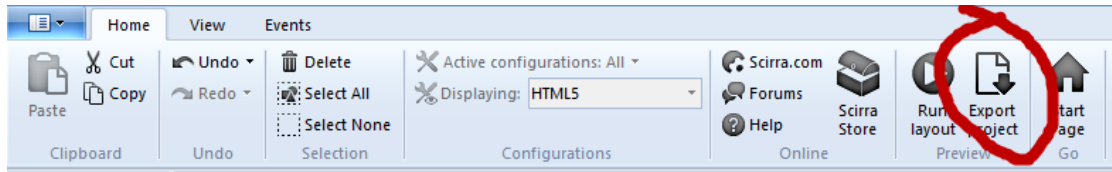


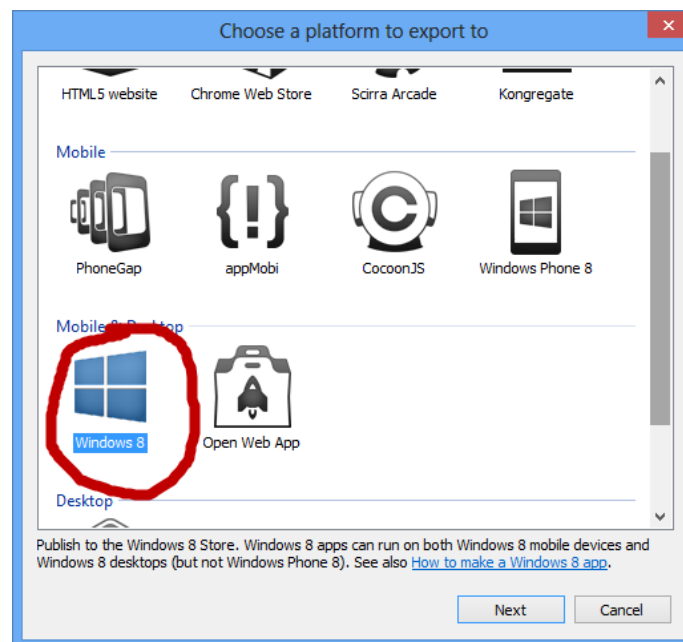
From Scirra (Construct 2) to Store

Congrats! You've completed your game development in Scirra Construct 2 and are ready to submit it to the Windows Store. Here are the step-by-step directions.

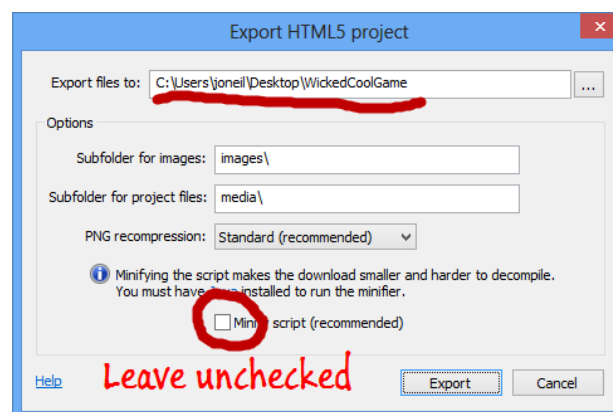
1. Export the project from Construct 2:



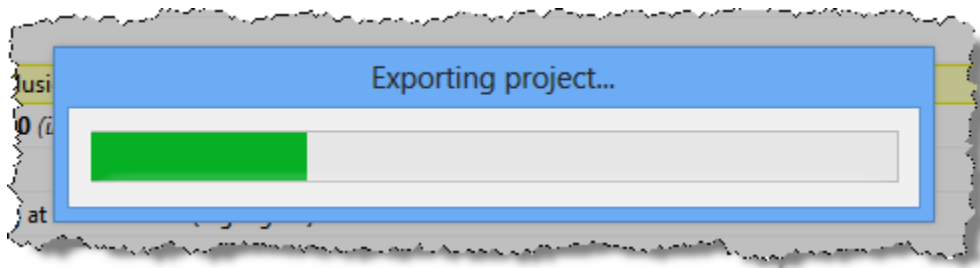
2. Select Windows 8



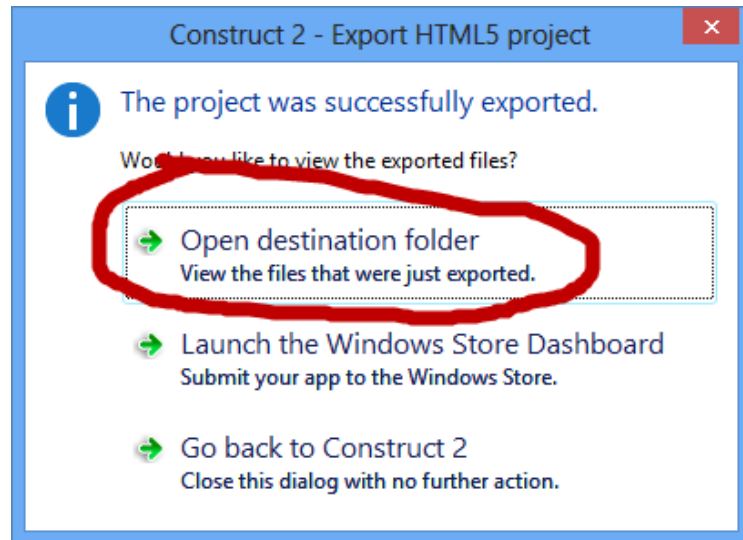
3. Pick a directory to export to.



- Wait while project is exported.

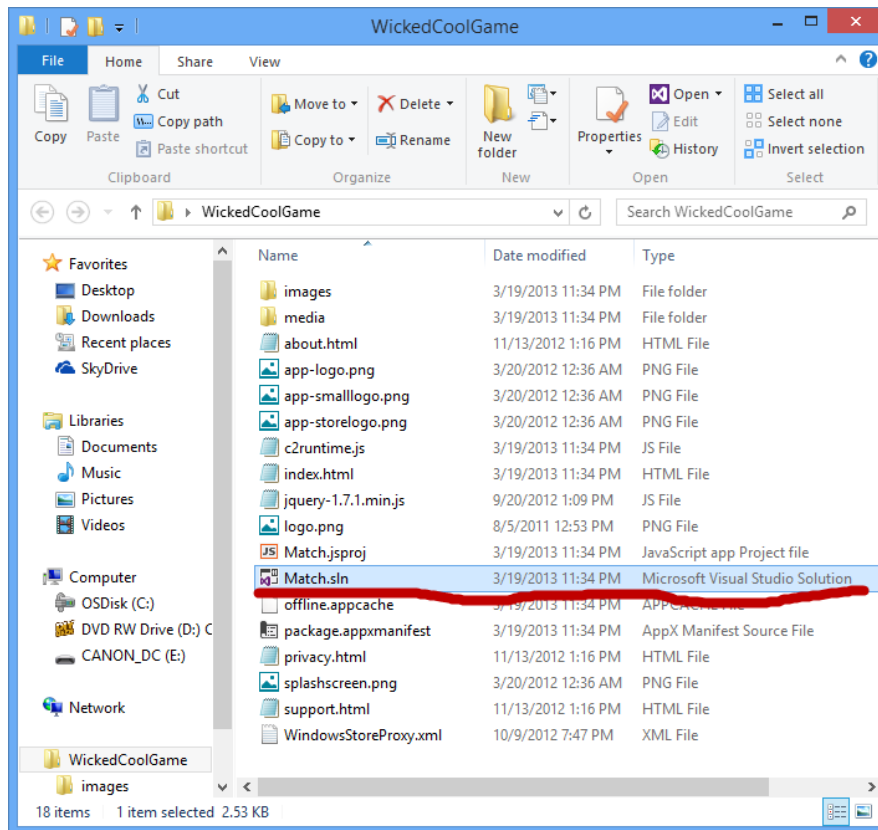


- Choose option to open destination folder.

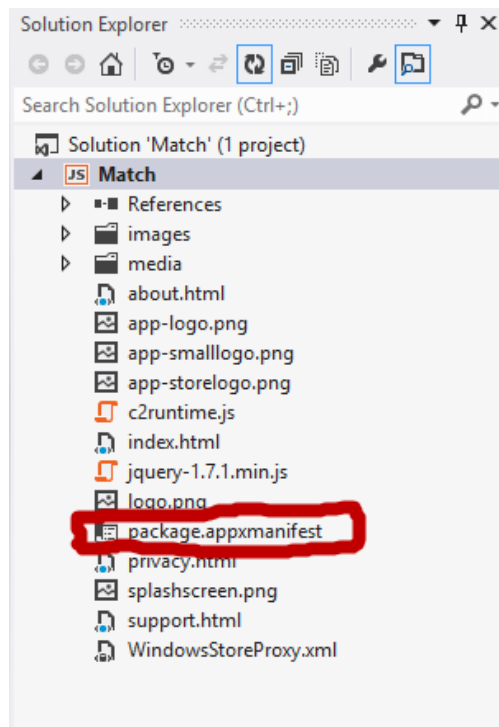


Note: you will need to have Visual Studio 2012 (or Visual Studio 2012 Express for Windows 8) running on a Windows 8 machine to proceed.

