How to Create a Unity Asset?

- **https://makaka.org/o/create** — The Latest PDF-file with clickable links
- As an Associate of different 3rd parties, this document earns from qualifying purchases & contains affiliate links: learn more
- **Makaka Games**
- **https://makaka.org/publisher** — Complete Publisher Tutorial

Prepare a New Unity Project

- Read the Publisher Tutorial — https://makaka.org/publisher
- Create a New Repository in any Version Control System
- Duplicate the folder with your most up-to-date and suitable asset as a base, including .gitignore for Unity

Create Asset

Prepare each script

- Comment at the top
  - Copyright
  - Info / Links
    - Support — https://makaka.org/support
    - Documentation — https://makaka.org/unity-assets
- Attributes for MonoBehaviour
  - Inspector
    - [HelpURL("https://makaka.org/unity-assets")]
    - [Header("Common Settings")] — To group variables in Unity Editor
    - [Tooltip("Actual for FPS Controller")]
  - 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 relevant
  - For safe use
    - [RequireComponent(typeof(Collider))]
    - [Range(0.1f, 10f)]
- Comment or Delete debug messages in console

Clean Up Project

- Delete unused files and Fix «Missing» Objects
  - Maintainer — https://makaka.org/o/maintainer
  - Asset Hunter PRO — https://makaka.org/o/asset-hunter
- Fix Issues with Unity Project Auditor
- 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
- Organize only your own files — Company Name/Product Name
  - Textures
  - Scripts
  - ...

Add Asset Store Publishing Tools

- https://makaka.org/o/asset-store-tools

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-tutorials/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. — http://makaka.org/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-tutorials/asset-store-publisher#docs

Create Asset Page in Unity Asset Store

- Start publishing on the Asset Store — https://makaka.org/o/sell-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 and 3rd-party Services — Remove IDs of Unity Ads, Analytics, etc. in code and settings
  - Download asset from Publisher Portal and check that everything works
    - https://makaka.org/unity-tutorials/asset-store-publisher#test-unity-asset
    - 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-tutorials/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

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-tutorials/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 Asset Store (thematic collections) — https://makaka.org/unity-tutorials/asset-store-publisher#lists

Share Info

Docs Creating [3/3]

- Publish Docs on Website: Public Visibility with Current Date
- Add a Video, Asset Store Link to the related places on the website
  - Footer — https://makaka.org/#site-info
  - Sidebar
  - Asset Documentation — https://makaka.org/unity-assets
  - Main Page — https://makaka.org

Share the Asset Vouchers

- https://makaka.org/unity-tutorials/asset-store-publisher#sales-stats
- Reply to Reviews

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-tutorials/asset-store-publisher#map

Publish Private Media

- YouTube

Publish Post in Social Media

- Personal or Brand Accounts
- Unity Discussions
- Thematic Groups

Publish Demo App

- Web Page, Standalone, etc.