

Android Dev Kotlin




Submitting Apps to the Play Store



Basic Steps for Release TLDR:

1. Set the company/individual information
2. Setup the app information
3. Setup merchant account
4. Upload App Bundle to a channel
5. Promote the app up the channels and release

Signing Up



Google Play Console

1

2

3

4


Sign-in with your Google account

Accept Developer Agreement

Pay Registration Fee

Complete your Account details

You are signed in as...




m2ray@gmail.com

This is the Google account that will be associated with your Developer Console.
If you would like to use a different account, you can choose from the following options below. If you are an organization, consider registering a new Google account rather than using a personal account.

[SIGN IN WITH A DIFFERENT ACCOUNT](#) [CREATE A NEW GOOGLE ACCOUNT](#)


Before you continue...



Accept developer agreement

Read and agree to the Google Play Developer distribution agreement.


☐ I agree and am willing to associate my account registration with the Google Play Developer distribution agreement, and confirm I am at least 18 years of age.



Review distribution countries

Review the distribution countries where you can distribute and sell applications.
[Learn more](#)

If you are planning to sell apps or in-app products, check if you can have a merchant account in your country.
[Learn more](#)



Credit card

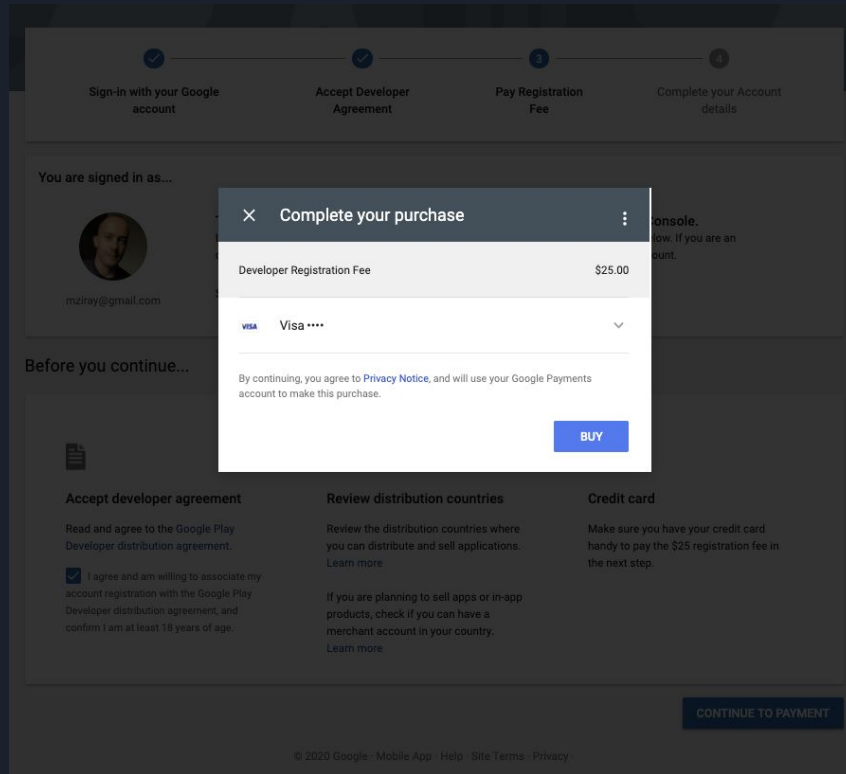
Make sure you have your credit card handy to pay the \$25 registration fee in the next step.

[CONTINUE TO PAYMENT](#)

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Pay \$25, once. forever.



The screenshot displays the Google Play Developer account registration interface. At the top, a progress bar shows four steps: 1. Sign-in with your Google account (completed), 2. Accept Developer Agreement (completed), 3. Pay Registration Fee (current step), and 4. Complete your Account details. Below the progress bar, the user is signed in as 'mzray@gmail.com'. A modal titled 'Complete your purchase' is open, showing the 'Developer Registration Fee' of '\$25.00'. The payment method is 'Visa ****'. Below the payment details, a disclaimer states: 'By continuing, you agree to Privacy Notice, and will use your Google Payments account to make this purchase.' A blue 'BUY' button is at the bottom of the modal. In the background, the 'Before you continue...' section is visible, with three options: 'Accept developer agreement' (checked), 'Review distribution countries', and 'Credit card'. At the bottom right, a 'CONTINUE TO PAYMENT' button is visible.

Sign-in with your Google account

Accept Developer Agreement

Pay Registration Fee

Complete your Account details

You are signed in as...

mzray@gmail.com

Before you continue...

Accept developer agreement

Read and agree to the Google Play Developer distribution agreement.

☒ I agree and am willing to associate my account registration with the Google Play Developer distribution agreement, and confirm I am at least 18 years of age.

Review distribution countries

Review the distribution countries where you can distribute and sell applications. [Learn more](#)

Credit card

Make sure you have your credit card handy to pay the \$25 registration fee in the next step.

By continuing, you agree to [Privacy Notice](#), and will use your Google Payments account to make this purchase.


BUY

CONTINUE TO PAYMENT

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Pay first

You are signed in as...



mziray@gmail.com


This is the Google account that will be associated with your Developer Console.
If you would like to use a different account, you can choose from the following options below. If you are an organization, consider using a work or Google account rather than a personal account.



Your payment is complete

You will receive a receipt by email.


[CONTINUE REGISTRATION](#)



Accept developer agreement

Read and agree to the [Google Play Developer distribution agreement](#).


☒ I agree and am willing to associate my account registration with the Google Play Developer distribution agreement, and confirm I am at least 18 years of age.



Review distribution countries

Review the distribution countries where you can distribute and sell applications.
[Learn more](#)

If you are planning to sell apps or in-app products, check if you can have a merchant account in your country.
[Learn more](#)



Credit card

Make sure you have your credit card handy to pay the \$25 registration fee in the next step.

