These are some steps you can take to make an APK file for the Bratz_FameAndFashion_UnityProject (some parts may not apply to everyone but can be used for troubleshooting). Works best for Unity versions 2020.2.1f1 or 2020.2.5f1.

1. Make sure the platform is set to Android in the build settings.

2. Go to Project Settings > Publishing Settings and then set the Keystore (outrightgames.keystore). In the Project Key section make sure the alias is set as: ▮▮▮▮▮▮▮▮▮▮▮▮▮▮. After that you have to type in this password: ▮▮▮▮▮▮▮▮▮
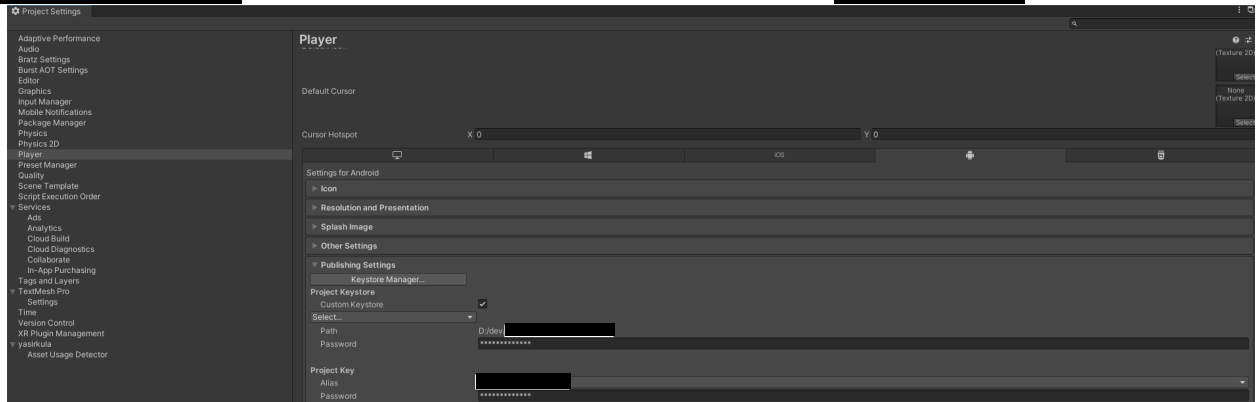
3. In the Build Settings, you'll need to make sure Build App Bundle is checked on. Also, in
4. In Build Settings find the Build button. This will create an APK.
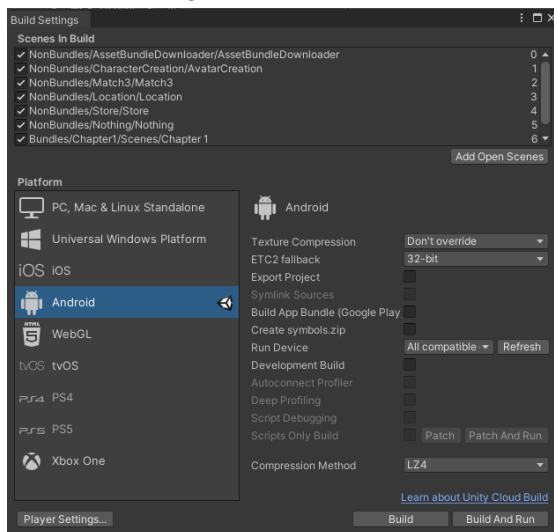
If you're unable to build an APK after doing these things then take a look at the troubleshooting steps on the next page.

Troubleshooting Steps
Doing these things will help you figure out how to overcome Gradle problems.

1. Error:

WARNING: The option 'android.enableR8' is deprecated and should not be used anymore.
It will be removed in a future version of the Android Gradle plugin, and will no longer allow you to disable R8.