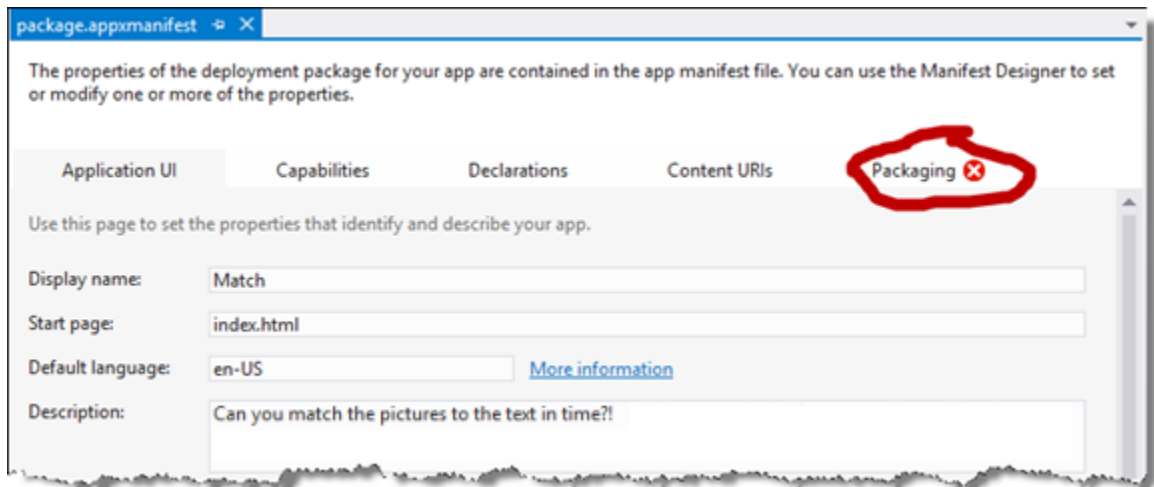
6. You'll see a File Explorer Window open into the directory containing the exported Visual Studio project. The important file is the one with a `.sln` extension and a type of *Microsoft Visual Studio Solution*.



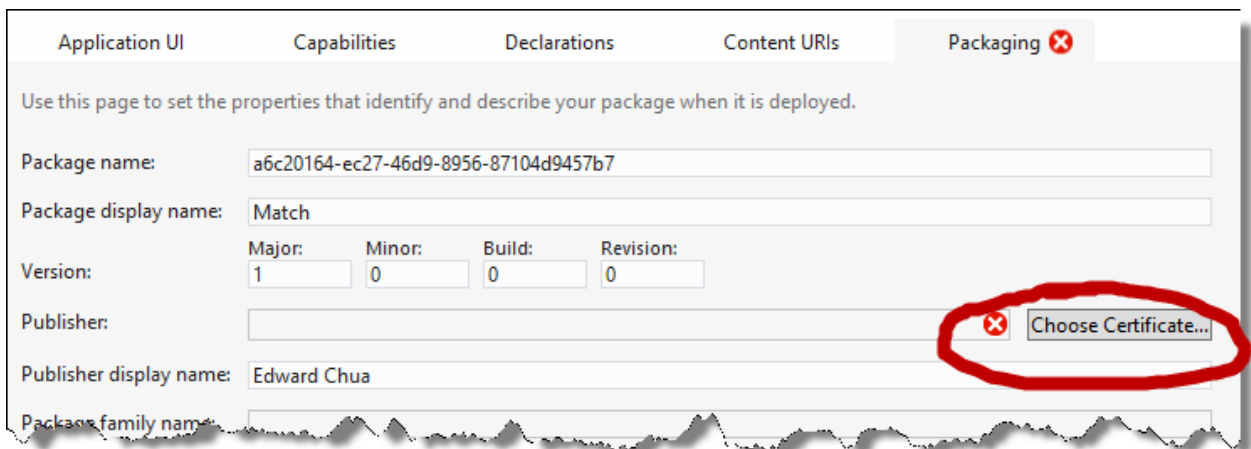
7. Double-click that file to open Visual Studio 2012. One of the panels you will see open is the Solution Explorer, shown below. If other files open with Visual Studio too, you can just ignore them.



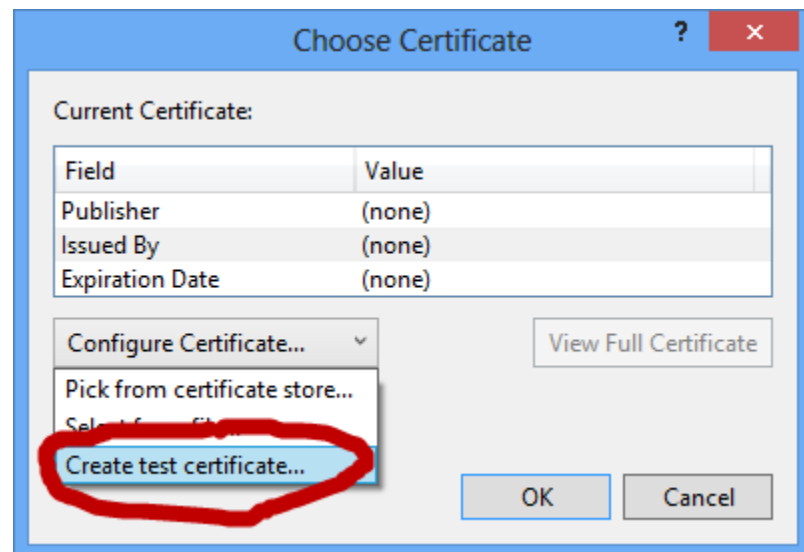
8. Double-click the package .appxmanifest file (highlighted above) from within the Solution Explorer.
9. In the panel that opens, select the *Packaging* tab (it will have a red X next to it)



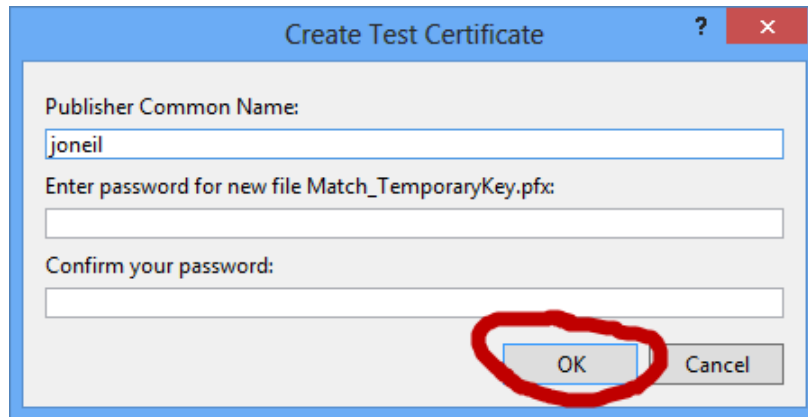
10. On the Packaging tab, click the *Choose Certificate* button.



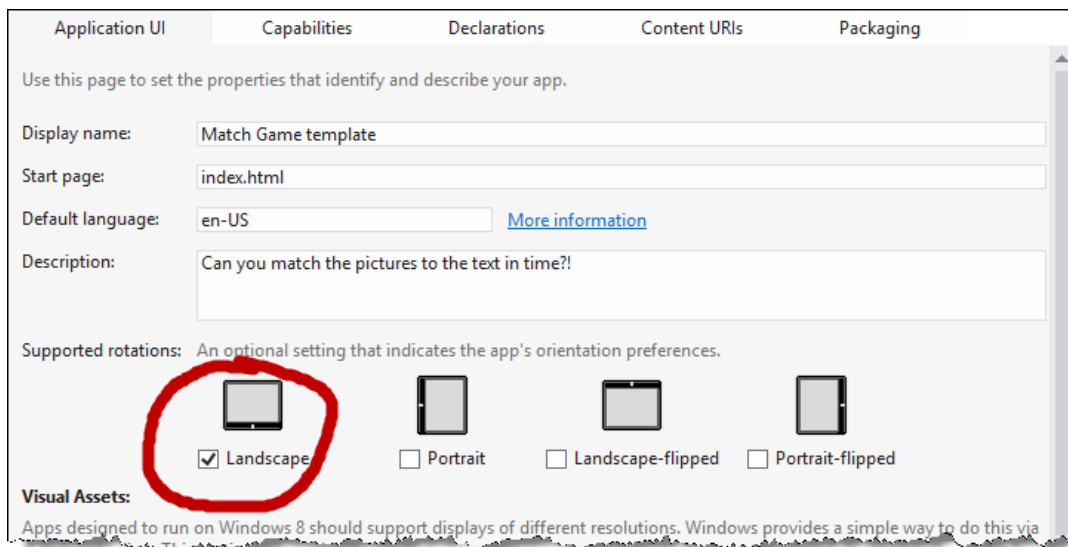
11. Then pick *Create Test Certificate*, and press OK.



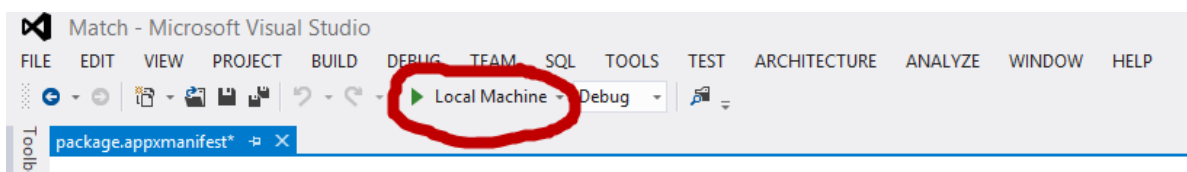
12. Press *OK* on the next dialog (you don't need to enter anything in the text boxes)



13. Depending on the nature of the game you may decide to only support landscape orientation. If so you can make do so on the *Application UI* tab of the application manifest.



14. You can now run your game as a full-fledged Windows 8 application by clicking the arrow next to *Local Machine* (below) or just pressing the F5 key.



15. At this point run your game just to make sure it works as you expected. You should check out snapped view (move mouse to top of screen until you see the hand cursor, then drag to middle of screen and then all the way left). Your app will now occupy about a third of the screen.

Depending on options you used while building your game, the snapped view may or may not be usable. If it is not, see <http://bit.ly/Zu3KJl> for some recommendations.

