



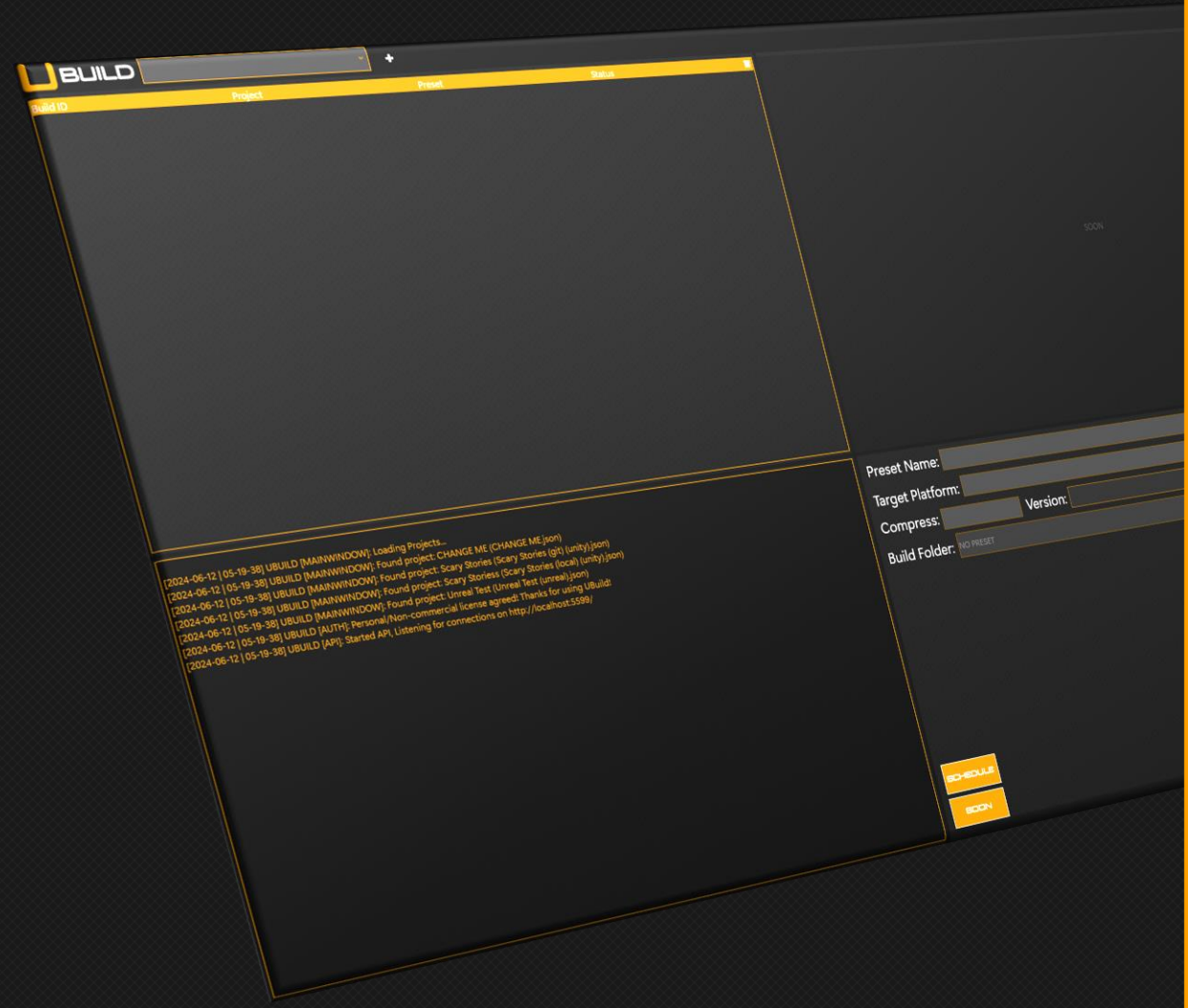
# What is this?

UBuild is a game project building tool that currently supports both Unity & Unreal.

This tool has been designed to improve the whole project building process, from initial source control to removing un-necessary files in the package. UBuild is intended to be an all-in-one game building solution!

