# Gdevelop to Google Play Store

This is one way of exporting a project so that it can be submitted and more importantly updated on the Google Play Developer Console. This is on MacOS but many of the steps would be similar on PC.
This guide uses Cordova Command Line tools and Android Studio with Gradle but doesn't explain each step on how to use each of these things (just be warned they can take time and a bit of work).

I use Visual Studio Code to open the Cordova Project Folder and do all the Command Line work.

1. Export (manual) from Gdevelop.
   See highlighted option below
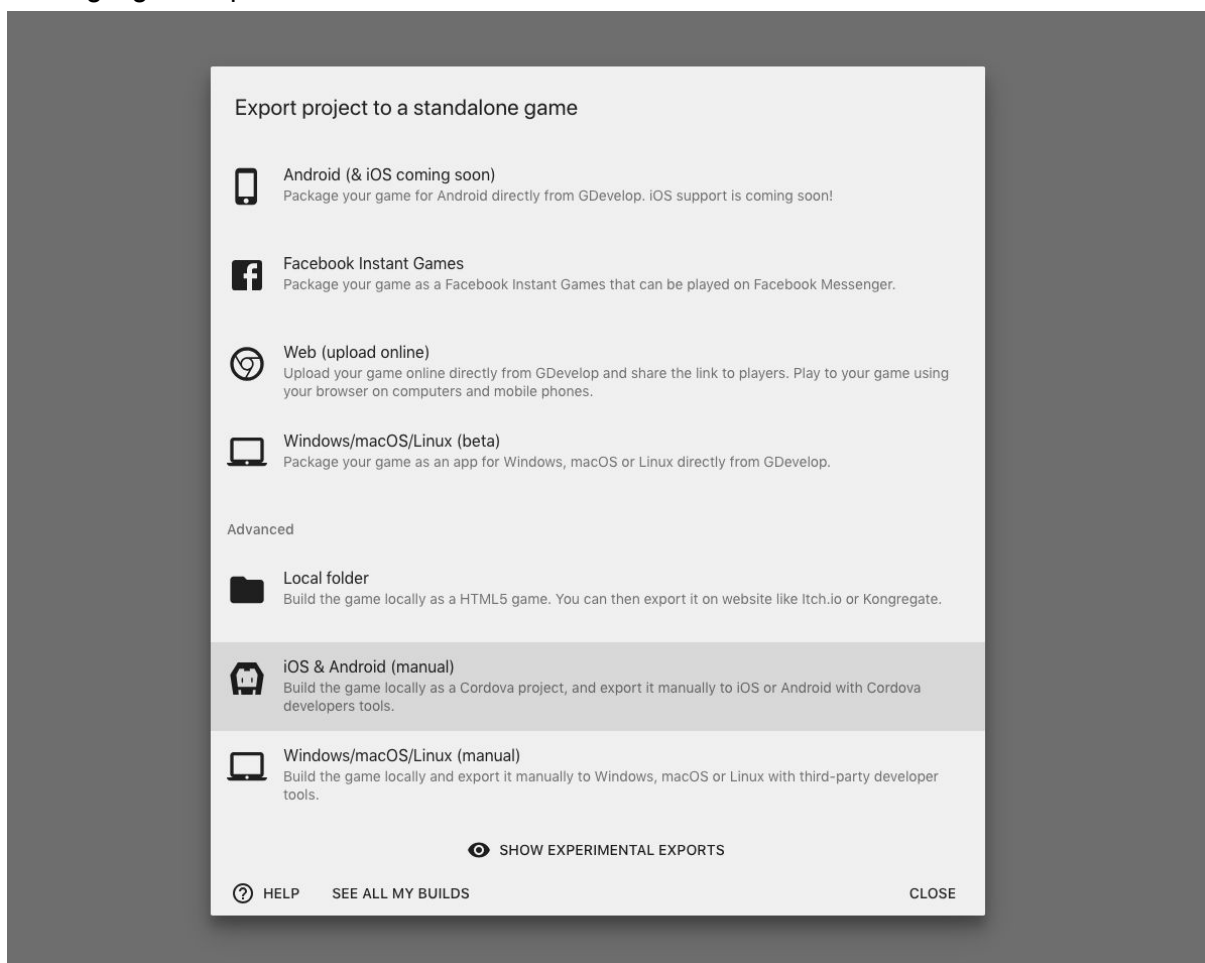
2. Open Visual Studio Code or whichever IDE you are using, or just go to your terminal or command prompt. I just drag the whole folder into Visual Studio Code and it opens up. If not terminal is open then I'm sure you can figure out how to open one.
