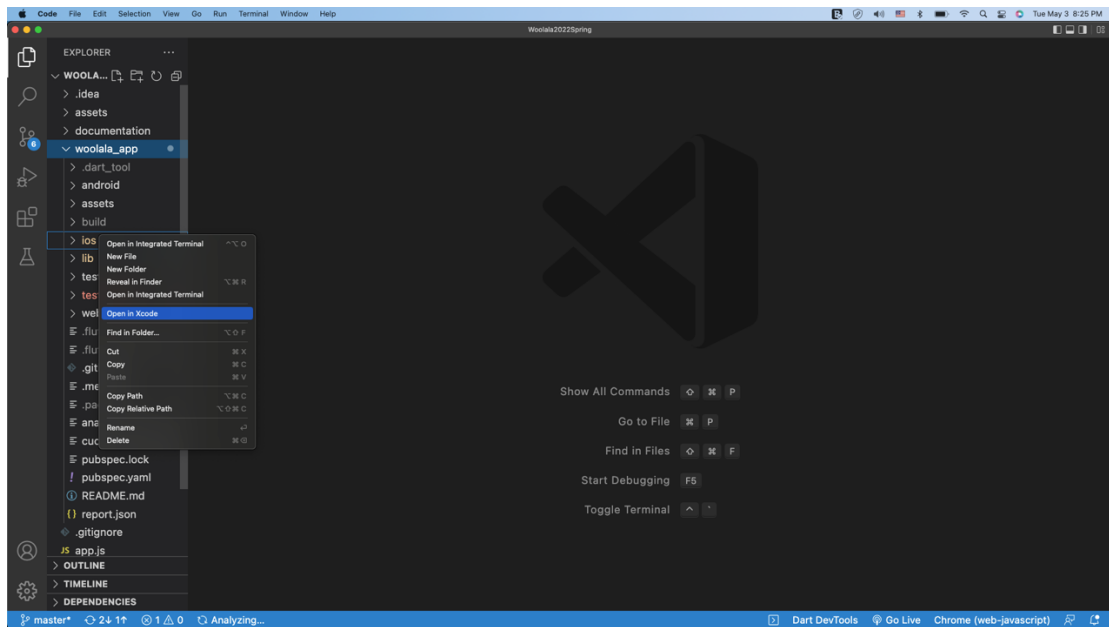


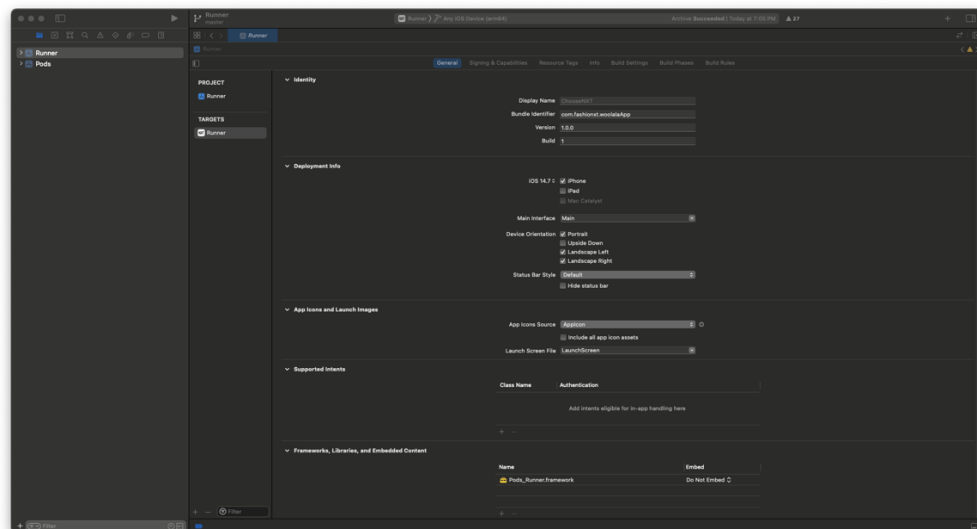
## Deploy to Apple Store

1. You need an apple device (a MacBook) to be able to deploy to the Apple Store. You also need to have XCode installed on your MacBook and connect the project from XCode to your App Store Connect account, and you will be uploading the build to the developer's account through XCode.
2. Navigate to “woolala\_app/ios” folder
3. Run <sudo gem install cocoapods>. You might be asked for a password here. Enter your MacBook's password.
4. Run <pod install>
5. If you have the app open in another IDE rather than XCode, right click on the iOS folder and choose “open in XCode”. If you are going to open the app directly with XCode, just navigate to “woolala\_app”, right click on the iOS folder and open it via XCode.

