

Gold Belt Ninja Project FAQ responses

Files do not work in WebGL because they are compressed when uploaded to Github.

<https://docs.unity3d.com/550/Documentation/Manual/webgl-deploying.html>

Files are too large and cannot be uploaded to Github

<https://docs.github.com/en/repositories/working-with-files/managing-large-files/about-large-files-on-github>

<https://bytesbin.com/upload-files-larger-than-25mb-to-github/>

What version of Unity should you be using?

2019.4

Reducing the Build file size

Often the .data file is too large because of extra (and unnecessary) assets in the file

<https://docs.unity3d.com/Manual/ReducingFilesize.html>

[Unity File Reduction Tips and Tricks.pdf](#)

Hosting Unity Games on the Web

<https://medium.com/geekculture/how-to-host-unity-games-on-the-web-16be49449b10>

WebGL Publisher

<https://docs.unity3d.com/Manual/com.unity.connect.share.html>

WebGL Publisher documentation

<https://docs.unity3d.com/Packages/com.unity.connect.share@4.2/manual/index.html>

YouTube: Reduce your Unity Build Size

[Reduce your Unity Build Size with some quick shrinking Tips \(mobile, windows, etc\)](#)

Reducing the size of a Unity Build

<https://docs.unity3d.com/Manual/ReducingFilesize.html>

Ways to Reduce Game Size in Unity

<https://blog.yarsalabs.com/reduce-game-size-unity/>