Solution: Uncheck Use R8 in Minify under Publishing Settings. Then, comment out the code in gradleTemplate.properties (the path is Assets > Plugins > Android) that uses R8.
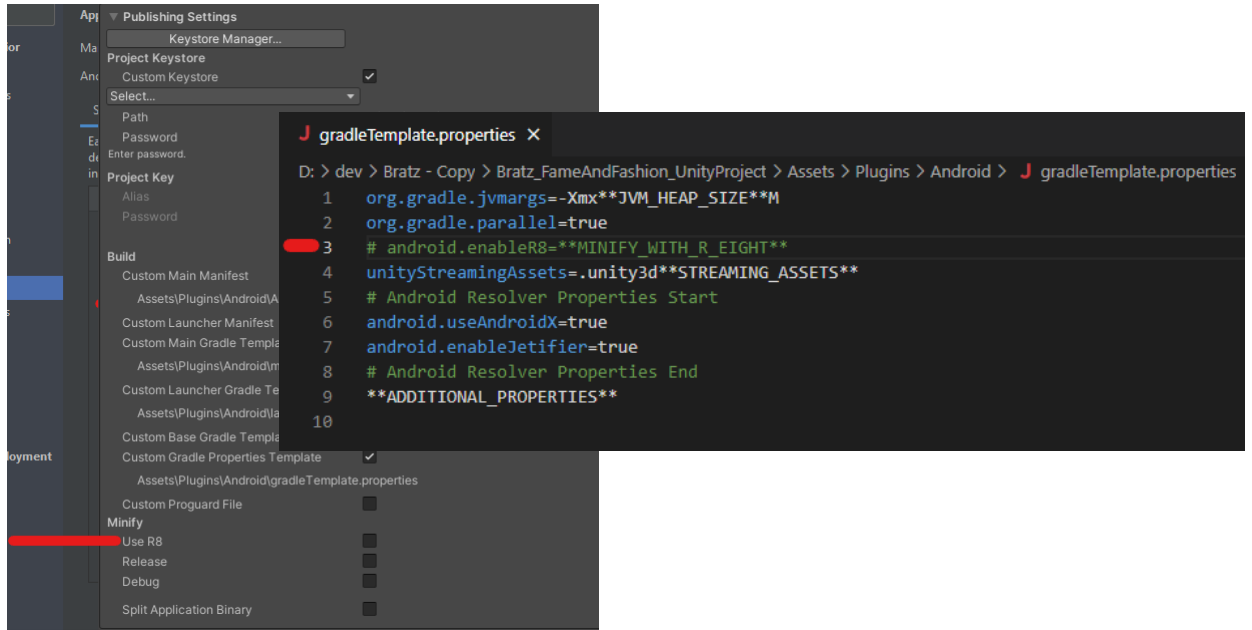

2. Error:

> Failed to install the following Android SDK packages as some licences have not been accepted.
    build-tools;30.0.3 Android SDK Build-Tools 30.0.3
To build this project, accept the SDK license agreements and install the missing components using the Android Studio SDK Manager.

Solution: Open up the Command Prompt at the directory where the sdkmanager file is located in your Unity Version.

For me, it was:
C:\Program Files\Unity\Hub\Editor\2020.2.5f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\tools\bin