[CONTINUE TO PAYMENT](#)

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Google Play Console



Sign-in with your Google
account



Accept Developer
Agreement



Pay Registration
Fee



Complete your Account
details

You are almost done...

Just complete the following details. You can change this information later in your account settings if you need to.

Developer Profile

Fields marked with * need to be filled before saving.

Developer name *

Electronic Armory

17/50

The developer name is displayed to users under your application name. Changes to the developer name will be reviewed by Google and can take up to 7 days.

Email address *

mike@electronicarmory.com

Website

ElectronicArmory.com

Phone Number *

Include plus sign, country code and area code. For example, +1-800-555-0199.
Why do we ask for your phone number?



PUBLISH AN ANDROID APP ON GOOGLE PLAY

If you need help with the details, have a look at the [Getting started guide](#).



USE GOOGLE PLAY GAME SERVICES

Add social gaming features to your games on Android, iOS and the web. [Learn more](#)



Are you working in a team?
[Invite co-workers to the Play Console.](#)



If you are planning to create paid apps or in-app products, you'll need to set up a [merchant account](#).



PUBLISH AN ANDROID APP ON GOOGLE PLAY

If you need help with the details, have a look at the
[Getting started guide.](#)



Create application

Default language *
English (United States) – en-US

Title *
0/50

CANCEL

CREATE

Are you working in a team?
Invite co-workers to the Play Console.

If you are planning to create paid apps or in-app products, you'll need to set up a merchant account.



Names

Battle

War

Fight

Astroid

Comet

Plasma

Quantum

Star

Neutron

Proton

Astral - of, connected with, or resembling the stars.

Battlestroids

Battlecraft

Astroid Field Wars

Kuiper Belt Wars

Astral Wars

Product Details

Product details

ENGLISH (UNITED STATES) – en-USManage translations

Fields marked with * need to be filled before publishing.

Title *
English (United States) – en-US

Astral Wars

11/50

Short description *
English (United States) – en-US

2 Player battle mode to see who's the best in the galaxy!

57/80

Full description *
English (United States) – en-US

Battle your friends or family in this galactic war for domination for the starts.
Play on the same device when you're on the go.

129/4000

Please check out our [Metadata policy](#) to avoid some common violations related to app metadata. Also, please make sure to review all the other [program policies](#) before you submit your apps.

If your app or store listing is [eligible](#) for advance notice to the Google Play App Review team, contact us prior to publishing.

Graphics

Graphic assets

Manage your app icon, screenshots, and videos to promote your app on Google Play. [Learn more](#)

Review the [Impersonation and Intellectual Property policy](#) before uploading new graphics. If you add translations for your store listing without localized graphics, the graphics from the default listing will be used.

Hi-res icon *

Default – English (United States) – en-US
512 x 512
32-bit PNG

Icon specification for Google Play

Google Play will dynamically add rounded corners and drop shadows to your icon. Transparent backgrounds are no longer allowed. [Learn more](#)



How your icon will look on Google Play

Screenshots *

Default – English (United States) – en-US
JPG or 24-bit PNG (no alpha). Min length for any side: 320px. Max length for any side: 3840px.
At least 2 screenshots are required overall. Max 8 screenshots per type. Drag to reorder or to move between types.

PHONE

TABLET

ANDROID TV

WEAR OS

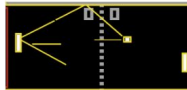


1/8 screenshots

[BROWSE FILES](#)

Feature Graphic *

Default – English (United States) – en-US
1024 w x 500 h
JPG or 24-bit PNG (no alpha)



Promo Graphic

Default – English (United States) – en-US
180 w x 120 h
JPG or 24-bit PNG (no alpha)



Add promo graphic
Drop image here

TV Banner

Default – English (United States) – en-US
1280 w x 720 h
JPG or 24-bit PNG (no alpha)



Add TV banner
Drop image here

App Category

Categorization

Application type *

Games

Category *

Action

Adventure

Arcade

Board

Card

Casino

Casual

Educational

Music

Puzzle

Tags

Add tags to describe the content and functionality of your app, as it will be compared against. [Learn more](#)

MANAGE TAGS

Content rating *



Contact Details

Contact details

Website

<http://www.ElectronicArmory.com>

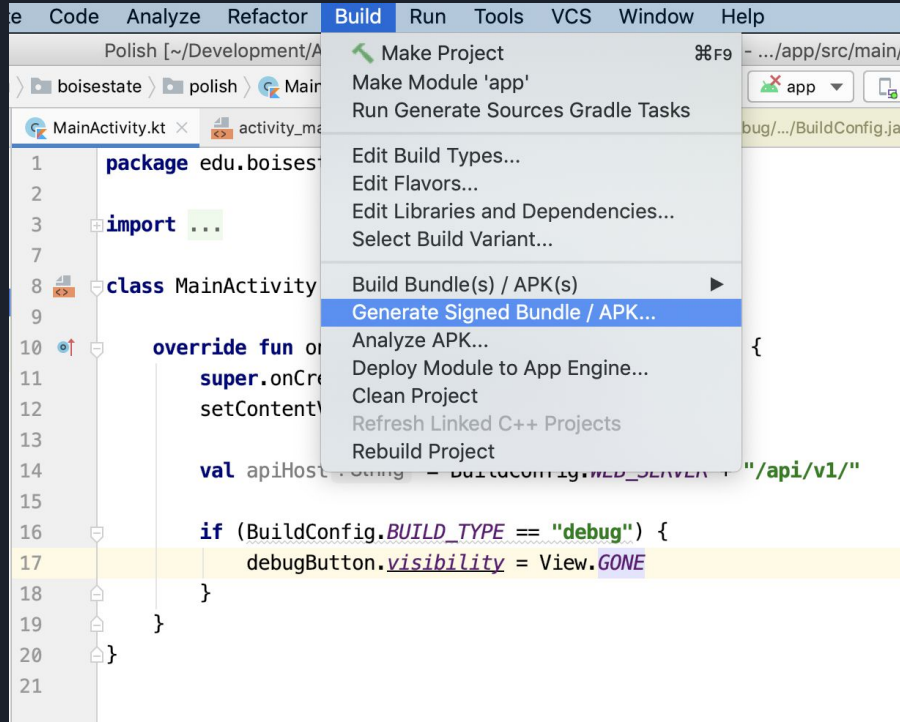
Email *

mike@electronicarmory.com

Please provide an email address where you may be contacted. This address will be publicly displayed with your app.