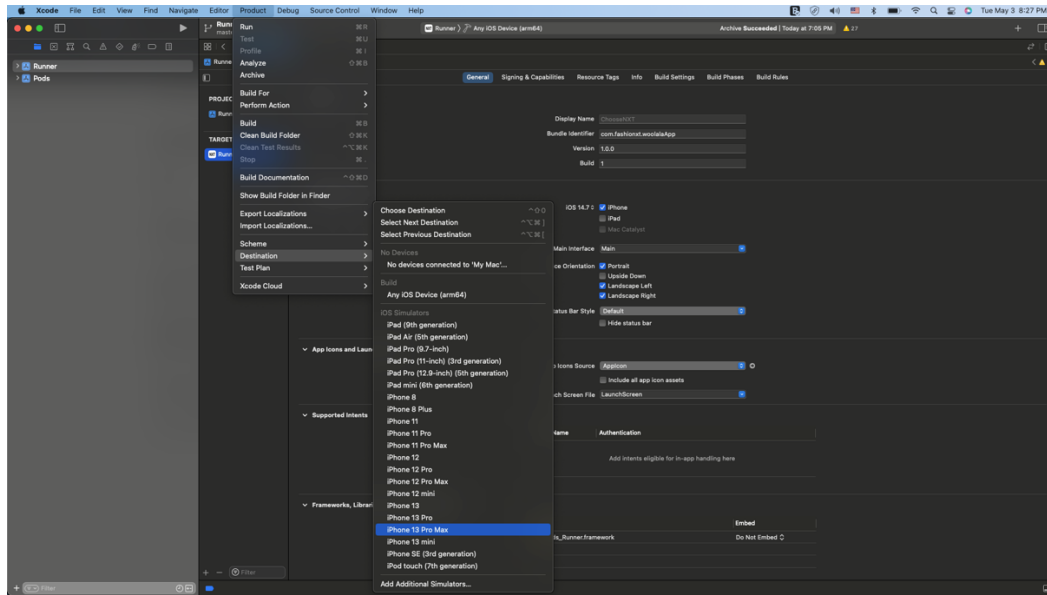


6. At this point we need to check the Runner settings. Click on Runner from the right menu. Under “TARGETS” click on Runner. Go to the general tab and check the following:

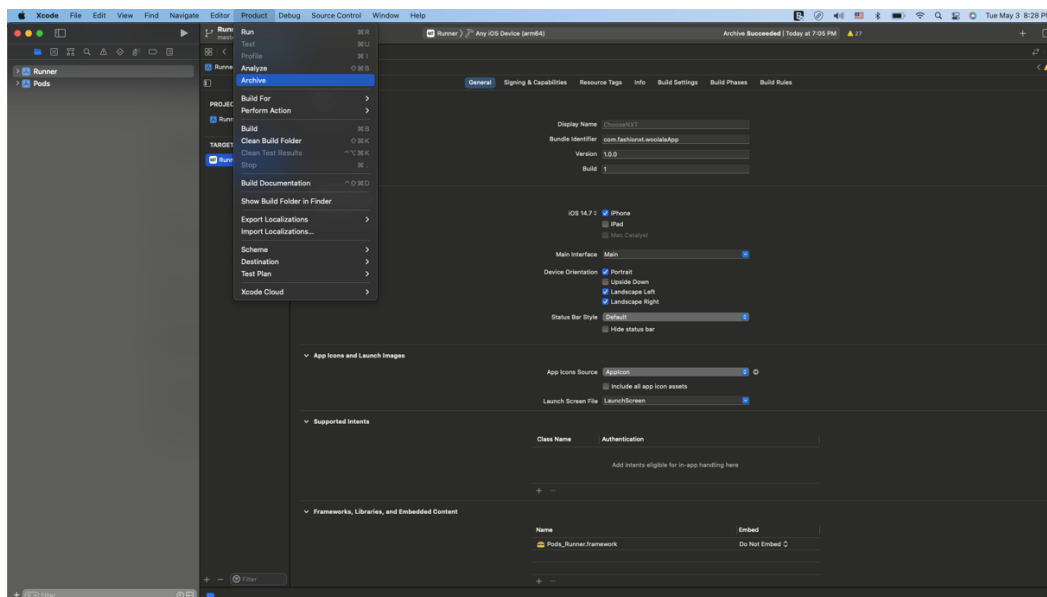
- Display Name: ChooseNXT
- Bundle Identifier: com.fashionxt.woolalaApp
- Version: enter the version you want to release
- Build: enter the count of the build
- Click on iOS and choose 14.7
- iOS 14.7: iPhone (only check iPhone)