All of this is meant to allow you to focus your time on creating your projects and worry less about actually building them.

Even in the event something does (inevitably) go wrong, UBuild notifications mean you can rest assured that you'll know sooner rather than later when a build fails.

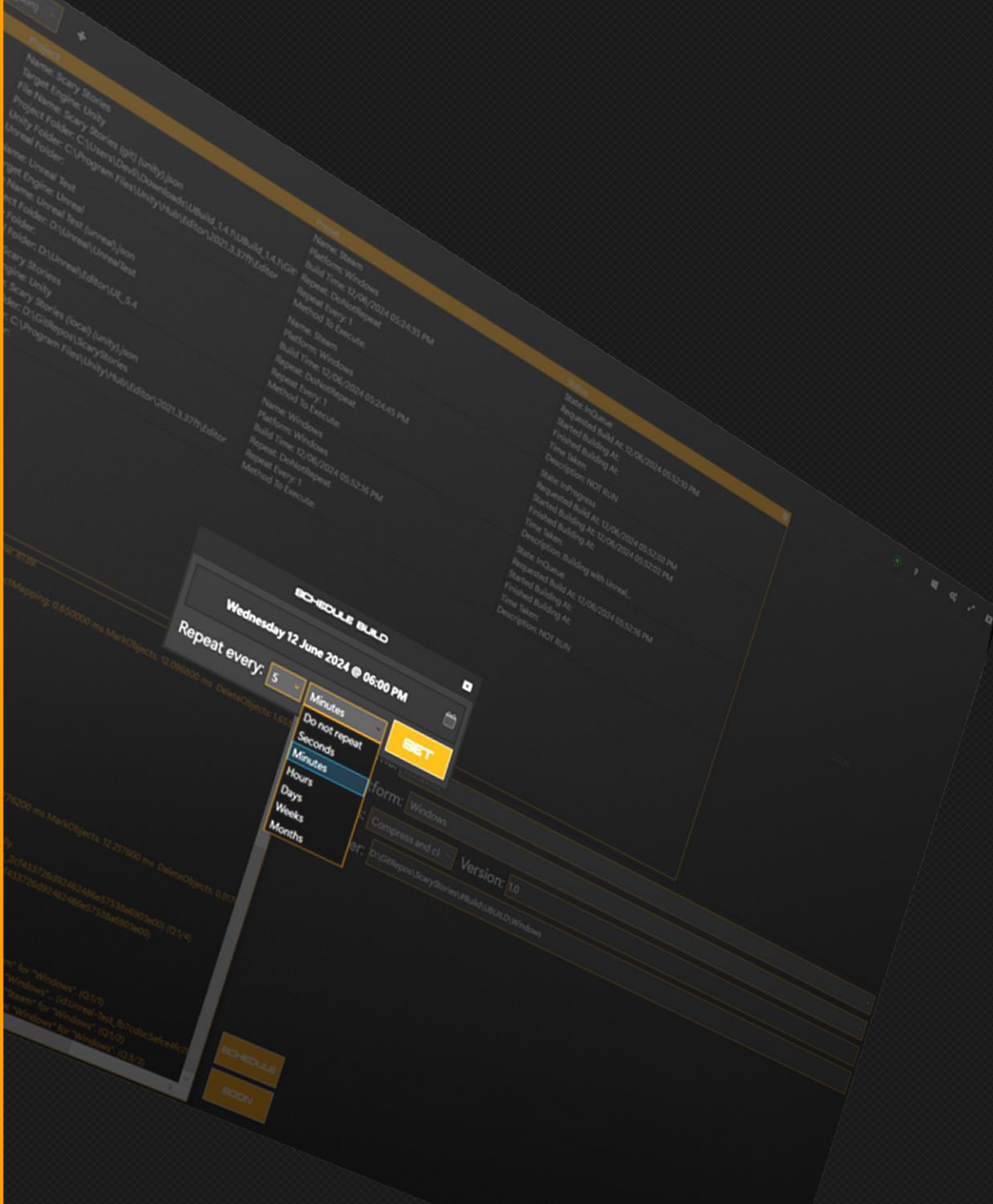


# What does it do?

As UBuild is intended to be an all-in-one solution it has all the flag-ship/industry-standard features of an automation tool

Including, but not limited to:

- **Build Planning** – Not only can you pre-schedule your builds but, you can even schedule your builds to automatically repeat.
- **Git Source Control** – You can configure UBuild to use Git to clone your project straight from the source! This supports quickly fetching before each build to ensure the source is up-to-date but also a force-fresh-clone option to ensure certain builds are totally “clean” from source.
- **Build Presets** – UBuild allows you to pre-create your Build Presets so that you can configure different types of builds ready when you need them.