Phone

Build an Android App Bundle





AAB

Generate Signed Bundle or APK

☒ **Android App Bundle**

Generate a signed app bundle for upload to app stores for the following benefits:

- Smaller download size
- On-demand app features
- Asset-only modules

[Learn more](#)

☐ **APK**

Build a signed APK that you can deploy to a device

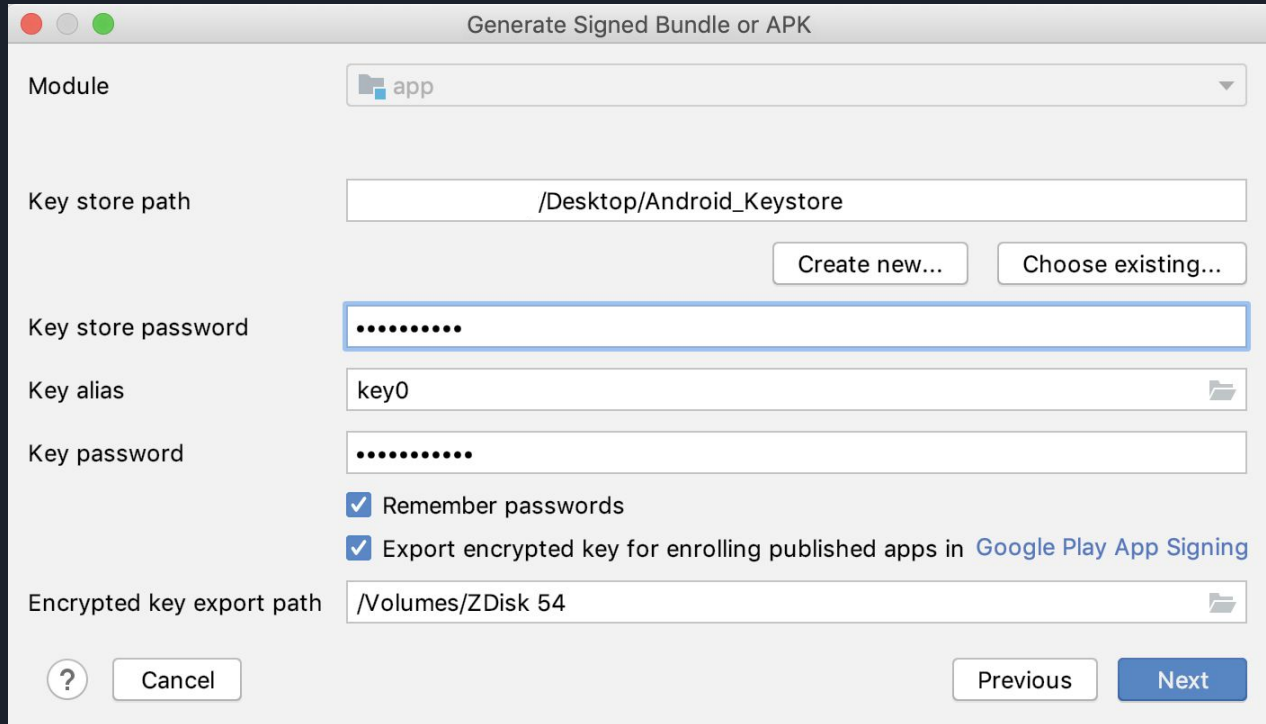
?

Cancel

Previous

Next

Sign the AAB



The screenshot shows the 'Generate Signed Bundle or APK' dialog box in Android Studio. The dialog has a title bar with standard macOS window controls (red, yellow, green buttons). The main content area contains several fields and options for signing an application. The 'Module' field is set to 'app'. The 'Key store path' is '/Desktop/Android_Keystore', with 'Create new...' and 'Choose existing...' buttons to its right. The 'Key store password' field is masked with dots and is currently selected with a blue border. The 'Key alias' field is 'key0'. The 'Key password' field is also masked with dots. Below these fields are two checked checkboxes: 'Remember passwords' and 'Export encrypted key for enrolling published apps in Google Play App Signing'. The 'Encrypted key export path' is '/Volumes/ZDisk 54'. At the bottom, there is a help icon (question mark in a circle), a 'Cancel' button, and 'Previous' and 'Next' buttons.

Generate Signed Bundle or APK

Module: app

Key store path: /Desktop/Android_Keystore
Create new... Choose existing...