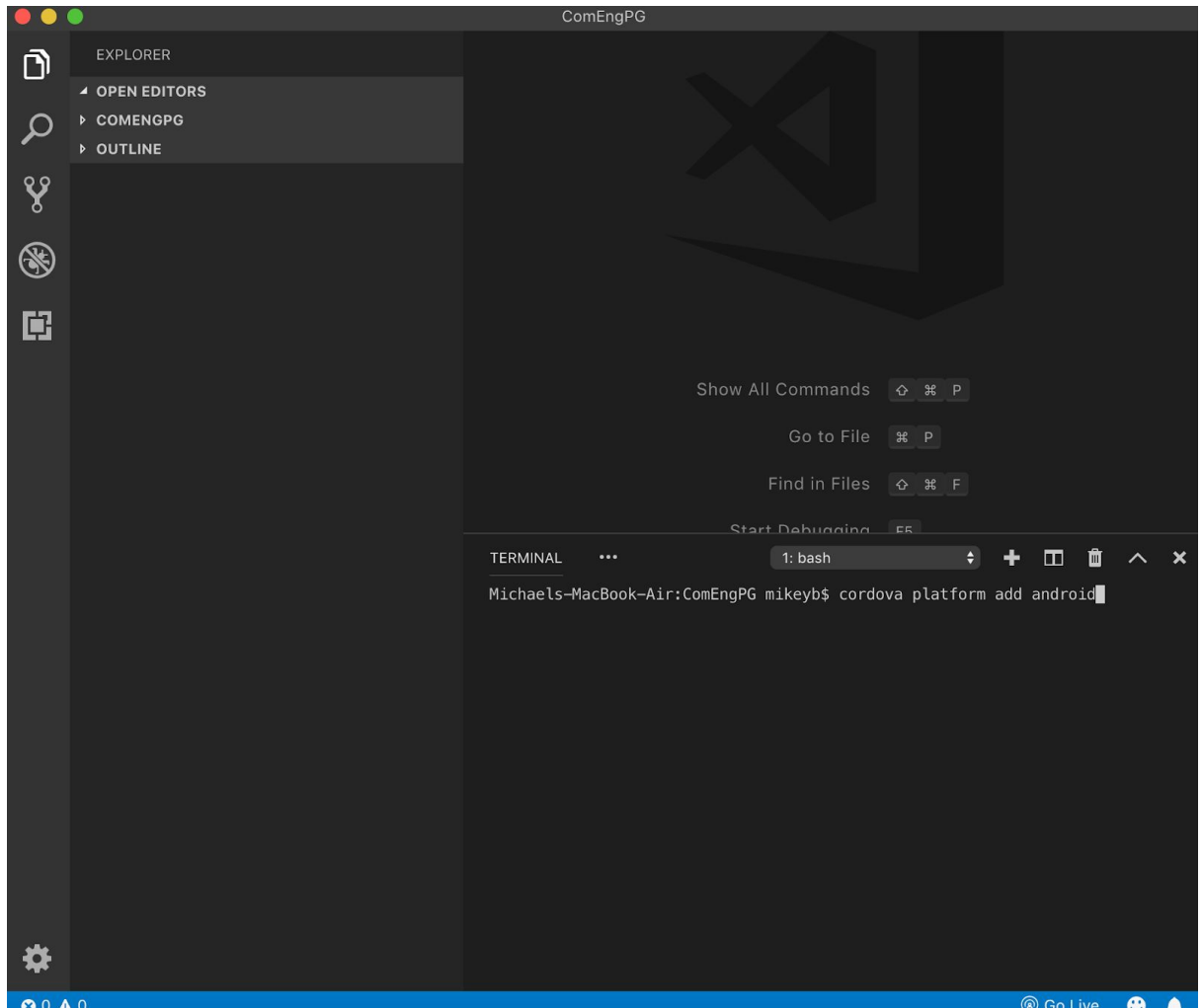
3. (Install Cordova if not already installed)
4. Type command: cordova platform add android
5. Type command (I think this step is necessary, but I'm not sure because it makes a debuggable apk): cordova build android
This will install everything in your folder that you already have. Under Platforms/Android
WARNING: If this doesn't work then one workaround is to uninstall then reinstall platform android on cordova. You're probably smarter than me and can work out why it's not working and fix it properly.