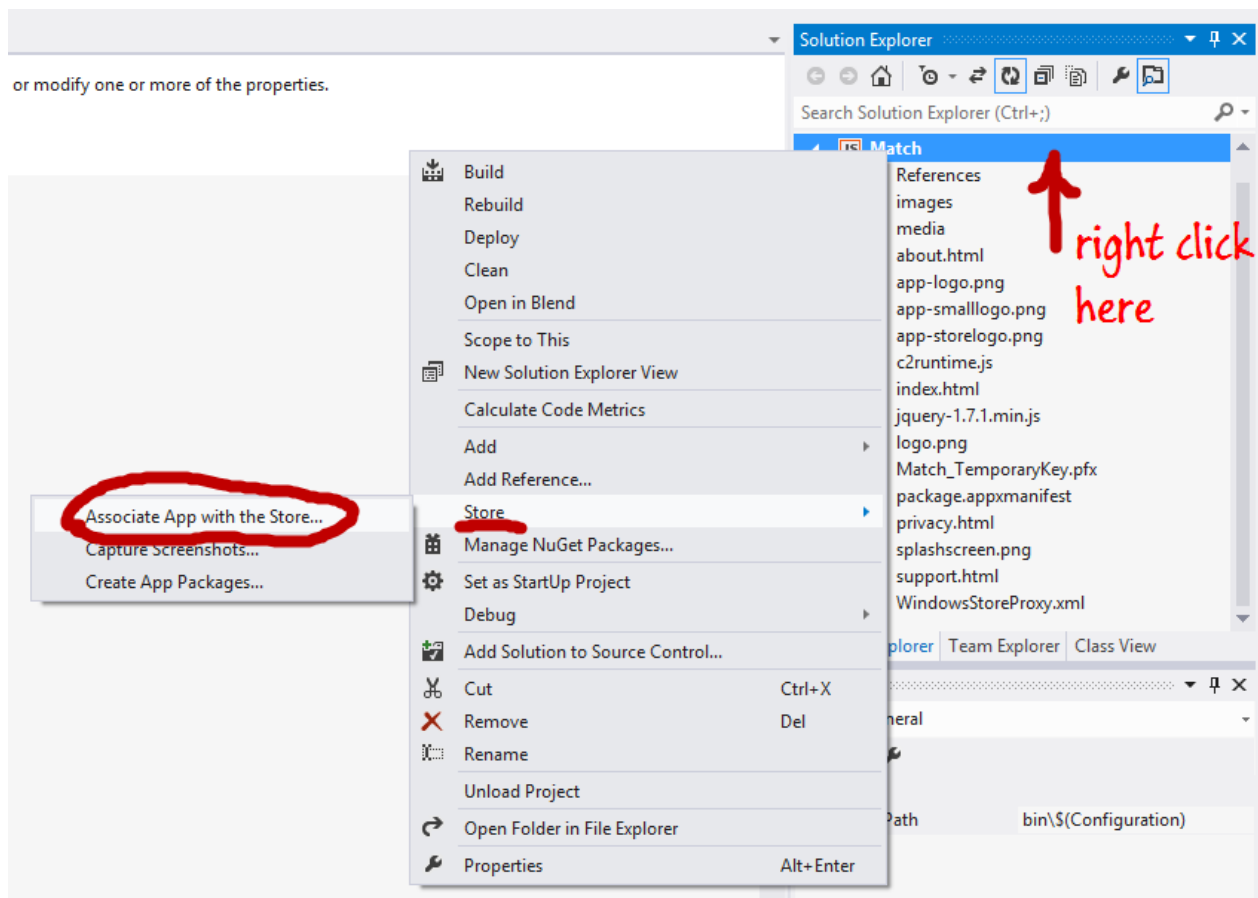
16. Before submitting to the store you need to provide a minimum of four graphics – three logos and a splash screen. These graphics have very specific size requirements (below) and should be .png or .jpg format. Use MS Paint or other free drawing tools to create these graphics.

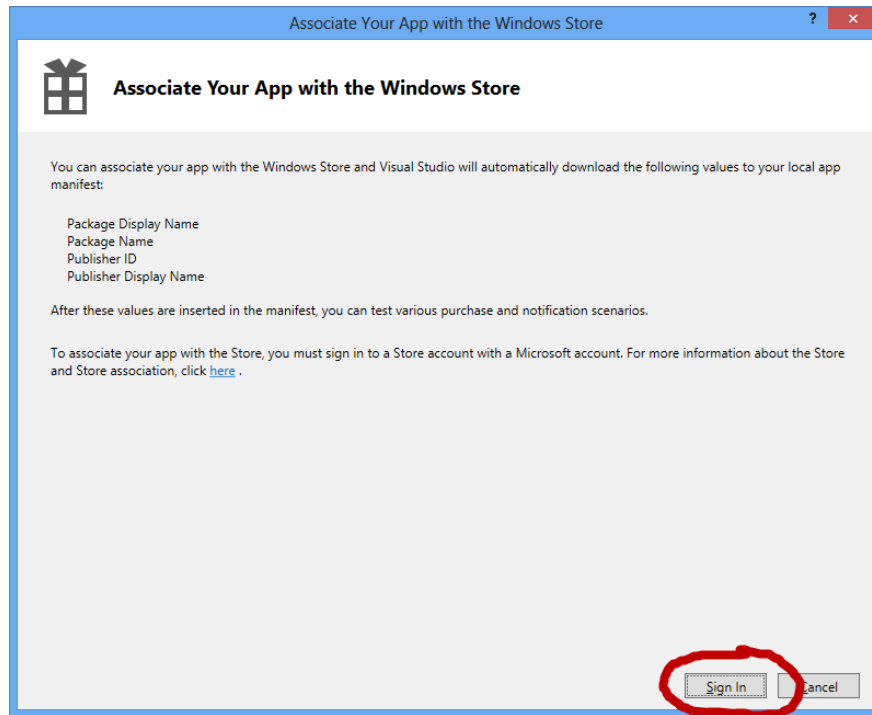
Overwrite the existing file in the project directory (filenames below) with your custom graphics.

Asset	Filename	Size in Pixels
Logo	app-logo.png	150 x 150
Small Logo	app-smalllogo.png	30 x 30
Store Logo	app-storelogo.png	50 x 50
Splash Screen	splashscreen.png	620 x 300

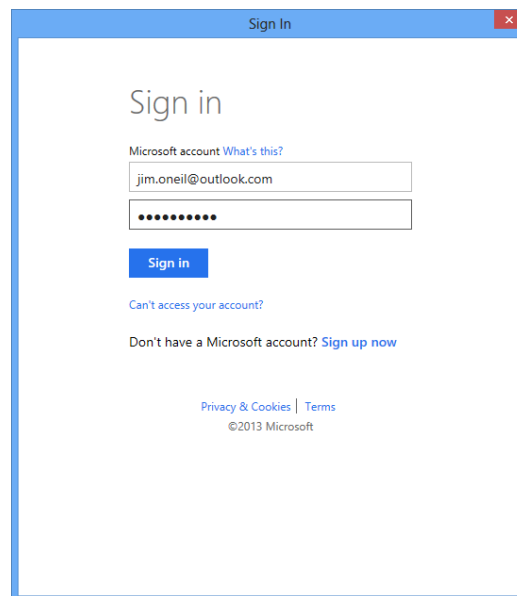
At this point you will need to have your Windows Store Account active and be able to login with your Microsoft Account ID and password.

17. Right-click on the project in Solution Explorer to bring up the menu, then select *Store*, and *Associate App with Store...* On the dialog that results, press the *Sign in* button







18. You will be prompted to enter your Microsoft account ID for your store account; enter your credentials and press the *Sign in* button.



19. After you sign in, you'll see the following dialog. Click the *Reserve Name* link.

Associate Your App with the Windows Store

 **Select an app name**

Select the app name: 

App Name	Package Identity in the Store
Reserve Name	

☐ Include app names that already have packages

Previous

Next

Associate

Cancel

20. You'll be asked to sign in again.

Windows | Dev Center - Windows Store apps

sign up

Windows Store registration

To get started with the Windows Store, you need to sign in using a Microsoft account. You can sign in with an existing Microsoft account or click Next to create a new one. If you already have an account with us and you want to use the same publisher name in the Windows Store, you must use that account when you sign in. We will verify your identity by email, phone text, or trusted PC authentication. [Learn more](#)

[Next](#)

sign in

Microsoft account [What's this?](#)

[X](#)

☐ Keep me signed in

[Sign in](#)

[Can't access your account?](#)
[Sign in with a single-use code](#)

Don't have a Microsoft account? [Sign up now](#)


21. You'll then see the steps to submit the app to the store.

Windows | Dev Center - Windows Store apps

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Submit an app


- App name
- Selling details
- Advanced features
- Age rating
- Cryptography
- Packages
- Description
- Notes to testers



2 minutes

App name


Give your app a unique name.
[Learn more](#)



5 minutes

Selling details


Pick your app's price, listing categories, and where you want to sell it.
[Learn more](#)



5 minutes

Advanced features

Configure push notifications and Live Services and define in-app offers.
[Learn more](#)

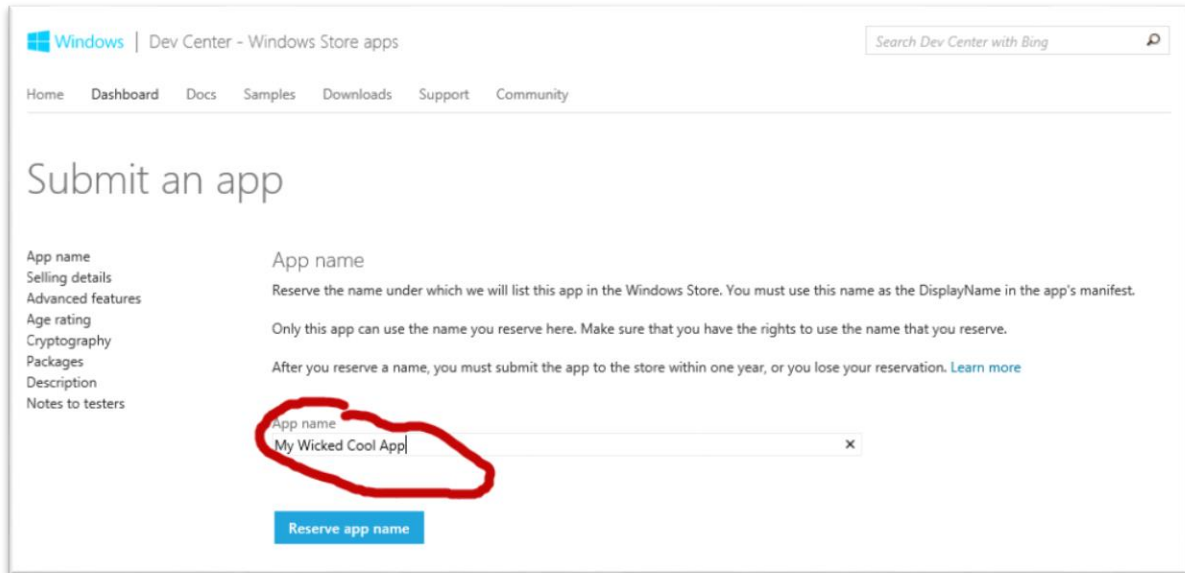


5 minutes

Age rating and rating certificates

Describe the audience for your app and upload your rating certificates.
[Learn more](#)

22. **App name:** pick a name for your app. It has to be unique among all apps in the store.