Key store password:

Key alias: key0

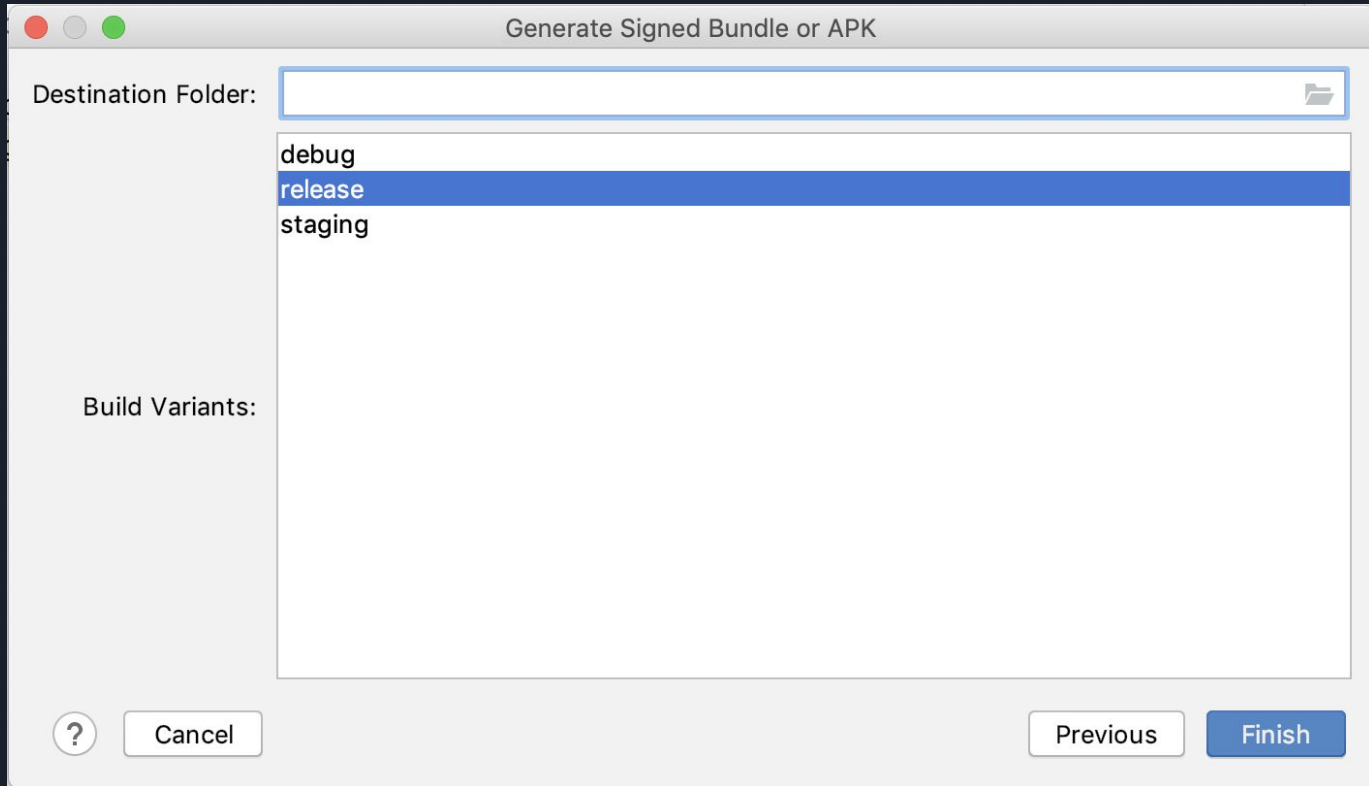
Key password:

☒ Remember passwords
☒ Export encrypted key for enrolling published apps in [Google Play App Signing](#)

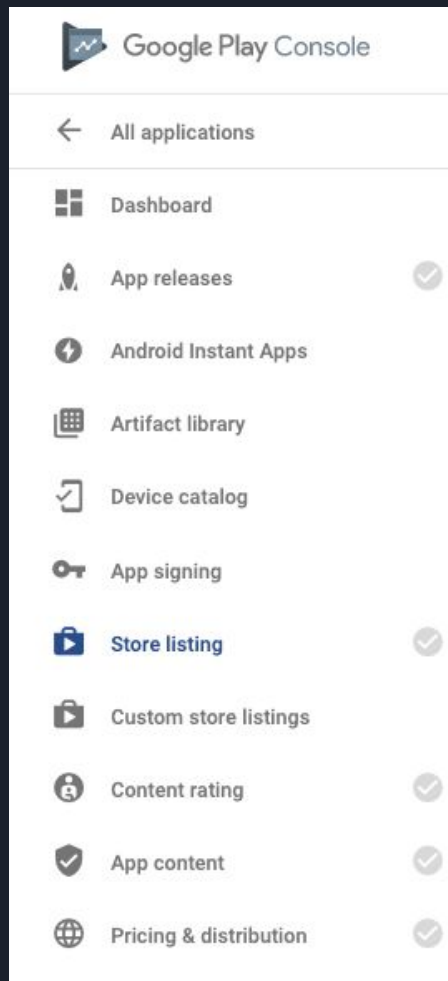
Encrypted key export path: /Volumes/ZDisk 54

? Cancel Previous Next

Release Variant



Check the checks





App Content

App content

Let us know about the content of your app. This is to make sure your app complies with Google Play policies. [Learn more](#)

To do

Privacy policy

🕒 Not started · Add a privacy policy to your store listing

Adding a privacy policy to your store listing helps provide transparency about how you treat sensitive user and device data.

[Start](#)

Ads

🕒 Not started · Let us know whether your app contains ads

You must let us know whether your app contains ads. The 'Contains ads' label is shown next to apps with ads on Google Play. Make sure this information is accurate, and is kept up to date.

[Start](#)

Target audience and content

🕒 Not started

You must let us know the target age group of your app, and other information about its contents. This helps make sure that apps designed for children are safe and appropriate.

[Start](#)



Ads

← App content

Ads

Let us know whether your app contains ads. This includes ads delivered by third party ad networks. Make sure this information is accurate and is kept up to date. [Learn more](#)

Ads

Does your app contain ads? Check the [Ads policy](#) to make sure your app is compliant.



Yes, my app contains ads

The 'Contains ads' label will be shown next to your app on Google Play. [Learn more](#)



No, my app does not contain ads

Discard changes

Save

Ages

← App content

Target audience and content

[Discard changes](#)

1 Target age — 2 App details — 3 Ads — 4 Store presence — 5 Summary

Target age

Target age group

What are the target age groups of your app?

Based on your response we'll highlight any actions that you may need to take, and the policies you may need to comply with.