6. Open Android Studio (installing it and making everything is up to date can take a long time.)
7. Open FolderName(Your Folder Name, duh!)/Platforms/Android from within Android Studio. It may ask you to import from Gradle. I'm still working out if this is good or bad. I usually just go with it.

8. There's usually a bunch of errors or warnings. I let Android Studio fix each one as it suggests. Click on the suggestion and then click on Do Refactor button.


9. In your AndroidManifest file you may need to increment your versionCode. Google doesn't want to accept the same version again and again. You may have another way to do this in your workflow. But this is a good time to do it.
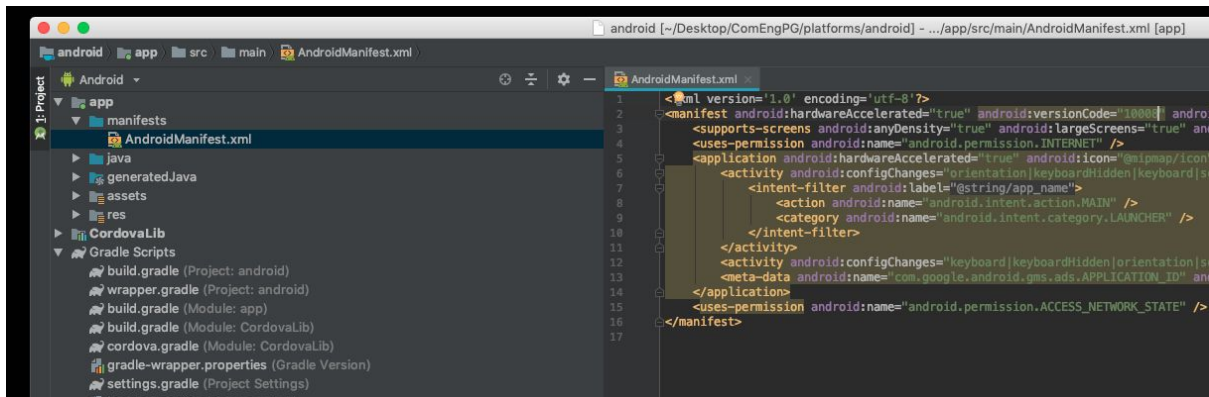
10. Then go to build -> Generate Signed Bundle / APK… and let the games begin.