ADD TO QUEUE

# What else can it do?

- **Build Uploading** – You can configure UBuild to automatically send compressed builds to your own FTP server, allowing you to instantly and remotely access successful builds as soon as they are ready.
- **Build Notifications** – UBuild can send you post-build reports via email to keep you remotely in-the-loop when your builds succeed/fail, it will send push/toast notifications of its progress to Windows.
- **Remote Interaction & Automation** – UBuild has an API that you can use to remotely and automatically interact with the tool. This supports adding builds to the queue along with retrieving information regarding builds from other applications like Unity, Unreal & Postman.
- **Detailed & organized Reporting** – Not only does UBuild provide detailed build reports it also neatly organizes and saves log messages for all actions including, using the game engine to perform a build.

The screenshot displays the UBuild application interface. At the top left, there is a yellow button labeled 'ADD TO QUEUE'. The main area features a table with columns for 'Build ID', 'Project', 'Preset', and 'State'. Below the table is a log window showing various system messages. On the right side, there is a configuration panel for a build job.

Build ID	Project	Preset	State
Scary-Stories_2cf433726d92462486e57538af903e00	Name: Scary Stories Target Engine: Unity File Name: Scary Stories (git) (unity).json Project Folder: https://github.com/Bruce-Devlin/ScaryStories Unity Folder: C:\Program Files\Unity\Hub\Editor\2021.3.37f1\Editor Unreal Folder:	Name: Steam Platform: Windows Build Time: 12/06/2024 05:24:22 PM Repeat: DoNotRepeat Repeat Every: 1 Method To Execute:	State: InProgress Requested Build At: 12/06/2024 05:24:22 PM Started Building At: 12/06/2024 05:24:22 PM Finished Building At: Time Taken: Description: Updating via Git...
Scary-Stories_4dfdaa4d434f46b0b97318b6f059fd2e6	Name: Scary Stories Target Engine: Unity File Name: Scary Stories (git) (unity).json Project Folder: https://github.com/Bruce-Devlin/ScaryStories Unity Folder: C:\Program Files\Unity\Hub\Editor\2021.3.37f1\Editor Unreal Folder:	Name: Steam Platform: Mac Build Time: 12/06/2024 05:24:22 PM Repeat: DoNotRepeat Repeat Every: 1 Method To Execute:	State: InQueue Requested Build At: 12/06/2024 05:24:33 PM Started Building At: Finished Building At: Time Taken: Description: NOT RUN
Scary-Stories_2fa165efb1d14c7abcfb5cc2ce3b00b8	Name: Scary Stories Target Engine: Unity File Name: Scary Stories (git) (unity).json Project Folder: https://github.com/Bruce-Devlin/ScaryStories Unity Folder: C:\Program Files\Unity\Hub\Editor\2021.3.37f1\Editor Unreal Folder:	Name: Steam Platform: Linux Build Time: 12/06/2024 05:24:33 PM Repeat: DoNotRepeat Repeat Every: 1 Method To Execute:	State: InQueue Requested Build At: 12/06/2024 05:24:45 PM Started Building At: Finished Building At: Time Taken: Description: NOT RUN
Unreal-Test_3ec53625a05441b9a17bc4194ec84b26	Name: Unreal Test Target Engine: Unreal File Name: Unreal Test (unreal).json Project Folder: D:\Unreal\UnrealTest Unity Folder: Unreal Folder: D:\Unreal\Editor\UE_5.4	Name: Steam Platform: Windows Build Time: 12/06/2024 05:24:45 PM Repeat: DoNotRepeat Repeat Every: 1 Method To Execute:	State: InQueue Requested Build At: 12/06/2024 05:24:45 PM Started Building At: Finished Building At: Time Taken: Description: NOT RUN