Make sure you review the [Developer Policy Center](#) before publishing your app. Apps that don't comply with these policies may be removed from Google Play. [Learn more](#)

❗ You can't select age groups below 13 because your app's ESRB rating is 'Teen' or higher.

❗ You must add a privacy policy if your target audience includes children under 13

☐ 5 and under

☐ 6-8

☐ 9-12

☐ 13-15

☐ 16-17

☒ 18 and over

[Back](#)

[Next](#)



Company Info

☒ I'll skip the Shopify trial for now, just create my policy

Enter your company information

STEP 1 OF 2 ● ●

Company name
Electronic Armory

Email address
mike@electronicarmory.com

Address
PO Box 6851

City

Zip/postal code
83702

Country
United States

State/Province
Idaho

Enter your website information

STEP 2 OF 2 ● ●

Website
http://electronicarmory.com

☒ My website uses cookies

Send me my privacy policy



Privacy Policy

← App content

Privacy Policy

Add a privacy policy to your store listing to help provide transparency about how you treat sensitive user and device data. [Learn more](#)

You must add a privacy policy if your target audience includes children under 13. Check the [User Data policy](#) to avoid common violations.

<https://www.electronicarmory.com/privacy-policy/>

Enter a URL, for example <https://example.com/privacy>



Your changes have been saved

[Discard changes](#)

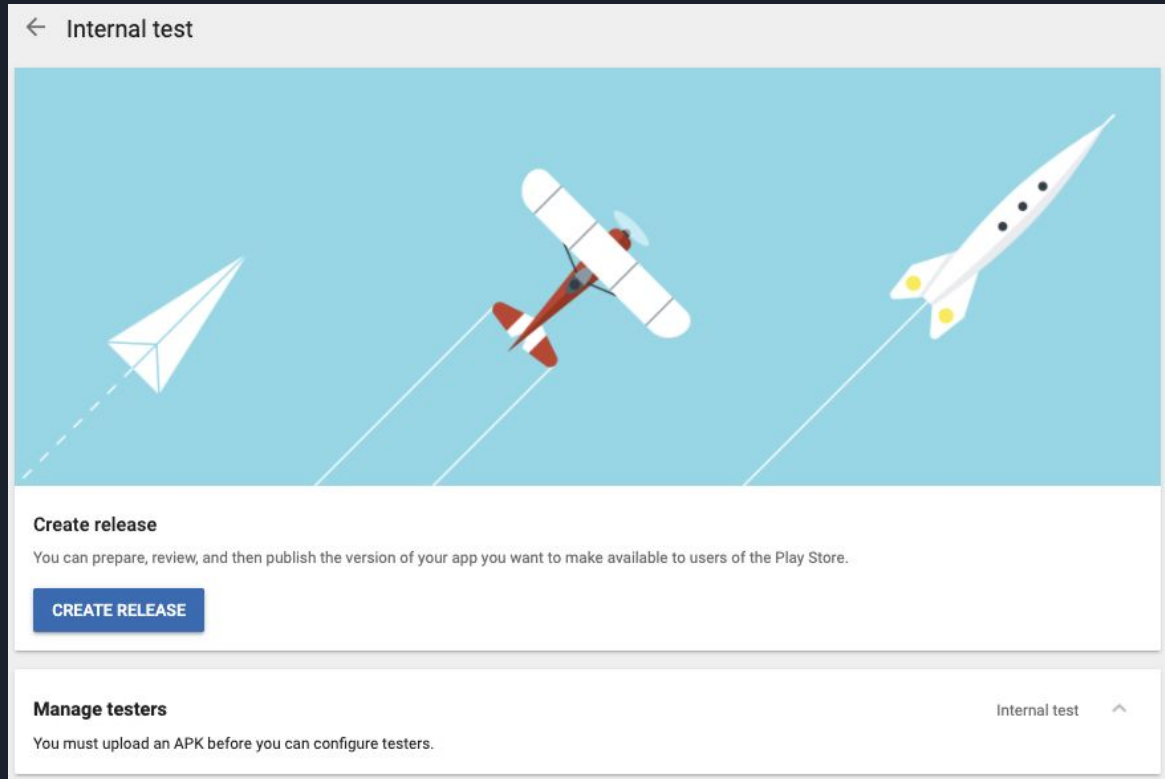
[Save](#)



Upload the AAB

App releases Manage your app's Android App Bundles, APKs, review release history, and rollout your app to production or testing tracks. Learn more	
Production track	
Production Add Android App Bundles or APKs to production to make your app available to all users on the Google Play Store.	MANAGE
Open track	
Beta Add Android App Bundles or APKs to beta to make your app available for open testing.	MANAGE
Closed track	
CREATE CLOSED TRACK	
Alpha Add Android App Bundles or APKs to alpha to make your app available for closed testing.	MANAGE
Internal test track	
Internal test The internal test track makes your app available for internal testing within minutes.	MANAGE
Internal app sharing Upload test versions of apps and share them with your team by sending them a link. Manage internal app sharing	
Pre-registration	
Pre-registration - unavailable To start pre-registration, upload an APK to a track of your choice. Once uploaded you will be able to manage and start pre-registration	MANAGE

Internal Testing



Upload for internal testing

New release to internal test

1

2

Prepare release

Review and rollout

Let Google manage and protect your app signing key (recommended)

Google Play will create and manage the app signing key for your app. Google Play signs each release with this key so Android devices can trust the release is really from you. [Learn more](#)

This step is a requirement for using the recommended app publishing format, the Android App Bundle, and benefiting from Google Play's Dynamic Delivery. If you're about to publish an APK, you can still select 'Continue' now and start using the Android App Bundle later. [Learn more](#)

Understand the benefits

(Advanced options) Provide the app signing key that Google Play uses for this app

CONTINUE

OPT OUT

Android App Bundles and APKs to add

These app bundles and APKs will be served in the Google Play Store after the rollout of this release.