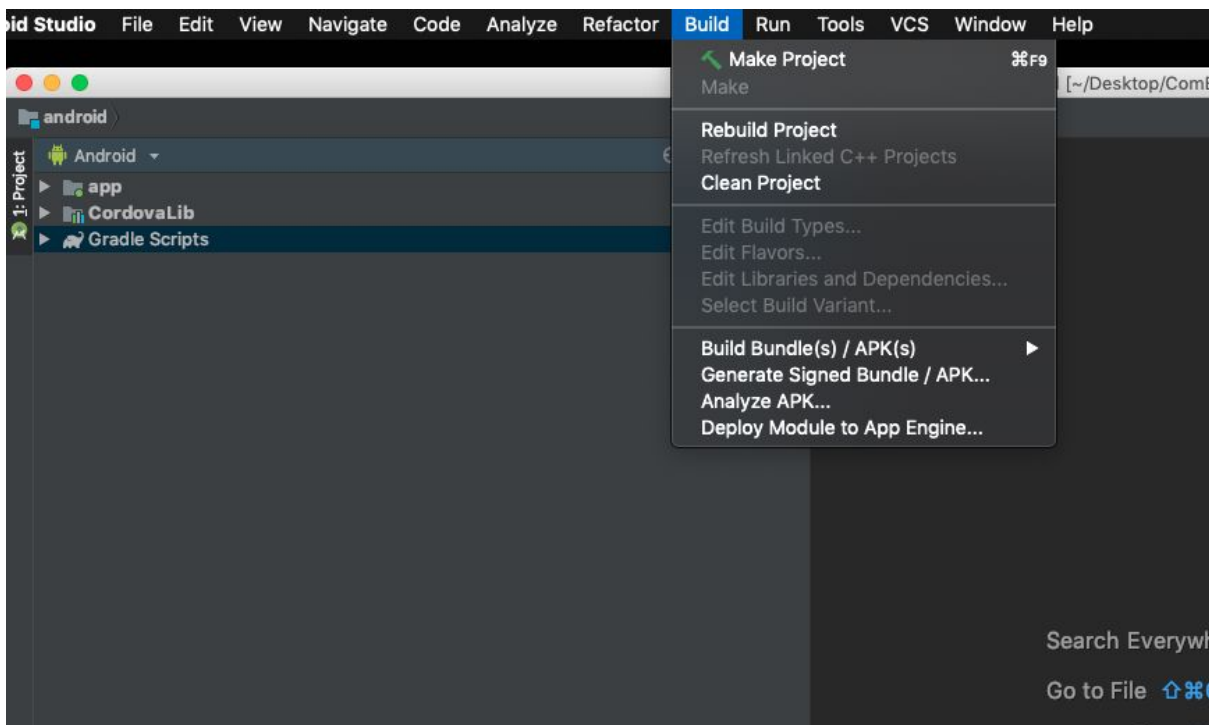
11. Fill out everything and remember where you store everything. I opt for my computer to remember everything.
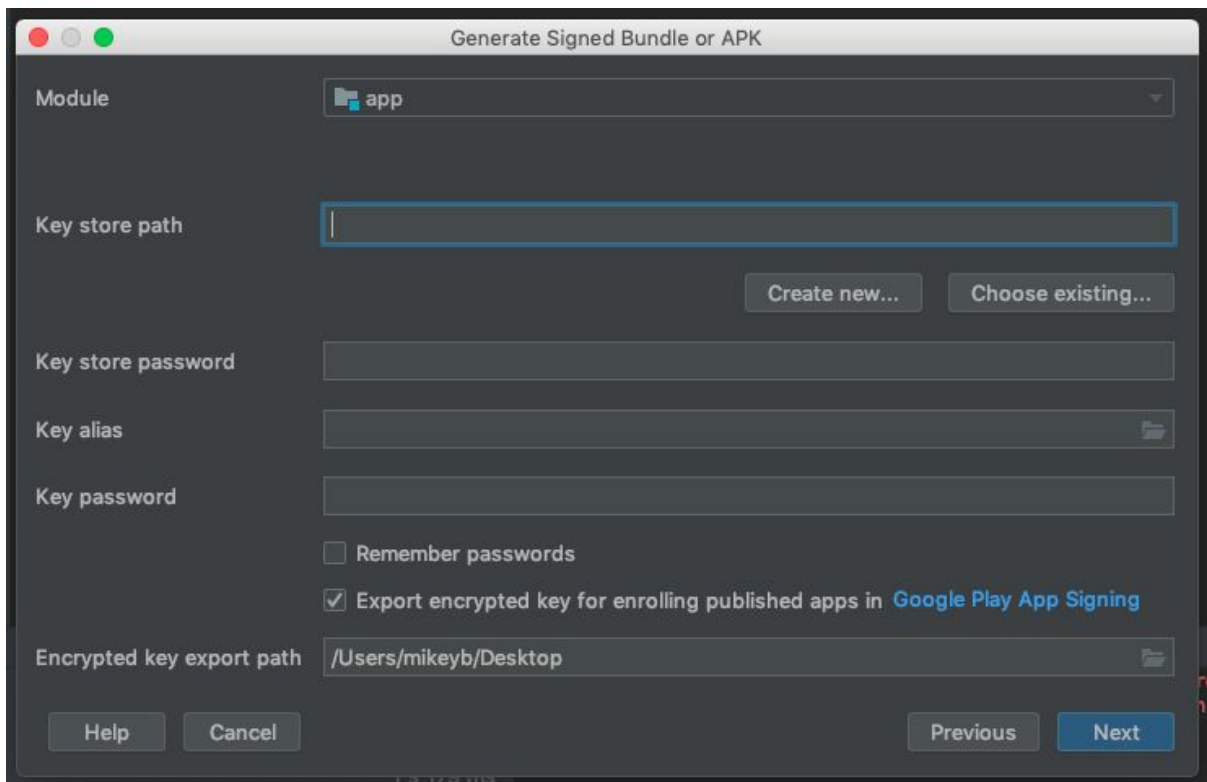
12. Click on Next. Then choose release build variant.
13. Wait till the magic computer box does its work.
14. Android studio will give you a choice to locate or analyze. Locate your file. You will have to click down into the folders to find it but it should make sense. I've been bundling even a small apk rather than just creating an apk because Google says they like it better.
15. In the Google Play Console you should be able to now submit the apk or aab that you created and go through the same process each time (as long as you remember the location of the keystore on your computer and the password.)

Android bundle accepted on the App store