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Submit an app

- App name
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App name

Reserve the name under which we will list this app in the Windows Store. You must use this name as the DisplayName in the app's manifest.

Only this app can use the name you reserve here. Make sure that you have the rights to use the name that you reserve.

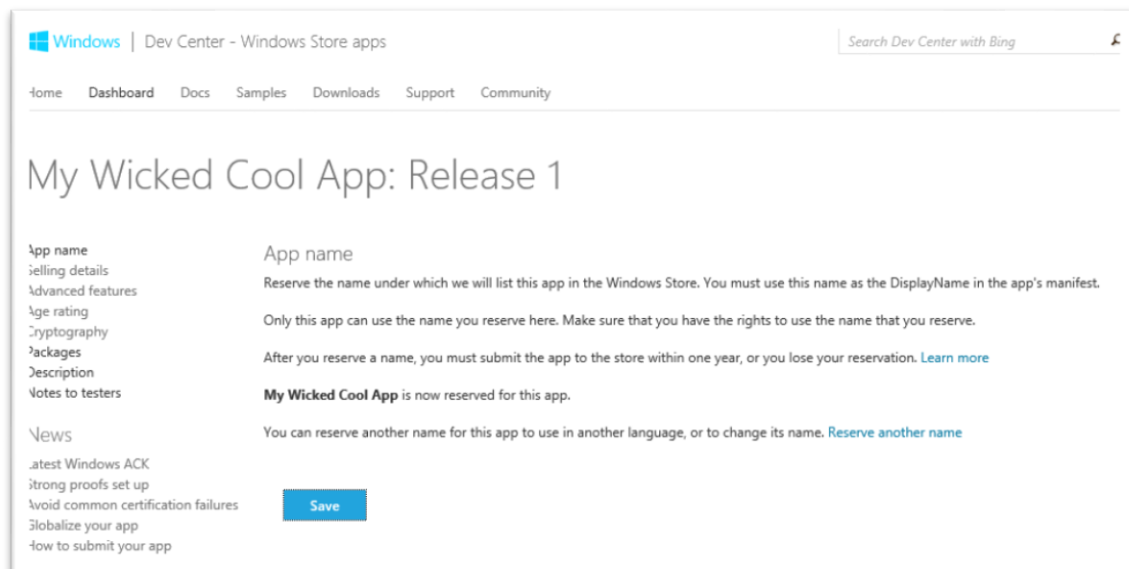
After you reserve a name, you must submit the app to the store within one year, or you lose your reservation. [Learn more](#)

App name
My Wicked Cool App

Reserve app name

Press the *Reserve app name* button. If the name is already in use, you'll need to pick a different name; otherwise, continue below:

23. Press the *Save* button



Windows | Dev Center - Windows Store apps

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My Wicked Cool App: Release 1

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App name

Reserve the name under which we will list this app in the Windows Store. You must use this name as the DisplayName in the app's manifest.

Only this app can use the name you reserve here. Make sure that you have the rights to use the name that you reserve.

After you reserve a name, you must submit the app to the store within one year, or you lose your reservation. [Learn more](#)

My Wicked Cool App is now reserved for this app.

You can reserve another name for this app to use in another language, or to change its name. [Reserve another name](#)

Save

24. Continue with **Selling details**

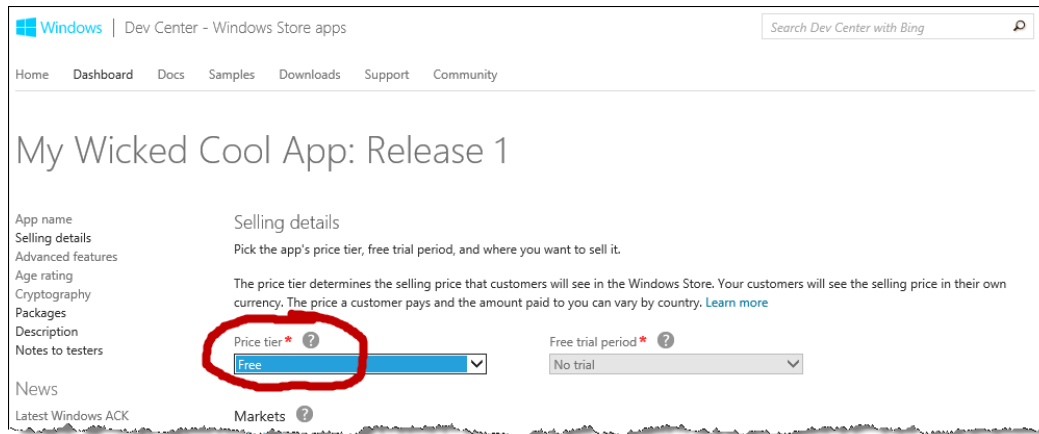


Selling details

Pick your app's price, listing categories, and where you want to sell it.

[Learn more](#)

Pick free, or charge if you like.



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Selling details

Pick the app's price tier, free trial period, and where you want to sell it.

The price tier determines the selling price that customers will see in the Windows Store. Your customers will see the selling price in their own currency. The price a customer pays and the amount paid to you can vary by country. [Learn more](#)

Price tier * ?
Free

Free trial period * ?
No trial

Markets ?

For the information on the rest of the page:

Markets:	Pick the United States. You may pick any others except Korea, Brazil, South Africa, and Taiwan (as they have additional external certification requirements for games)
Release date:	Leave as <i>Release my app as soon as it passes certification</i> .
Category	Select a Category (it can be <i>Games</i> , but doesn't have to be)
Subcategory	Select a Subcategory (not all Categories will have subcategories)
Hardware Requirements	Leave both Minimum DirectX feature level and Minimum system RAM set to <i>Available to all systems</i> .
Accessibility	Leave this unchecked

Press the *Save* button.

25. Continue with **Advanced features**, do nothing except press the *Save* button



Advanced features

Configure push notifications and Live Services and define in-app offers.

[Learn more](#)



Product ID Price tier ? Product lifetime ?

Pick a price tier Forever

[Add another offer](#)

Save

26. Continue with **Age rating and rating certificates**



Age rating and rating certificates

Describe the audience for your app and upload your rating certificates.

[Learn more](#)

Select an age rating for your application based on the theme and content.

My Wicked Cool App: Release 1

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Latest Windows ACK
Strong proofs set up
Avoid common certification failures
Globalize your app
How to submit your app

Age rating and rating certificates

Pick the Windows Store age rating for this app and upload rating certificates for your app. [Learn more](#)

Age rating *

The Windows Store uses age ratings to help your customers find apps that meet their needs. Pick the age rating that is most suitable for your app's audience.

We recommend you choose the 3+ or 7+ rating only if your app is directed at children. Apps that have these ratings have more restrictions. [Learn more](#)

☐ **3+ Suitable for young children**
These applications are considered appropriate for young children. There may be minimal comic violence in non-realistic situations. Characters should not resemble or be associated with real life characters. There should be no content that could be considered inappropriate for children. There should be no nudity or references to sexual or criminal activity. Apps with this age rating also cannot enable features that require internet access, access to location, or access to other user information. This includes, but is not limited to, access to online services, social media, or activating hardware such as microphones or webcams.

☐ **7+ Suitable for ages 7 and older**
Apps with this age rating have the same criteria as the 3+ applications, except these apps can include content that is suitable for a younger audience and can contain partial nudity, as long as the nudity does not refer to sexual activity.

☒ **12+ Suitable for ages 12 and older**
Choose this rating if you are not sure which age rating to select for your app. Apps with this age rating can contain content that is suitable for a younger audience and can contain partial nudity, as long as the nudity does not refer to sexual activity. They can also contain non-sexual nature, slightly graphic violence towards non-realistic characters, or non-graphic violence towards realistic characters.

Then press the **Save** button.

Australia COB-AU [Upload certificate file](#)

Save

27. Continue with **Cryptography**



Cryptography

Declare whether your app uses cryptography and enable package upload.

[Learn more](#)

For **Does this app call, support, contain or use cryptography or encryption?** Select **No**.

Then *check* the checkbox that appears (**I confirm that this app is widely distributable to all jurisdictions without government review, approval, license or technology-based restriction.**)

Finally, press the *Save* button.

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Cryptography

Describe how this app uses cryptography and encryption. [Learn more](#)

Here are some examples of how this app might apply cryptography or encryption. This list

- Any use of a digital signature such as authentication or integrity checking.
- Encryption of any data or files that your app uses or accesses.
- Key management, certificate management, or anything that interacts with a public key i
- Using a secure communication channel such as NTLM, Kerberos, Secure Sockets Layer (
- Encrypting passwords or other forms of information security.
- Copy protection or digital rights management (DRM).
- Antivirus protection.

