (Version changes)
 - 3rd-Party Assets
 - Write Manual to Importing 3rd-Party Assets
 - Personal Recommendations for Inspiration about 3rd-Party Assets that can be used with Your Asset
 - Regenerate GUIDs for modified assets from Examples (i.e. Scripts, Prefabs, Materials, Animator Controllers, Animations). Place these files in the folder of the Your Asset. <https://makaka.org/unity-tutorials/guid>
- Create private Media based on the Docs: YouTube Videos, Photos, Screenshots
 - Overview
 - Tutorial
 - Examples

Docs Creating [2/3]

- Upload Post Cover and Screenshots
- Attach videos
- Check All & Refactor
- Create PDF and Upload it to Unity Project <https://makaka.org/unity-assets/unity-asset-store-publisher#docs>

Create Asset Page in Unity Asset Store

- Start publishing on the Asset Store <https://makaka.org/o/self-assets>
- Upload Unity package
 - without
 - 3rd-Party Assets
 - Check Folders by Default in Docs
 - License keys (e.g., Vuforia)
 - Bundle IDs of Real App
 - Set Test IDs
 - Connected Unity Services
 - Remove IDs of Unity Ads & Analytics
 - For Ads and Analytics service, unlink your project and Save.
 - For Ads package from Package Manager, delete ads ID in your script.
 - Download asset from Publisher Portal and check that everything works <https://makaka.org/unity-assets/unity-asset-store-publisher#how-to-test-unity-asset-before-publishing-with-unity-publisher-portal>
 - Check Issues with Maintainer <https://makaka.org/o/maintainer>
- Attach Videos without Unity logo on Covers
- Upload Screenshots
- Create & Upload key images: Icon and Covers
- Add Text Information (based on Documentation)
 - Title
 - Asset Name
 - Key Features
- Set Price considering Upgrades
- Create Upgrades in Unity Asset Store <https://makaka.org/unity-assets/unity-asset-store-publisher#upgrades>
- Submit Unity Asset Wish a nice day to your moderator :)

Add related Keywords to Google Alerts

- You will receive an email message when a new result for a target keyword appears in the search to monitor of competitors, pirates, new technologies <https://www.google.com/alerts>

Wait for Moderation

Asset was published

Add Asset to your private History of Updates to Understand which Asset was updated earlier

- It's relevant for publishers with modularity and nested assets <https://makaka.org/unity-assets/unity-asset-store-publisher#modularity>

Polish Up the Asset

- Fix your Test Shortened URL with Real Link to the Asset <https://makaka.org/o/ar>
- Check Page on Asset Store
- Add Asset to Publisher Lists on Unity Asset Store (thematic collections) <https://makaka.org/unity-assets/unity-asset-store-publisher#lists>
- <https://makaka.org/unity-assets/unity-asset-store-publisher#unity-publisher-sales-statistics>
- Reply to Reviews

Share Info

- Share the Asset Vouchers
 - Reply to Reviews
- Docs Creating [3/3]
 - Add a Video, Asset Store Link to the related places on the website
 - Footer
 - Sidebar
 - Asset Documentation <https://makaka.org/unity-assets>
 - Main Page <https://makaka.org>
 - Publish Docs on Website: Public Visibility with Current Date
- Map Of Assets
 - Add Node to Map of Assets and Upload it to the Website
 - Map <https://makaka.org/o/map>
 - Explanation <https://makaka.org/unity-assets/unity-asset-store-publisher#map>
- Publish Private Media
 - YouTube <https://www.youtube.com/makakaorg>
- Publish Post in Social Media
 - Personal Brand Accounts <https://www.facebook.com/makakaorg>
 - Thematic Groups <https://www.facebook.com/groups/unityar>
 - Related Resources
 - Websites <https://makaka.org/unity-assets>
 - Assets on Unity Asset Store <https://makaka.org/o/all-unity-assets>
 - Unity Forums
- Publish Demo App
 - Apple App Store
 - Google Play
 - APK
 - Standalone Archive
 - WebGL