Deployment Process for IOS

First Create An Apple Developer account .

After Creating the developer account the first thing is that you need to do is register your bundle identifier to apple developer website.

The bundle identifier is unique identifier for your app , each app have a unique bundle identifier so that they can be identified uniquely.

To find your bundle identifier open your project in Xcode . Xcode is Apple’s integrated development environment for macOS, used to develop software for macOS ,IOS, IpadOS , WatchOS, and tvOS.

To open your Project in Xcode simple rightclick on the ios folder in your project a small dialog appears select open in xcode tab.

Or There is another way to open the project in xcode. Just simply open the terminal in your project and write this command “open ios/Runner.xcworkspace “ this will open your project in xcode.

Once xcode opens goto Runner then target runner . In general section you will find your

bundle identifier. Copy it.

Goto to Apple developer account click on Certificates, identifier and profile,

Then from sidebar select identifier and click on add button. Make sure App IDs is selected, then press continue button, after that make sure you select app option and press continue after that An interface appears fill in the basic detail of your application.

Such as App Name Capabilites and paste your bundle identifier and make sure you select the Explicit option then press continue, if everything is good click on register.

Now that you have register your bundle identifier you can Create your Application on AppStore

To create your application goto apple connect . once you landed on apple connect website

Click on My App and click on add application , then select new app .

After Selecting the new app provide some general info about your application

Such as platform (specify the platform for your application like IOS MacOs etc),

Application Name And bundle Identifer, Primary language. Make sure to select on full acess option . Once you done click on Create

After that your application is created all you need to do is fill all the fields and upload your project but before the upload open Xcode and review this things

1. Enter Display Name ( this name is display below your application once you install the app)
2. Make Sure bundle Identifer is there.
3. Version is added ( this is the version of your application)
4. Build is added
5. In Deployment section specify the target IOS version

After this goto Signinig and Capabilities section and select auto Signing option and the team that are associated with your apple developer account.

Now Every Setup is completed . its time to build archive of the application to do so.

Click on product option on navbar of your xcode click on archive then it starts to the build your application.

Once that’s done a window appear’s with your archive , click on distribute App option,

and make sure you select app Store connect option, Follow the step by click on next button,

until you find the upload button press the upload button, now xcode will upload you project to apple connect where we have created our application . this process may take some time to upload .

Once you done the upload .The approval process of your build is notify you by mail.

After approval goto apple app connect and make sure prepare for submission is seFlected

Then click on build button and select the project you have uploaded ,

Fill all the fields and add screenshots of your application and select pricing Once all that ‘s done click save and submit it for review

The review process may take upto 3 days after review you can release it on appstrore

Deployment Process for Android

First Create google play developer account .

After Creating the play developer account . login to Google play console.

Click on All App from sidebar . click on create app button from all app screen.

Fill the details such as

1. AppName
2. Default language
3. App or game
4. Free or paid
5. Select developer policy and US export laws

After filling the details click on create app button to continue.

You will navigated to your app dashboard.

Add app content

To add app content goto policy section from side and click on App content

And fill details

Such as

1. App access select the access.
2. Add privacy policy by entering your privacy policy link
3. Ads details whether your app contains ads or not
4. Add content rating by simply answering questions
5. Set target audience
6. Select is your app is news app or not

After completing this task goto grow section and click on store setting

On this page select app category , app type and add tags which help while searching in the play store

After that add store listing contact details . these details is basically known as developer info

Select on external marketing (This is free advertising from google)

Click on save button

After that click on main store listing tab from the same grow section of sidebar

This is one of the most important section because

In this section you will add your App Name, short description and long description, add app icon, phone and tables screenshots and video link that will be display on the play store

After filling the details click on save button. Goto to the release section and click on production tab

In production screen set the country and region for you app to be available

After that click on create new release button from release section

Make sure you choose google play to manage your app signing

Upload your apk or aab bundle to play console (its always better to upload aab bundle because its compress the app size) and add release name (version) click on save button

To create apk or aab just simply run this “flutter build apk” on your terminal of the project

After that goto review and release section click on start roll out to production button

And review take upto 3. Days after review go for production and release the app on google play store