This app is considered to use encryption even if another entity performs the encryption, si
party product, or a cryptographic processor.

Does this app call, support, contain, or use cryptography or encryption? *

- ☐ Yes
☒ No

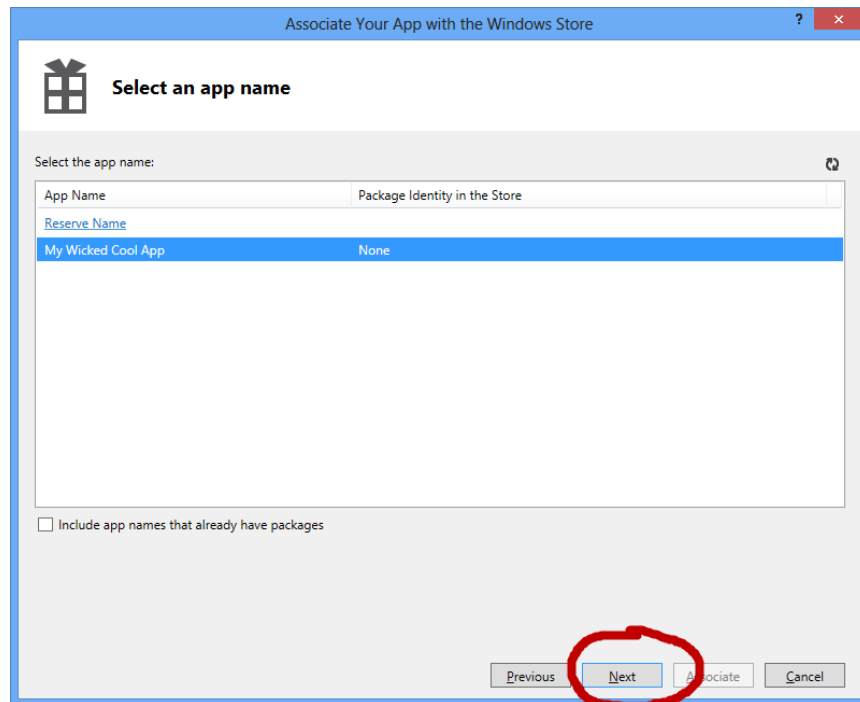
☒ I confirm that this app is widely distributable to all jurisdictions without government
restriction. *

For info about how to evaluate compliance with encryption controls, see the [Bureau of Inc](#)
the U.S. standards on encryption controls. Other jurisdictions have similar standards and n

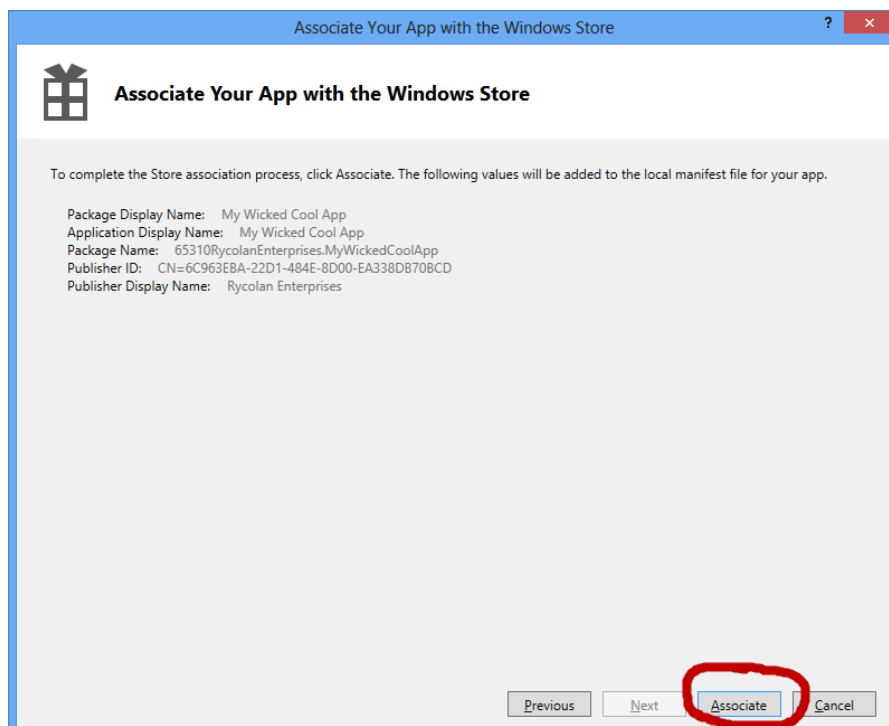
Save

At this point you have created most of the application profile in your Store developer account! Next you'll go back to Visual Studio to create a package to upload your app to this new application profile.

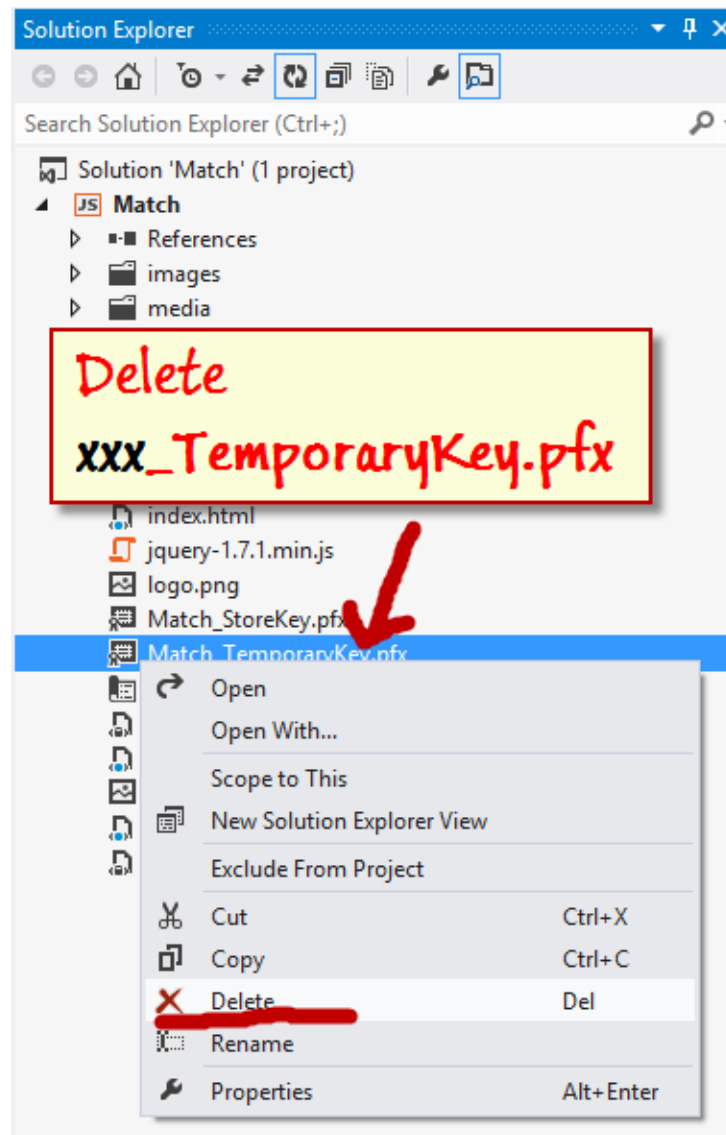
28. In Visual Studio you should now see the dialog updated to include your new application. Press the *Next* button.



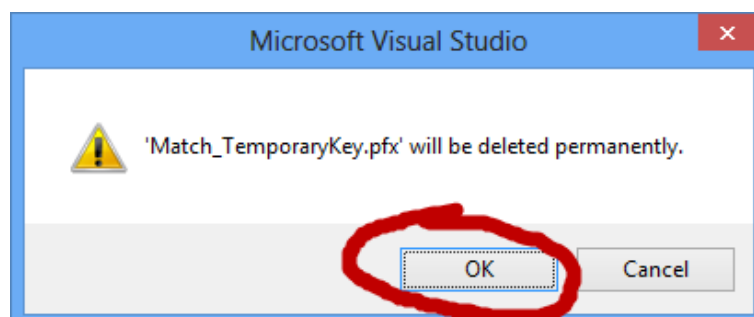
29. Now press the *Associate* button.