**Configuration Panel:**  
Preset Name: Steam  
Target Platform: Windows  
Compress: Compress and ci - Version: 1.0  
Build Folder: D:\Unreal\UnrealTest\Build\UBuild

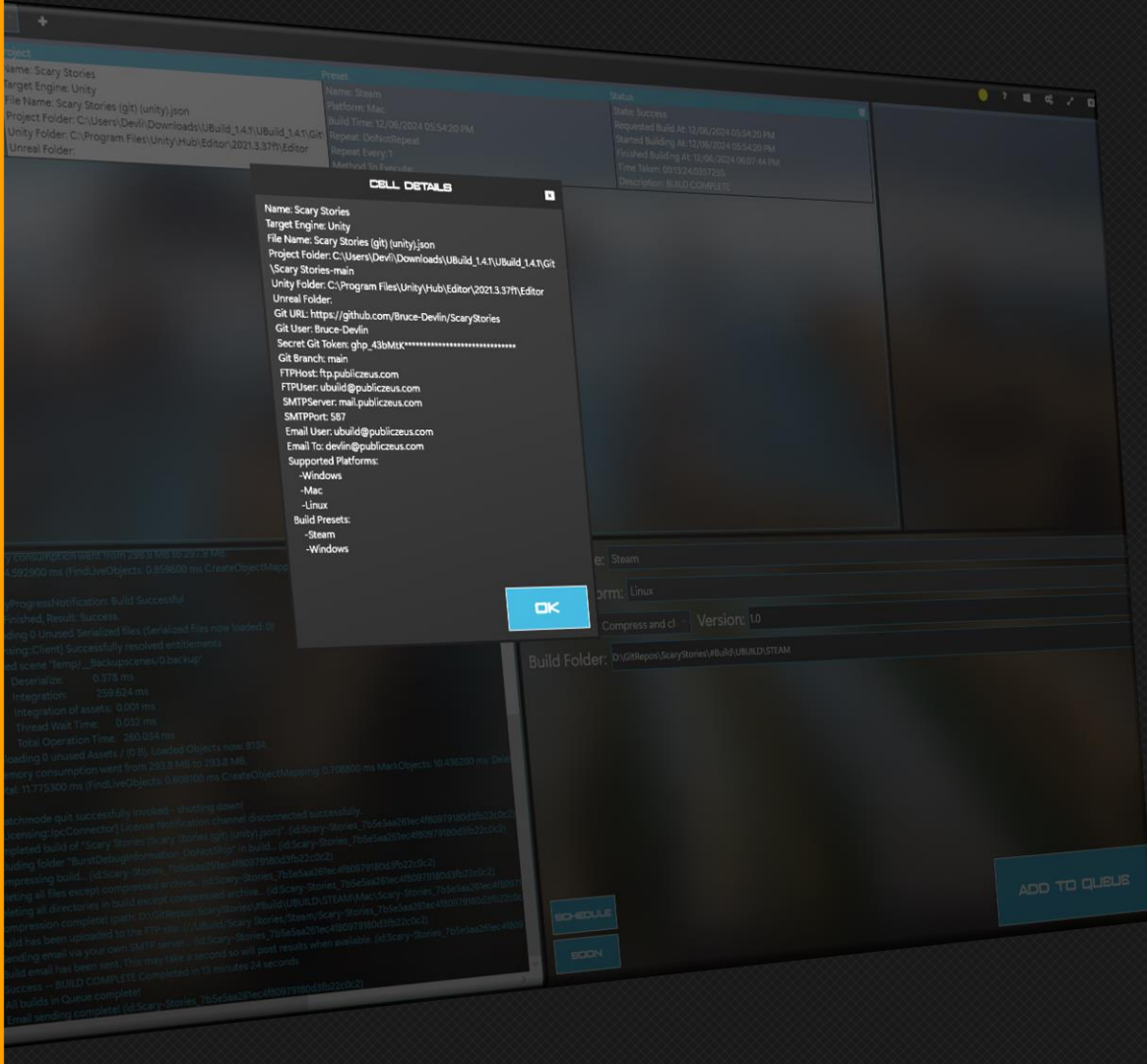
**Log Window:**  
[2024-06-12 | 05-19-38] UBUILD [MAINWINDOW]: Loading Projects...  
[2024-06-12 | 05-19-38] UBUILD [MAINWINDOW]: Found project: CHANGE ME (CHANGE ME).json  
[2024-06-12 | 05-19-38] UBUILD [MAINWINDOW]: Found project: Scary Stories (Scary Stories (local) (unity).json)  
[2024-06-12 | 05-19-38] UBUILD [MAINWINDOW]: Found project: Scary Stories (Scary Stories (local) (unity).json)  
[2024-06-12 | 05-19-38] UBUILD [AUTH]: Personal API. Listening for connections on http://localhost:5599/  
[2024-06-12 | 05-19-38] UBUILD [AUTH]: Adding "Scary Stories (Scary Stories (local) (unity).json)" to build queue using preset "Steam" for "Windows". (Q1/1)  
[2024-06-12 | 05-24-22] UBUILD [TASK]: Project is located on Git... (d:\Scary-Stories\Bruce-Devlin\ScaryStories" in branch "main" -  
[2024-06-12 | 05-24-22] UBUILD [TASK]: Closing project from "https://github.com/Bruce-Devlin/ScaryStories" to build queue using preset "Steam" for "Mac". (Q2/2)  
[2024-06-12 | 05-24-33] UBUILD [MAINWINDOW]: Adding "Scary Stories (Scary Stories (git) (unity).json)" to build queue using preset "Steam" for "Linux". (Q3/3)  
[2024-06-12 | 05-24-35] UBUILD [MAINWINDOW]: Adding "Unreal Test (Unreal Test (unreal).json)" to build queue using preset "Steam" for "Windows". (Q4/4)  
[2024-06-12 | 05-24-45] UBUILD [MAINWINDOW]: Adding "Unreal Test (Unreal Test (unreal).json)" to build queue using preset "Steam" for "Windows". (Q4/4)