ADD FROM LIBRARY

Drop your app bundles & APKs here, or select a file.

BROWSE FILES

Release name

Name to identify release in the Play Console only, such as an internal code name or build version.

Enter a release name

0/50

Suggested name is based on version name of first app bundle or APK added to this release.

What's new in this release?

Release notes translated in 8 languages

Enter the release notes for each language within the relevant tags or copy the template for offline editing. Release notes for each language should be within the 500 character limit.

<en-US>
Enter or paste your release notes for en-US here
</en-US>

Release to internal testing

Let Google manage and protect your app signing key (recommended)

🔒 Enabled.

Upload key: The key you use to sign your first release. Sign every subsequent release with the same key to verify it's from you. Keep your upload key safe. If it's ever lost or compromised, contact developer support to replace it.

[Learn more about how App Signing by Google Play works.](#)

Android App Bundles and APKs to add

These app bundles and APKs will be served in the Google Play Store after the rollout of this release.

[ADD FROM LIBRARY](#)

Drop your app bundles & APKs here, or select a file.

[BROWSE FILES](#)

Type	Version code	App download size [ⓘ]	
Android App Bundle	1	691 to 732 KB	REMOVE

Release name

Name to identify release in the Play Console only, such as an internal code name or build version.

0.1

Suggested name is based on version name of first app bundle or APK added to this release.

3/50

What's new in this release?

🌐 Release notes translated in 0 languages

Enter the release notes for each language within the relevant tags or copy the template for offline editing. Release notes for each language should be within the 500 character limit.

<en-US>
Initial preview of game.
</en-US>

[DISCARD](#) [SAVE](#) [REVIEW](#)

Need to add users for internal testing

Review summary



Warnings

Check these warnings before starting the rollout of this release. Addressing the warnings on this page will ensure your existing users are able to upgrade to the latest version of your app.

[VIEW WARNING MESSAGE](#)

Android App Bundles in this release

[Expand all](#)

Type	Version code	Uploaded	App download size [?]	Installs on active devices
1 app bundle added				
Android App Bundle	1	seconds ago	691 to 732 kB	No data

What's new in this release?

Default – English (United States) – en-US
Initial preview of game.

1 language translation

[PREVIOUS](#)[DISCARD](#)[START ROLLOUT TO INTERNAL TEST](#)



App Rating

The Google Play content rating system for apps and games is designed to deliver reputable, locally relevant ratings to users around the world. The rating system includes official ratings from the International Age Rating Coalition (IARC) and its participating bodies (see their [Terms of Use](#)).

Developer responsibilities:

- Complete the content rating questionnaire for each new app submitted to Developer Console, for all existing apps that are active on Google Play, and for all app updates where there has been a change to app content or features that would affect the responses to the questionnaire.
- Provide accurate responses to the content rating questionnaire. Misrepresentation of your app's content may result in removal or suspension.

Your rating will be used to:

- Inform consumers about the age appropriateness of your app.
- Block or filter your content in certain territories or to specific users where legally required.
- Evaluate your app's eligibility for special developer programs.

The content rating questionnaire and the new Content Ratings Guidelines are a condition of your participation in the Google Play store. [Learn more](#)

CONTINUE



Rating category

Welcome to the Content Rating Questionnaire

The Google Play content rating system for apps and games is designed to deliver reputable, locally relevant ratings to users around the world. The rating system includes official ratings from the International Age Rating Coalition (IARC) and its participating bodies (see their Terms of Use). Get started by entering the email address you would like IARC to use for rating related communications.

Email address *

mike@electronicarmory.com

Confirm email address *

mike@electronicarmory.com

Select your app category



REFERENCE, NEWS, OR EDUCATIONAL

The primary purpose of the app is to present factual information in a neutral way, alert users to current events, or educate users. Examples include: Wikipedia, BBC News, Dictionary.com, and Medscape. Apps that mainly focus on sexual advice or instruction (such as "Kamasutra - Sex Positions" or "Best Sex Tips") should be categorized as "Entertainment" apps and not listed here. [Learn more](#)



SOCIAL NETWORKING, FORUMS, BLOGS, AND UGC SHARING

The primary purpose of the app is to enable users to share content or communicate with large groups of people. Examples include: reddit, Facebook, Chat Roulette, 9Gag, Yelp, Google Plus, YouTube, Twitter. Apps that only facilitate communication between a limited number of people (such as SMS, WhatsApp, or Skype) should be categorized as "Communication" apps and not listed here. [Learn more](#)



CONTENT AGGREGATORS, CONSUMER STORES, OR COMMERCIAL STREAMING SERVICES

The primary purpose of the app is to sell physical goods or curate a collection of physical goods, services, or digital content such as professionally produced movies or music, as opposed to user-created music and movies. Examples include: Netflix, Pandora, iTunes, Amazon, Hulu, eBay, Kindle. [Learn more](#)



GAME

The app is a game. Examples include: Candy Crush Saga, Temple Run, World of Warcraft, Grand Theft Auto, Mario Kart, The Sims, Angry Birds, bingo, poker, daily fantasy sports or betting apps.



ENTERTAINMENT

The app is meant to entertain users, and does not fit into any of the above categories. Examples include Talking Angela, Face Changer, People Magazine, iKamasutra - Sex Positions, Best Sexual Tips. Note that this category does not include streaming services. These apps should be categorized as "Consumer Store or Commercial Streaming Services".