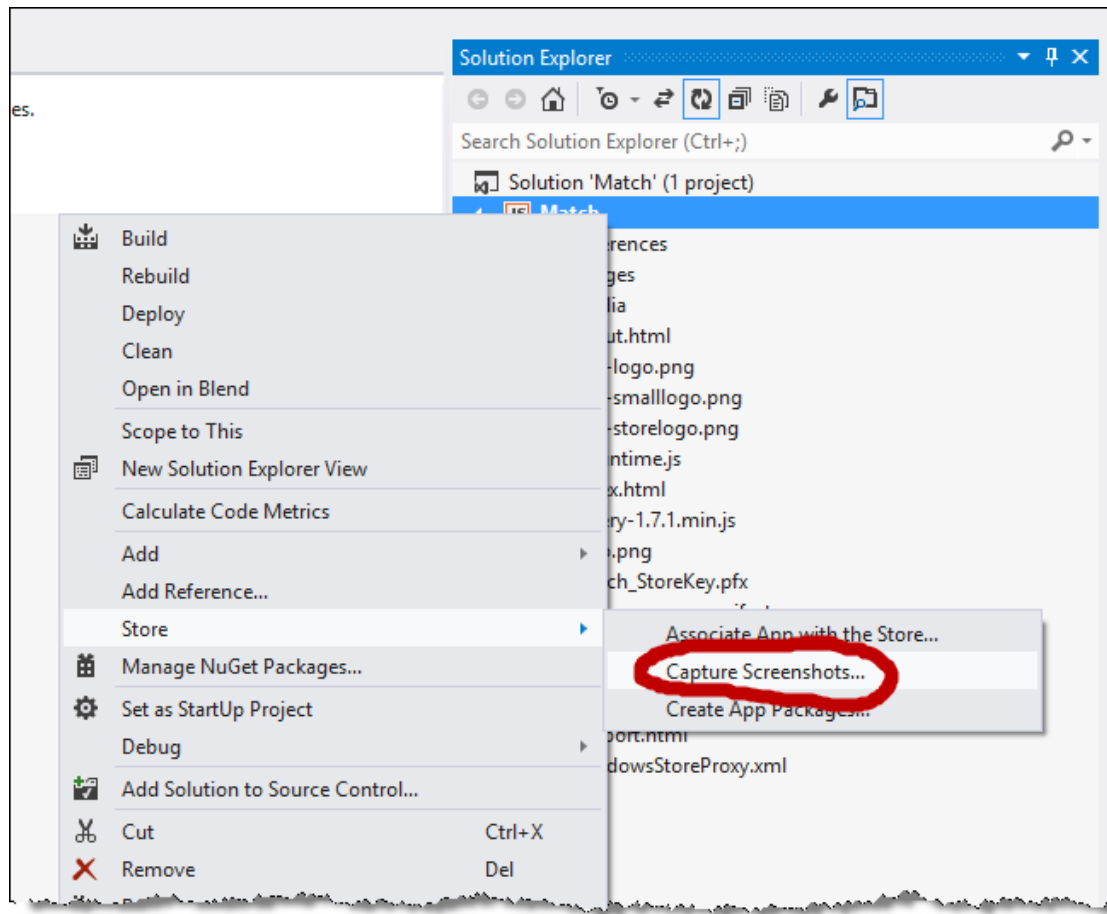
30. In Visual Studio Solution Explorer, delete the file ending in **TemporaryKey.pfx**, by selecting it and clicking the right mouse button to bring up the dialog, then clicking delete. **DO NOT DELETE** the one ending in **StoreKey.pfx**.



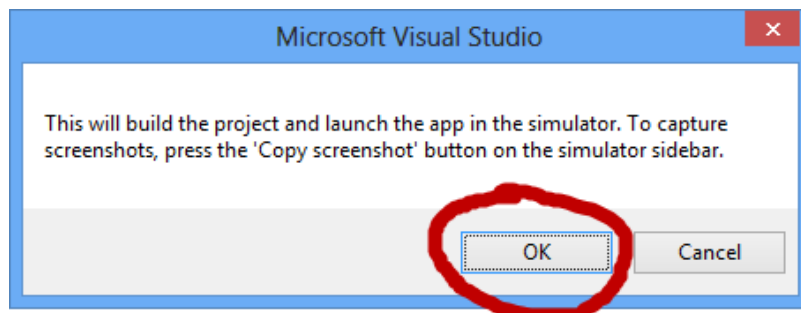
Press OK when prompted to confirm you want to delete permanently



31. Select the *Store -> Capture Screenshots...* option by clicking the right mouse button on the project in Solution Explorer.

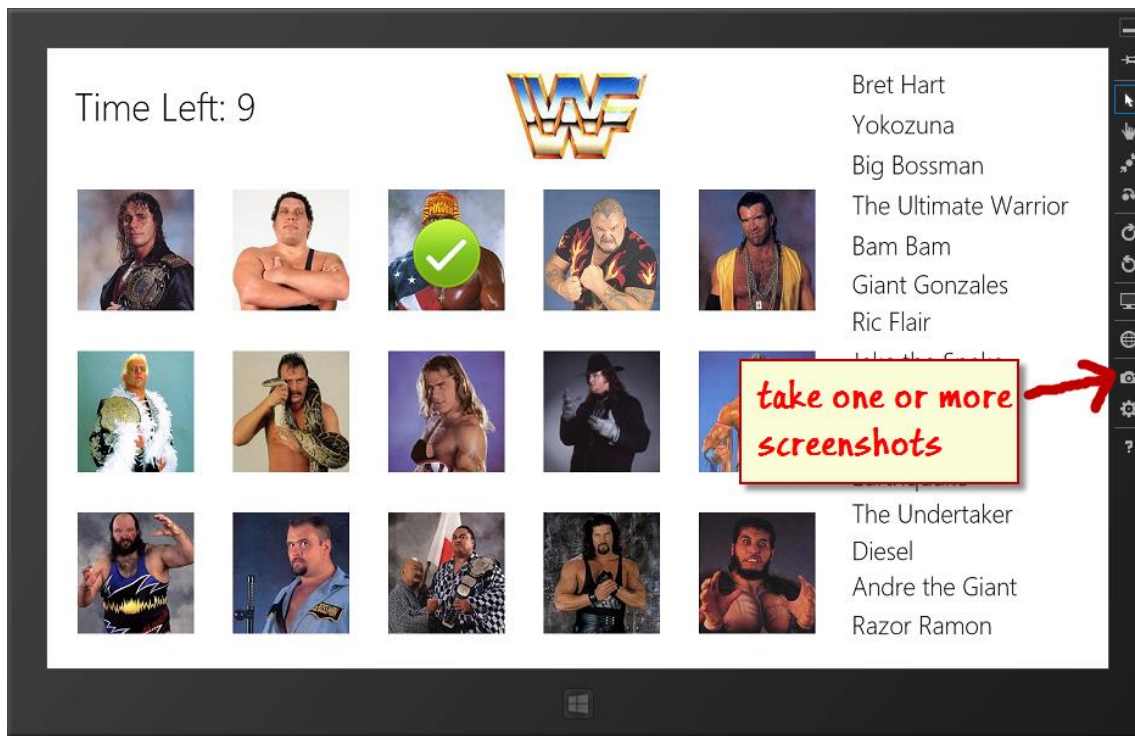


Press *OK* at the prompt.

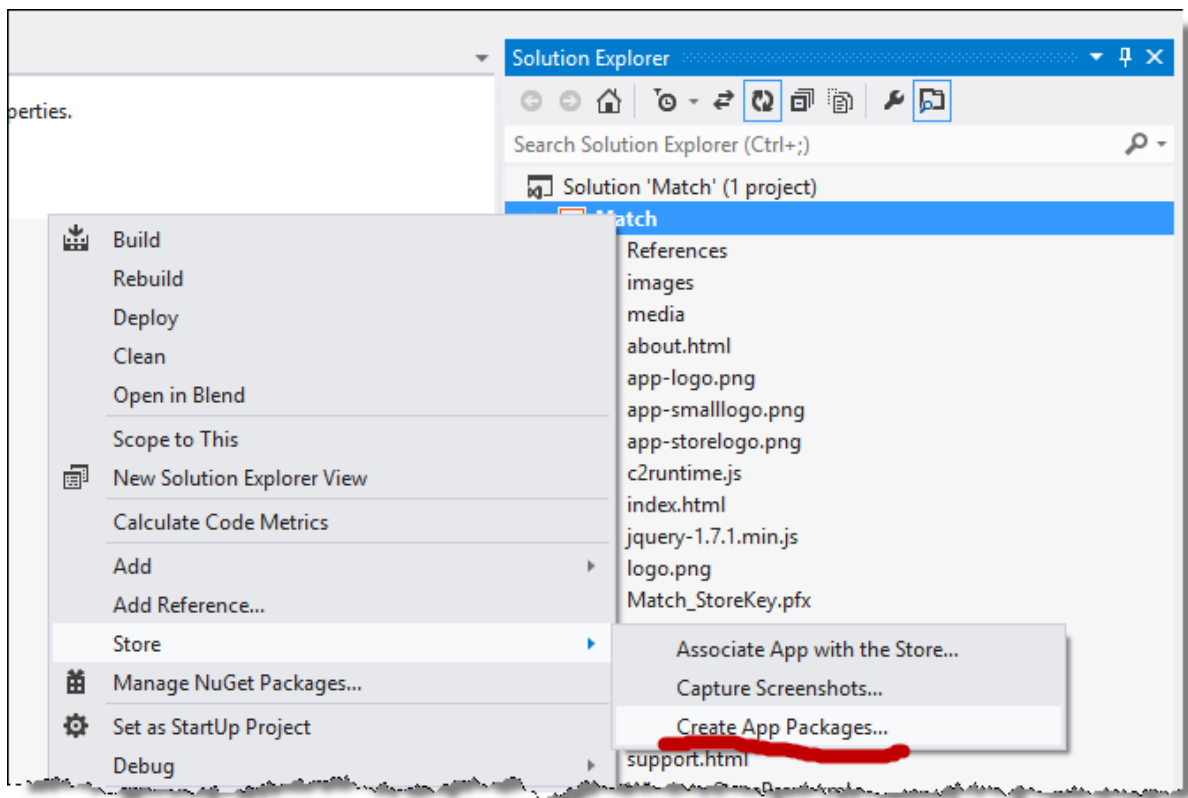


32. The Simulator should automatically start and begin running your application. Play the game to some interesting points you want to highlight, then click the *Camera* button on the right to take one or more screen shots. You will need these later when you finish the application profile in your Store developer account.

