

## Project Folder FAQ



*Q1. Why would I send Unity my entire game?*

A1. We want to make sure that as we develop Unity we do not break your project. This should mean when you upgrade to newer versions of Unity your project loads into the new version without problems.

*Q2. Who at Unity will see the project folder?*

A2. Only Unity employees who have a need to see the project will have access to it. We expect that test engineers as well as our software developers will use your project. Our demo team will have no access.

*Q3. How will you stop my project folder being shared outside of the company?*

A3. We will keep the project folder on an internal server that is not accessible outside of the company.

*Q4. If I give you my project folder can I later change my mind?*

A4. Of course! Simply email us and we will delete the project folder.

*Q5. Who can I talk to if I have any further questions?*

A5. Please email Graham Dunnett ([graham@unity3d.com](mailto:graham@unity3d.com)) or send an email to [support@unity3d.com](mailto:support@unity3d.com).

*Q6. How do I know you will not rip me off?*

A6. We won't rip you off. We want to put great game creation tools into the hands of anyone who has an idea for a game. We do not want to make or sell games.