UTILITY, PRODUCTIVITY, COMMUNICATION, OR OTHER









The app is a utility, tool, communication, or productivity app or any other type of app that does not meet criteria for any other categories. Examples include: Calculator Plus, Flashlight, Evernote, Gmail, Outlook.com, Google Docs, Firefox, Bing, Chrome, MX Player, and WhatsApp. [Learn more](#)




Answer all the questions and see how you rank

 **GAME**
App is a game.

Calculated Rating [Learn more](#)

Rating System	Rating Category	Descriptors
Australian Classification Board (ACB) Australia	 General	General
Classificação Indicativa (ClassInd) Brazil	 All ages	
Entertainment Software Rating Board (ESRB) North America	 Everyone	
Game Rating and Administration Committee (GRAC) South Korea	 All ages	
Pan-European Game Information (PEGI) Europe	 PEGI 3	
Unterhaltungssoftware Selbstkontrolle (USK) Germany	 USK: All ages	
IARC Generic Rest of world	 Rated for 3+	
Google Play Russia	 Rated for 3+	




Disclaimer

- Please note that the calculated rating shown above may not be the rating we show to users on the Google Play store.
 - Google may reject your app update or submission for misrepresentation of your app's content.
 - Google may use your questionnaire responses to generate ratings for specific territories as required by local law.
 - Rating authorities participating in IARC may change your app's rating after they review it.
- Google and IARC will share your contact information, questionnaire responses, ratings, developer support requests, and app details with participating rating authorities.

[Learn more](#)

[APPLY RATING](#) [GO BACK](#)



Set the ages

Target audience and content

Discard changes

1 Target age

2 App details

3 Ads

4 Store presence

5 Summary

Target age

Target age group

What are the target age groups of your app?

Based on your response we'll highlight any actions that you may need to take, and the policies you may need to comply with.

Make sure you review the [Developer Policy Center](#) before publishing your app. Apps that don't comply with these policies may be removed from Google Play. [Learn more](#)

☒ 5 and under

☒ 6-8

☒ 9-12

☒ 13-15

☒ 16-17

☒ 18 and over

Policy requirements summary

You've declared that your target audience includes users in multiple age groups, including children, so you must comply with the Families policy.

This includes:

- Making sure that any content in your app that could be seen by children is appropriate for them
- Only displaying ads that are appropriate for children, whenever your app is being used by a child
- Only displaying ads that are from [Google Play certified ad networks](#), or ads served by you. This includes ads for your own apps, or from partnerships with other brands.
- Making sure your app (including all APIs, SDKs, and ads) complies with all applicable laws and regulations relating to children, such as the US Children's Online Privacy Protection Act [COPPA](#), and the EU General Data Protection Regulation [GDPR](#)

You can either make your entire app compliant, or implement a neutral age screen and comply with the policy when the user is a child.

Back

Next

Designed for Families

← App content

Target audience and content

Discard changes

✓ Target age — ✓ App details — ✓ Ads — ✓ Store presence — 5 Summary

Here's what you've told us

Target age

The target age group for your app is: 5 and under, 6-8, 9-12, 13-15, 16-17, 18 and over

Designed for Families

You've requested to join the Designed for Families program. If approved, your app will be shown in the Action and Adventure category on Google Play.

Back

Save

Finish up the info

Customer info



Account type ⓘ


Business



Name and address ⓘ

Business name

Electronic Armory|



If your app is paid, you need a merchant account

Merchant signup

Your Google Payments merchant account is approved.
You can now sell applications in Google Play.

OK



Then, set a price

Edit local prices ✕

Your price is used to generate local prices in other countries. Local prices use today's exchange rate and country-specific pricing patterns. You can change your price, update local prices, or manually adjust prices at any time. [Learn more](#)

Default price *

USD

0.99

This price excludes tax.

APPLY

CANCEL

Set the countries that can download it

This application is

PAID

FREE

Pricing template

USD 0.99 - Default pricing template

EDIT TEMPLATE PRICES

UNLINK TEMPLATE

Price *

USD 0.99

Your item is using prices from template USD 0.99 - Default pricing template.
Local prices use locally relevant pricing patterns and valid exchange rate for the date on which you set the price.
You can manually refresh the price to ensure that the local price reflects the latest exchange rate.

App Availability

Your app is currently in a draft state. When you rollout a release, your app will become available on Google Play and any Play approved partner and/or offline distribution channels.

Countries *

Unavailable countries

4

Alpha and Beta synced with production

Available countries

145

Alpha and Beta synced with production

Unsaved changes

HIDE COUNTRIES

	Status	Unavailable	Available	Local price	Edit	Tax
Albania	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	USD 0.99		
Algeria	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	DZD 125.00		
Angola	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	USD 0.99		
Antigua and Barbuda	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	USD 0.99		
Argentina	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	USD 0.99		
Armenia	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	USD 0.99		
Aruba	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	USD 0.99		
Australia	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	AUD 1.69	10% (AUD 0.15)	Carrier options
Austria	Available (Production, Beta, and Alpha)	<input type="radio"/>	<input checked="" type="radio"/>	EUR 1.09	20% (EUR 0.18)	Carrier options

If you have issues, hover the mouse over the gray checkbox

The screenshot displays a checklist for app store listing requirements. The items are as follows:

Item	Status
Store listing	Gray checkbox (highlighted with tooltip)
Custom store listings	Gray checkbox
Content rating	Green checkmark
App content	Green checkmark
Pricing & distribution	Green checkmark