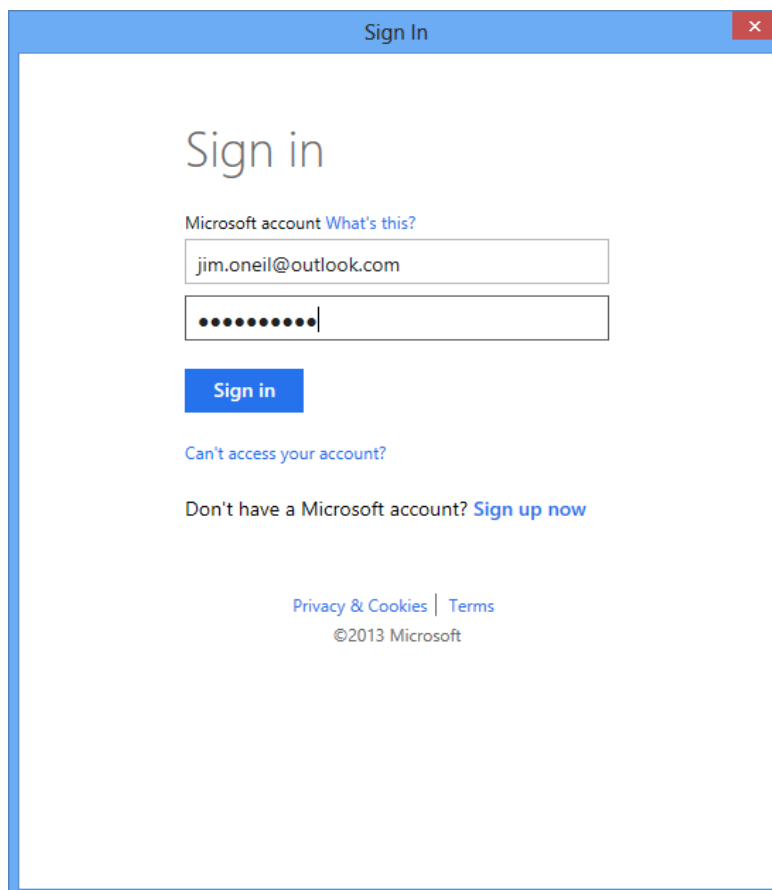
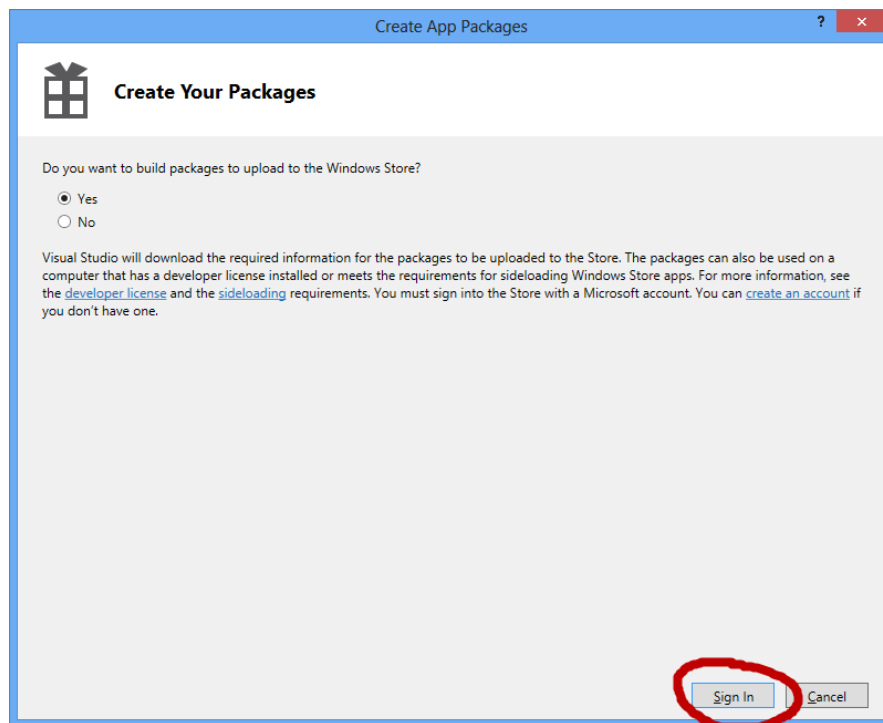
The screen shots will be stored by default in your *My Pictures* library, in a directory called *Windows Simulator*.



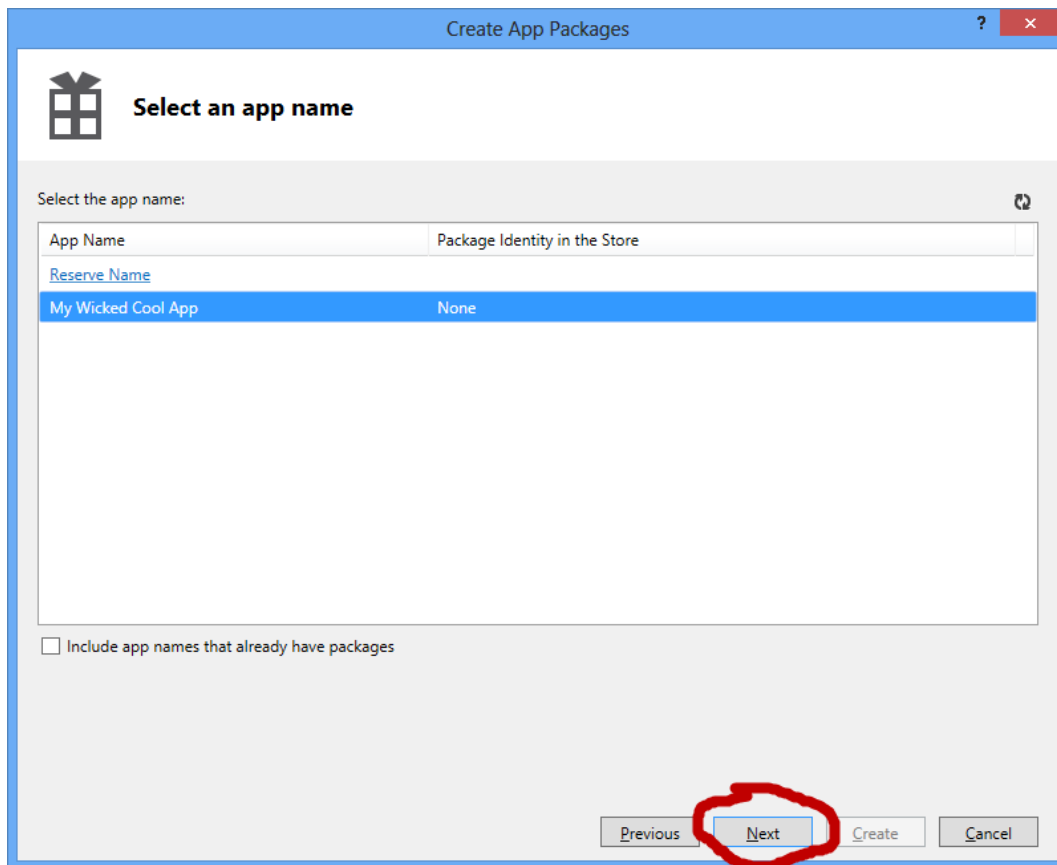
33. Back in Visual Studio, select the *Store, Create App Packages...* option



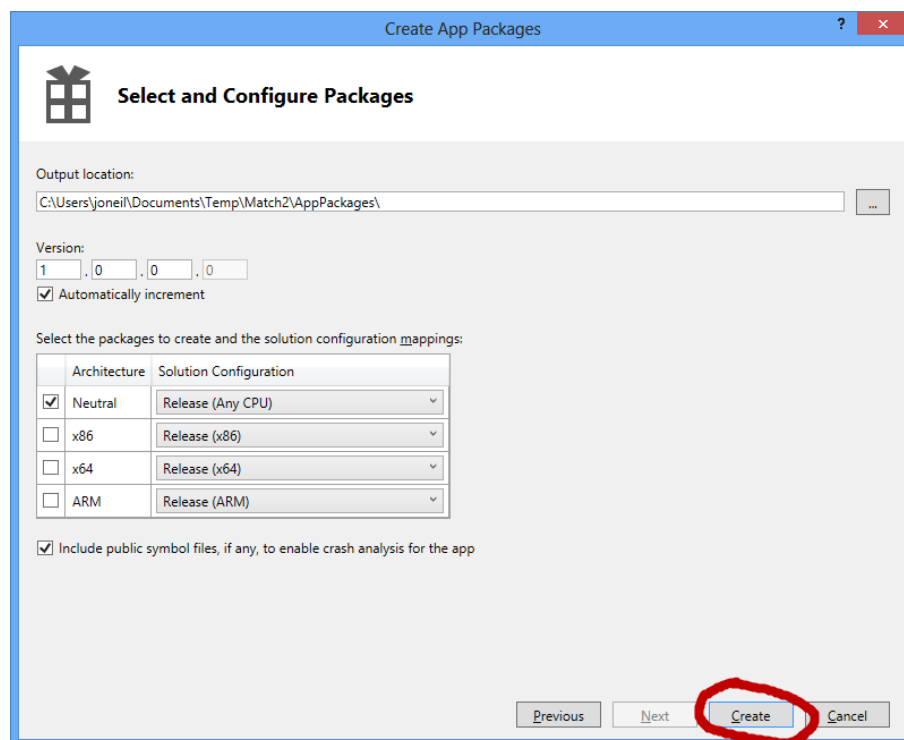
34. On the resulting dialog, leave *Yes* selected and press the Sign in button, to sign into your store account again.