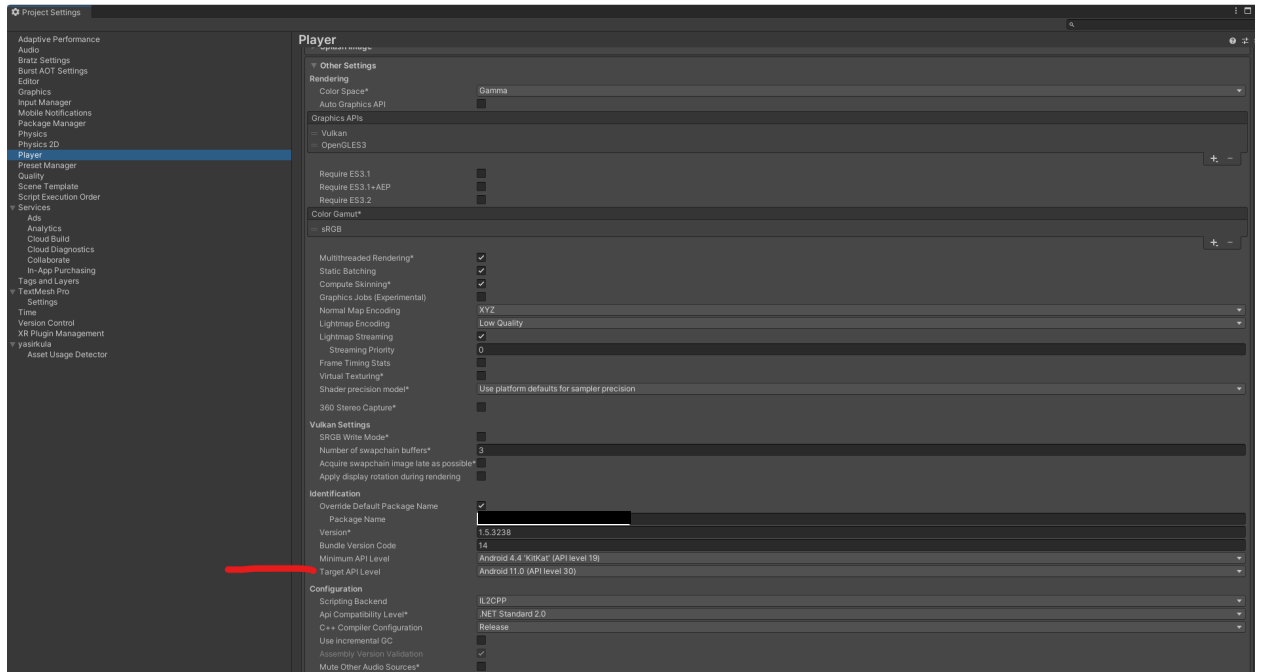Then in the command prompt run this command: sdkmanager --licenses
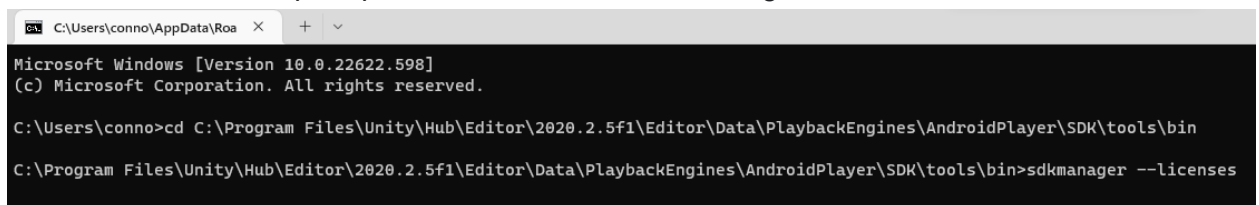
Accept all of the agreements when it prompts you to do so. If it says something like your repositories.cfg file couldn't be loaded you may have to create that file yourself. You might also have to install Android Studio and download whatever Android SDK packages Unity is prompting you to download through the SDK Manager (Tools > SDK Manager). Download the correct SDK platform and SDK tools (check the API level - Unity will tell you which one).
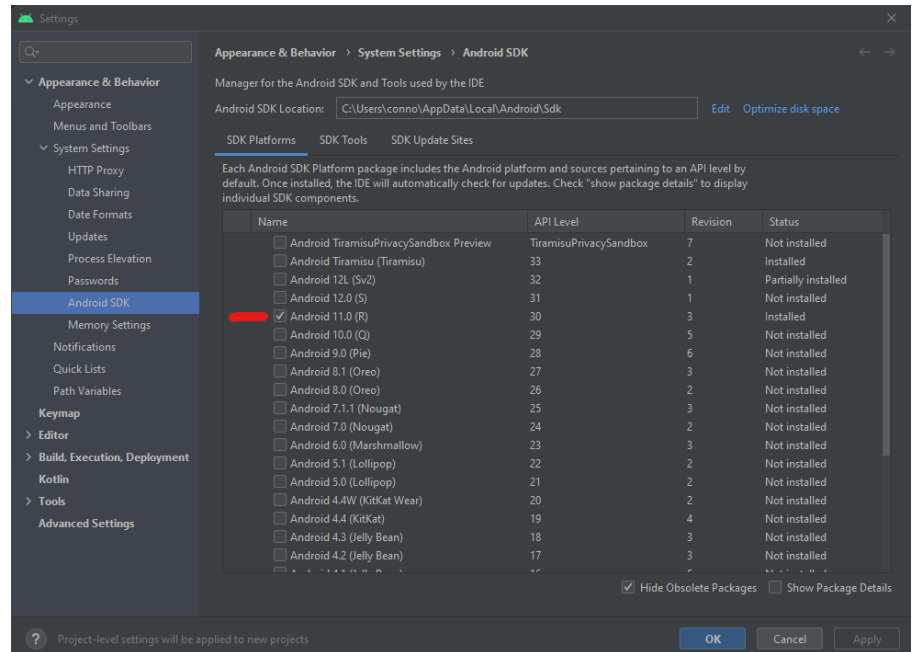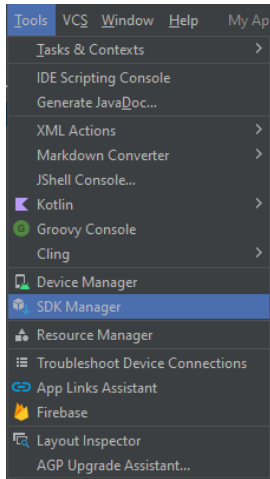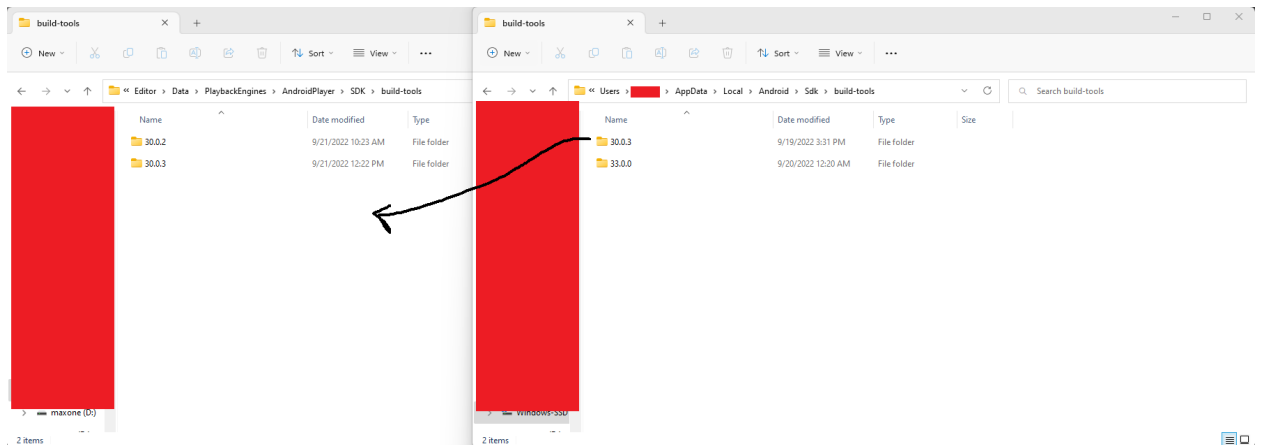
These things might also help if you're trying to make an APK and the Gradle build keeps failing.
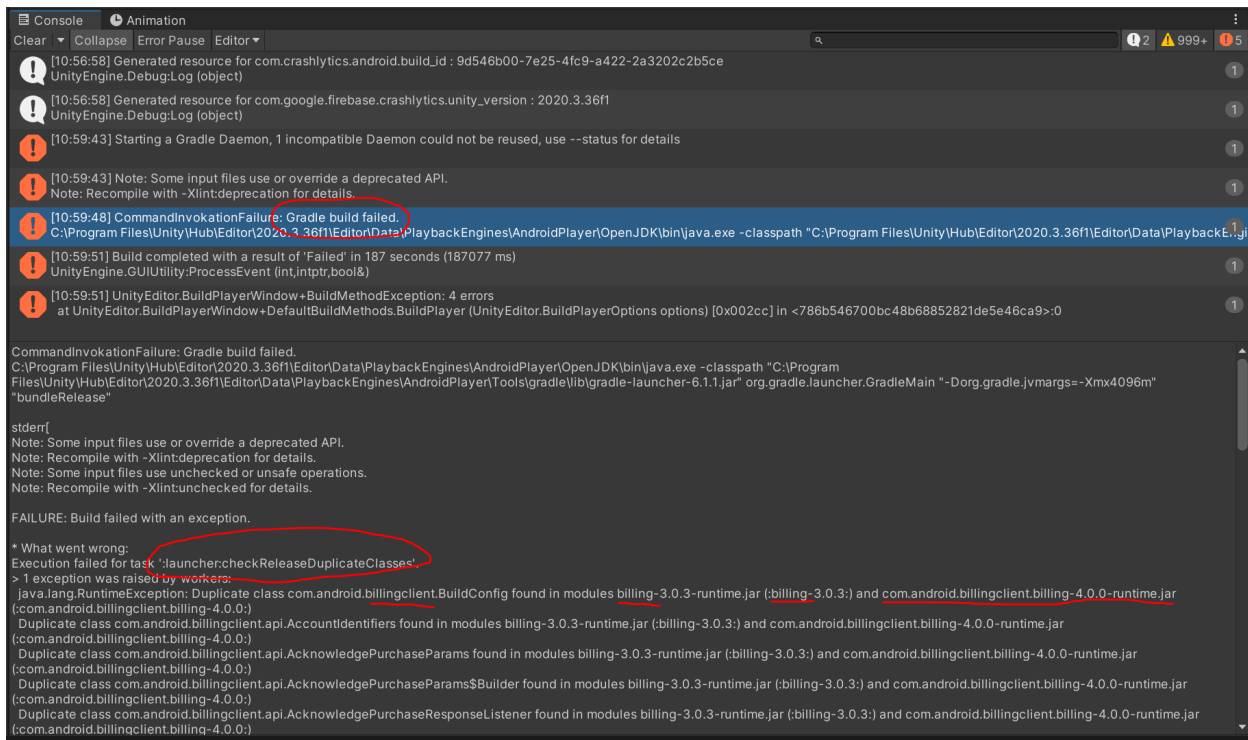
1. Changing the Target API Level in Project Settings from Automatic to the API level that your Unity SDK is using.

2. Copying the build tools from the Android SDK in AppData to the Unity installed Android SDK.

3. Underline Error:

If you go to make a build and it complains that the gradle build failed:

Solution:
Delete a file: com.android.billingclient.billing-4.0.0.aar inside of the Plugins/Android folder. Whenever Unity performs the Android dependency resolver, this file will be brought back.

Error: Duplicate classes/files

Solution: This could mean an SDK got updated and the old files didn't get deleted. Go to the plugins folder in Android and check if there are duplicate versions of the same file (for example, a file with version 1.0.0 and a file with version 1.1.0). Delete the old version of the file and keep the new one if you updated an SDK. This is a way to manually resolve dependencies.