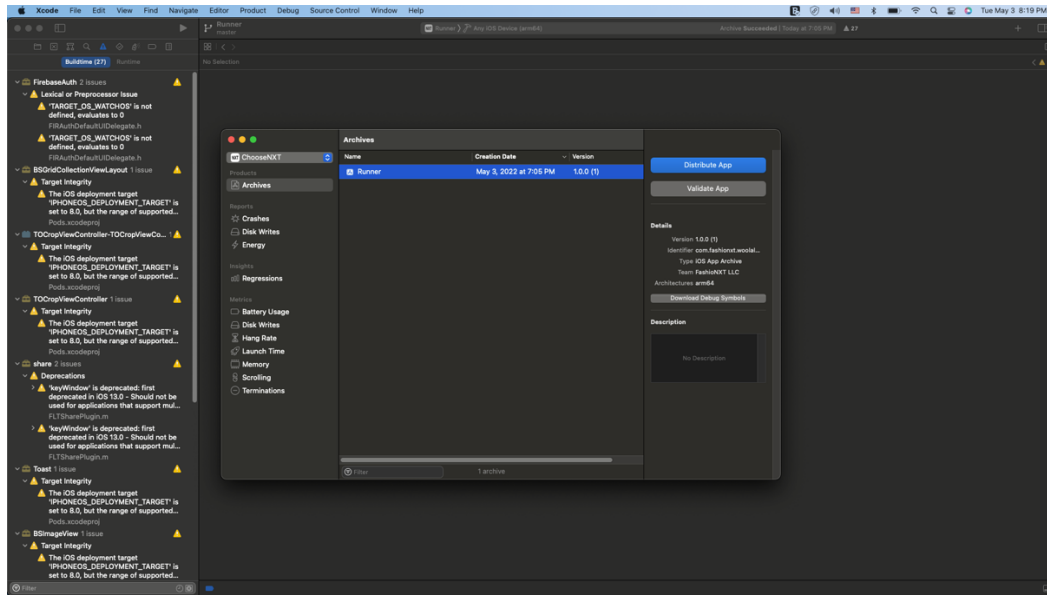
7. Before creating a build for release, check that the app runs without error on a device of your choosing. To do so, at the top bar, go to Product, choose Destination, and under iOS Simulators, select a device. Select Product and choose Run. XCode will build for the simulator and opens the simulator. After this step is successful, and you can see and work with your app using the simulator, you are ready to build for the release.



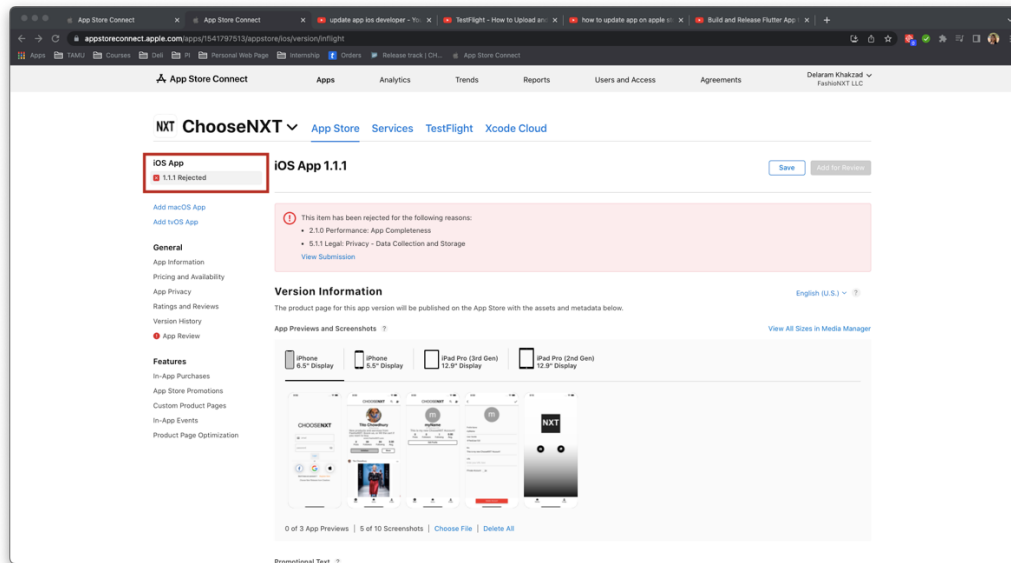
8. At the top bar, change the selected device to the option “Any iOS Device”.
9. Click on Product and choose build. After the build is complete, click on Product and choose Archive.