NO-BUILD  
BUILD

# Who is it for?

This tool benefits several use-cases but, UBuild specifically assists in:

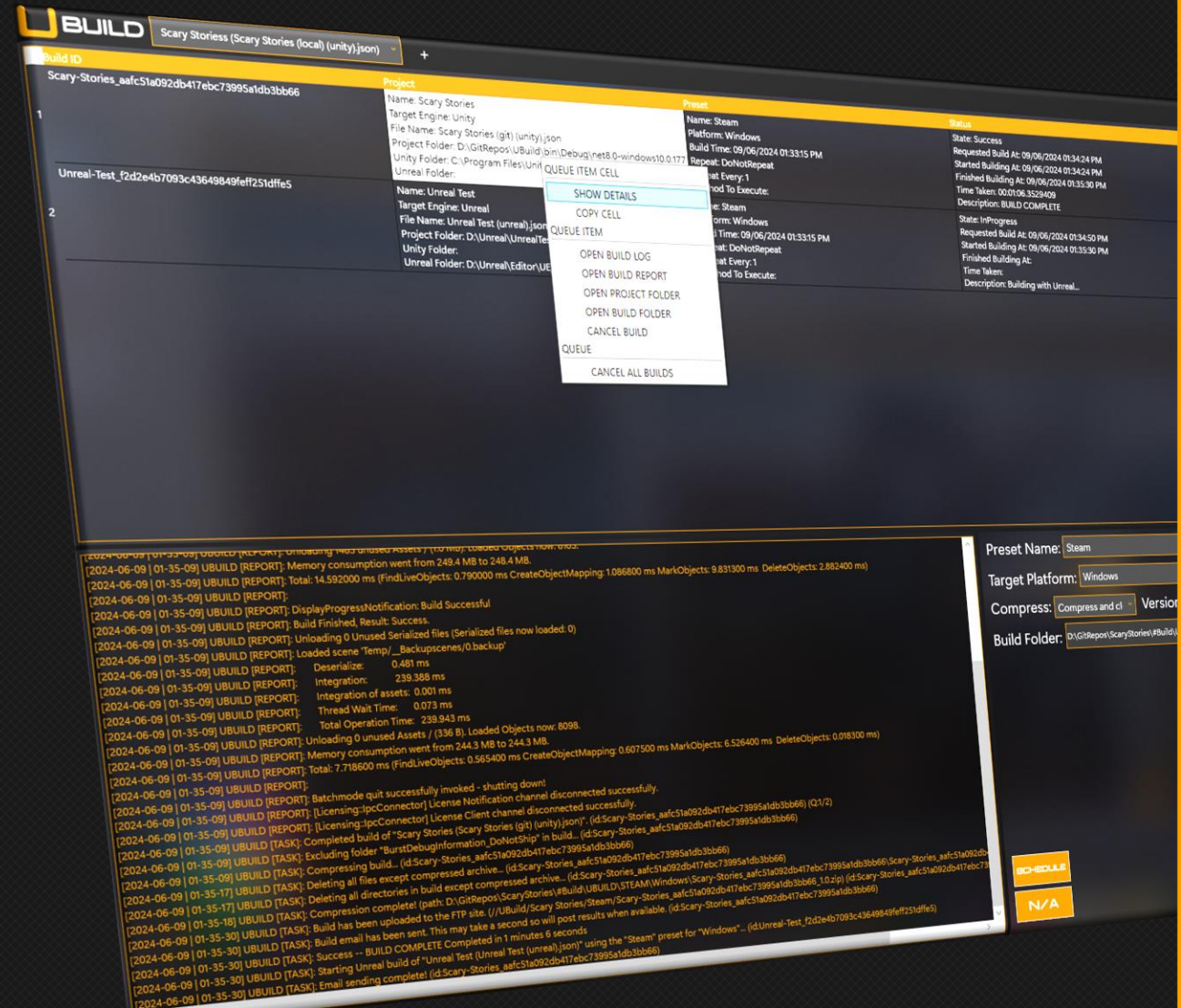
- **Testing** – Gone are the days of testers needing to learn how to create builds using the engine as UBuild provides an easy-to-use UI and even a remotely/on-site accessible API so your testers can queue builds from the comfort of their chairs.
- **Development** – UBuilds sole function is to eliminate un-necessary work so you can focus more on making your game, rather than the complexities involved with preparing & packaging it.
- **Business** – Time = Money, UBuild saves you and your teams time by removing common obstacles and creating a repeatable build process. Not only does UBuild reduce the risk of human error during the build process but it also provides you with the ability to prepare, plan & re-use build cycles long before you even need them.



# Are there alternatives?

Yes, there are quite popular alternative build services out there, but UBuild offers a few key features that make it stand out:

- **Unlimited\* Power** – UBuild compiles builds on the machine it's running on meaning that there is no “pay-as-you-go” or “per-seat” cost attached to its primary usage and your only speed & storage limit is the capabilities of the machine itself.
- **Convenient & Easy to use** – Interacting with UBuild is easy and the app is intended to simplify the build process meaning it requires very little setup before you can start building!
- **Better Integrations** – Although most other products do provide some form of application integrations whether that be “apps” or a complex, multi-stage API. UBuild however goes with the “less is more” approach and have tried to provide a simple API input along with email & FTP outputs reducing the risk of failure and the steep learning curve.



# What does it cost?

UBuild has two licensing options, personal & commercial.

The personal license is a free, “not-for-profit” license agreement granted to all users when they agree to the EULA before using UBuild.

This tool is provided free of charge for work not intended for profit, this is to allow for free and fair access to industry-standard tooling for those who are interested in learning or personal development.

If you wish to use UBuild commercially (to produce a product for profit) you must first request a commercial license, which can cost £100-£200. (price varies based on estimated usage) (per renewal/year) Alternatively, commercial licenses may be granted to indie studios for attributed credit.

Receiving a commercial license provides a commercial entity with access to UBuild along with customizing the application cosmetically to better suit your organization.



It's about time UBuild helped you save just that... time!

THANK YOU FOR YOUR INTEREST!

You can learn more by reading through our documentation: [docs.publiczeus.com](https://docs.publiczeus.com)

You can also reach out via email with any questions or queries: [devlin@publiczeus.com](mailto:devlin@publiczeus.com)