35. Select your app from the list, and press the *Next* button.

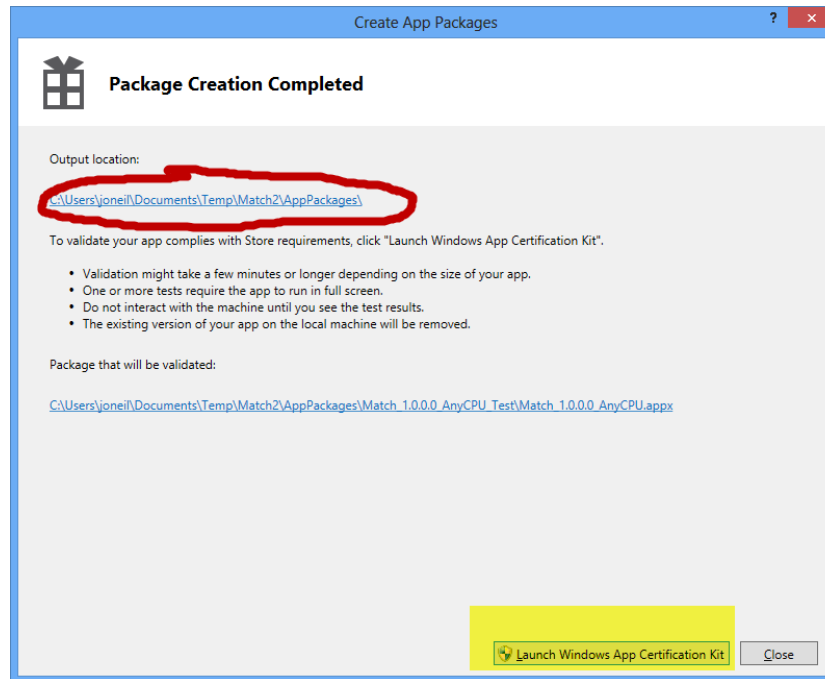


36. On the screen that follows, press *Create*

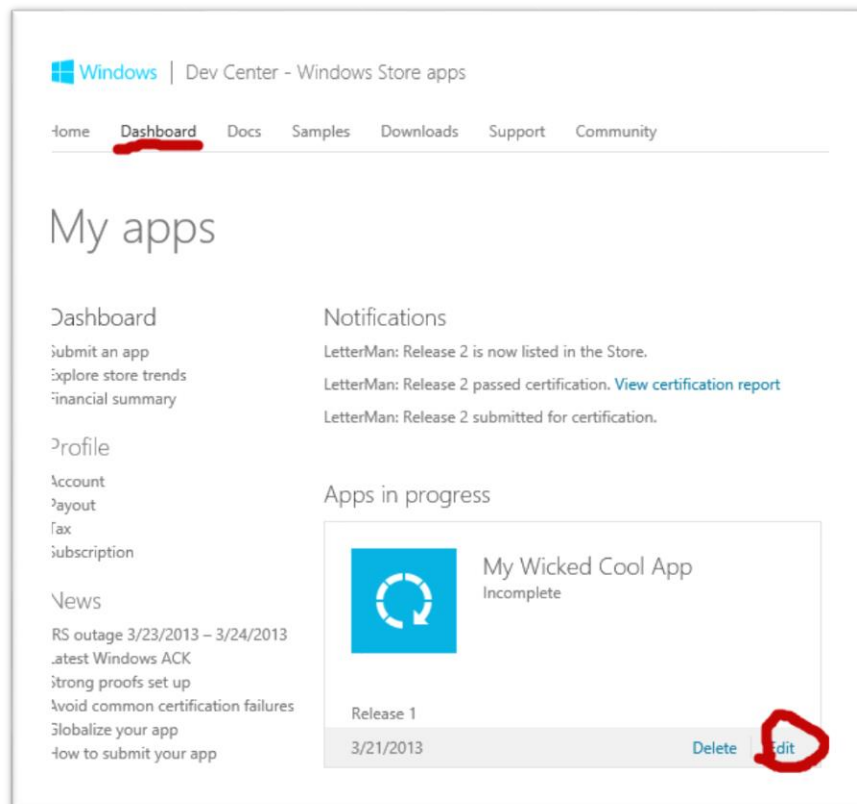


37. On the next screen, click the link labelled *Output location*; that will open a File Explorer window that you should leave open.

You can optionally run the Windows Application Certification Test Kit locally to make sure you've made all the correct changes to the template.



38. Continue editing your application profile on your Windows Store account Developer Dashboard. If you no longer have the site up, navigate to <http://dev.windows.com>, click the *Dashboard* menu, and then *Edit* your existing application profile.



39. Packages



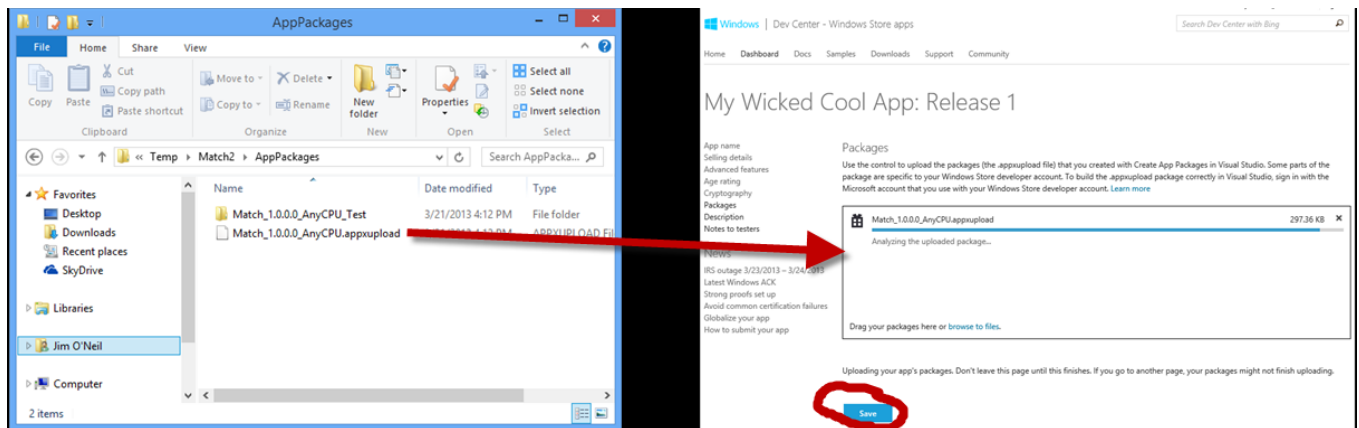
Packages

Upload your app to the Windows Store.

[Learn more](#)

Drag the *appxupload* file from the File Explorer windows over to the Packages field on the web page, and wait for the transfer to complete.

When it's done, press the **Save** button.



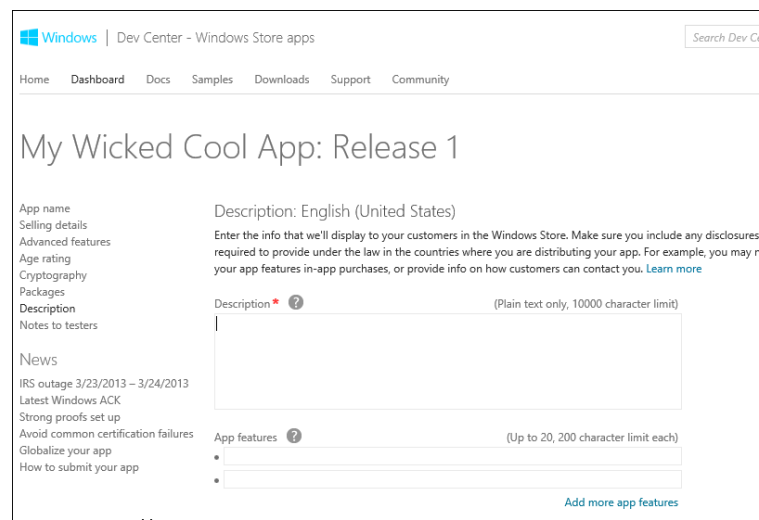
40. Description



Description

Briefly describe for your customers what your app does.

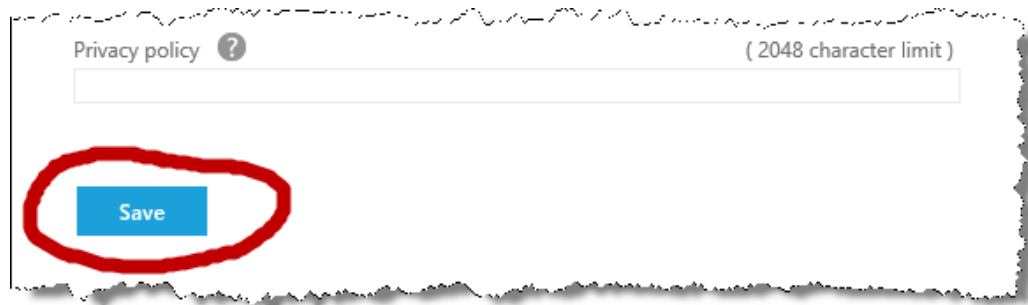
[Learn more](#)



You'll need to provide description information and graphics for your application listing on the Windows Store; see the table below for a description of these items as well as which of them are required.

Description (required)	A plain text description of your applications
App features	
Screenshots (at least one required)	Click the Add image link and browse to the screenshots you took earlier (in the <i>My Pictures/Windows Simulator</i>) directory. You will also enter some short text for each screen shot.
Description of update	Leave blank
Recommended hardware	Leave blank
Keywords	Provide search terms to help users find your app
Copyright and trademark info (required)	Use text like "Copyright 2013, <i>your-publisher-name</i> "
Promotional images	Leave blank
Website	Leave blank
Support contact info (required)	Enter your e-mail address
Privacy policy	Leave blank (unless you have added other features that require one)

Finally, press the *Save* button:



Privacy policy ? (2048 character limit)

Save

41. **Notes to testers** – optional, but you must at least visit the page and click the Save button.



Notes to testers

Add notes about this release for the people who will review your app.

[Learn more](#)

My Wicked Cool App: Release 1

App name

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Notes to testers

Notes to testers

Provide any info that helps the testers understand and use this app, such as the app's requirements. [See example](#)

Here are some examples of info that can help us test your app.

- If the app must log in to a service, provide the user name and password.
- If the app has features that might not be obvious to the testers, bring them to their attention. Incomplete will fail certification.
- If the app uses background audio, provide a test case that lets us reproduce.

Customers won't see the info that you enter on this page.

Instructions for testers

News

IRS outage 3/23/2013 – 3/24/2013

Latest Windows ACK

Strong proofs set up

Avoid common certification failures

Globalize your app

How to submit your app

Save

42. You're done!!! Press the *Submit for Certification* button.

You'll get an e-mail confirming the certification, and you should hear within a couple of days (or even sooner) via another e-mail if your application has passed certification!

✓

Complete

Description

Description complete.

[Learn more](#)

✓

Complete

Notes to testers

Add notes about this release for the people who will review your app.

[Learn more](#)

Review release info

Submit for certification

Your submission confirms that you agree to the [App Developer Agreement](#).

GOOD LUCK!