10. After archiving the build is done, a new window will open automatically showing you the archives. Choose the archive you just made and click on “Distribute App” on the right hand-side menu.



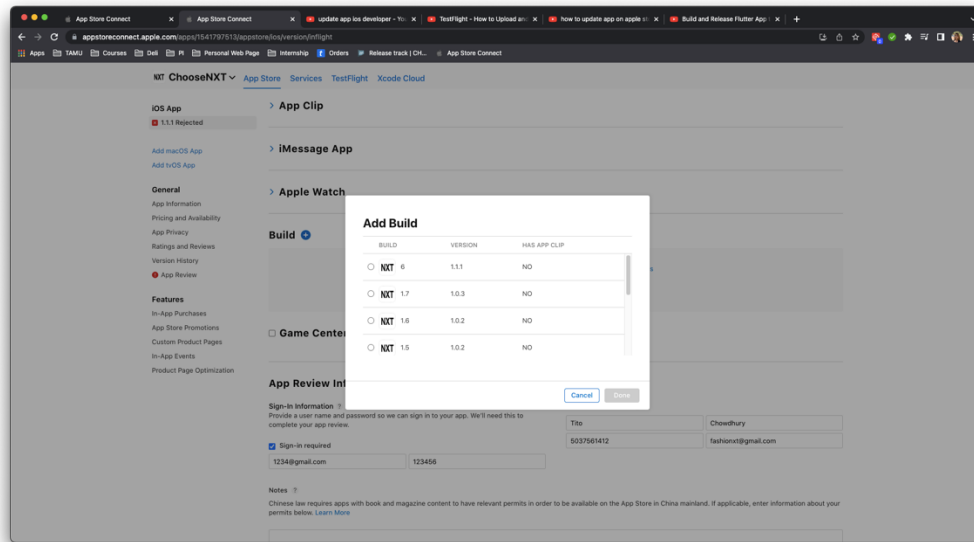
11. Select default answers to the following questions and at the end, the build will be uploaded to your App Store Connect account.
12. Go to [developer.apple.com](https://developer.apple.com) and make sure you are added to the FashionNXT LLC team as a developer.
13. Go to [appstoreconnect.apple.com](https://appstoreconnect.apple.com) and chose the app you want to work on. (In our case, ChooseNXT) If you have 2 ChooseNXT apps, choose the one with the complete logo.
14. On the left-hand side, under iOS App you will see the last status of the app. (you will see the current version of the app following a statement like “prepare for Submission” or “Rejected”, or etc. Click on that.



15. Under “Version Information” make sure to include screenshots for both 6.5” and 5.5” inch displays. They are required.

- Support URL: <https://fashionxt.com/contact>
- Marketing URL: <https://fashionxt.com/Agency>
- Version: fill this according to the version you want to release
- Copyright: FashionNXT LLC

16. Under the “Build” section, you will either see an existing build or you will see the message “Select a build before you submit your app”. If a build already exists, remove it by clicking the remove icon on the right side. Then click on “Select a build before you submit your app”. Here, you will see all the builds for the app so far, and your build from XCode will be displayed here. Choose your build.



17. Under the “App Review Information” make sure to check the box for “Sign-in required” and provide the App Store team with a username and password to sign into the app and test the app from their side.
18. Click on Save and then click on Add for Review.
19. The app will be reviewed by the Apple Store team and if no issues are found it will be released to the store shortly afterwards. They will connect the email you provided to make you aware of possible issues preventing the app to be released to the Apple Store.