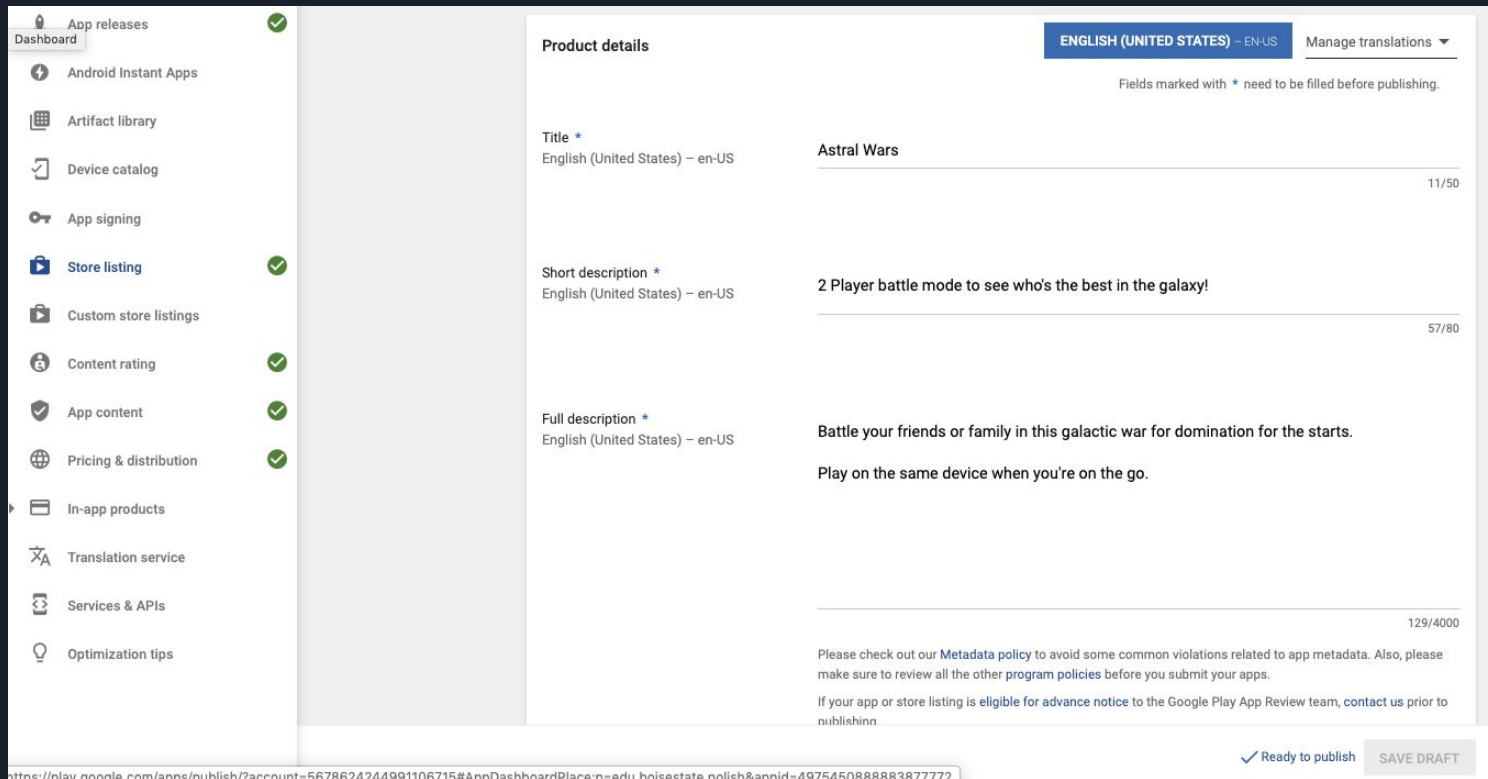
Store listing tooltip:

- 1 task to complete before you rollout
- You need to add at least 2 non-Android TV screenshots. [English (United States) – en-US]

Other visible text:

- Tags: Add tags to describe the c...
- Content rating *

The rest of the product details



The screenshot shows the Google Play Console interface. On the left is a sidebar with navigation options: Dashboard, App releases, Android Instant Apps, Artifact library, Device catalog, App signing, Store listing (highlighted with a green checkmark), Custom store listings, Content rating, App content, Pricing & distribution, In-app products, Translation service, Services & APIs, and Optimization tips. The main area is titled 'Product details' and shows the 'ENGLISH (UNITED STATES) - EN-US' locale. It contains three text input fields: 'Title' (Astral Wars), 'Short description' (2 Player battle mode to see who's the best in the galaxy!), and 'Full description' (Battle your friends or family in this galactic war for domination for the starts. Play on the same device when you're on the go.). Each field has a character count (11/50, 57/80, and 129/4000 respectively). At the bottom right, there are buttons for 'Ready to publish' and 'SAVE DRAFT'.

App releases

Android Instant Apps

Artifact library

Device catalog

App signing

Store listing

Custom store listings

Content rating

App content

Pricing & distribution

In-app products

Translation service

Services & APIs

Optimization tips

Product details

ENGLISH (UNITED STATES) - EN-US

Manage translations

Fields marked with * need to be filled before publishing.

Title *
English (United States) - en-US

Astral Wars

11/50

Short description *
English (United States) - en-US

2 Player battle mode to see who's the best in the galaxy!

57/80

Full description *
English (United States) - en-US

Battle your friends or family in this galactic war for domination for the starts.
Play on the same device when you're on the go.

129/4000

Please check out our [Metadata policy](#) to avoid some common violations related to app metadata. Also, please make sure to review all the other [program policies](#) before you submit your apps.

If your app or store listing is [eligible for advance notice](#) to the Google Play App Review team, [contact us](#) prior to publishing.

Ready to publish

SAVE DRAFT



Subscriptions

[Example Kotlin Subscription App](#)

[Google Play Subscriptions 101](#)

[Android Billing Library Overview](#)



Subscriptions

TLDR:

- Adding Billing Library (it adds the permission automatically)
- Connect to the Google Play Billing Service
- Send SKUs and check which are still valid/available
- Query for purchases using those valid skus (if any)
- Launch billing flow with the sku user wants to purchase



Add the Billing Library and Kotlin Extensions

```
implementation 'com.android.billingclient:billing:2.1.0'
```

```
implementation 'com.android.billingclient:billing-ktx:2.1.0'
```



Purchase Types

- Free - it's free forever
- One time app purchase
- Subscriptions
- In-App Purchases
 - Consumables
 - Non-consumables
- Free trial
- Grace period