### 1. Clean Up Existing Pods

- Delete the Podfile.lock file and the Pods/directory from the ios/folder.
- This ensures any outdated or conflicting pods are removed.

#### 2. Reinstall Pods

- Run the following command in the ios/ directory to install the required pods: pod install
- Make sure the installation completes successfully before proceeding.

# 3. Open Project in Xcode

• After successful pod install, open the .xcworkspace file using Xcode:

open YourProject.xcworkspace

## 4. Verify Configuration Files

- Confirm the **GoogleService-Info.plist** file is added to the Xcode project and located in the correct folder.
- Ensure the **Base URL** is set to the **live/production server** in your environment configuration.

## 5. Check Google Maps Integration (If Used)

- If your app uses Google Maps, make sure the API Key is set correctly.
- Confirm the AppDelegate.m (or .swift) file contains the proper Google Maps initialization method:

[GMSServices provideAPIKey:@"YOUR\_GOOGLE\_MAPS\_API\_KEY"];

#### 6. Confirm Team and Bundle Information

In Xcode, go to Signing & Capabilities:

- Make sure the **Team Name** matches the one already used for the **App Store** release.
- Ensure the correct **Bundle Identifier** is set.

### 7. Version and Build Number Strategy

#### → Set Version and Build

◆ Before uploading a new build to TestFlight or the App Store, check the current uploaded version.

### **Example:**

Current on App Store	New Upload
Version: 3.0.0	Version: 3.0.0
Build: 1	Build: 2

- → **Note**: If keeping the same version number, increment only the build number.
- → If releasing a new version (e.g : Version : 3.1.0, Build : 1), reset build number to 1.
- → Tip: Check current version/build in App Store Connect.

### 8. Clean and Archive the Project

#### In Xcode:

- - Go to **Product** > Clean **Build** Folder
- - Then go to Product > Archive

After the archive is complete, it will appear in the **Organizer** for submission.

# 9. After Uploading to TestFlight

- After Successfully build uploaded in TestFlight
  - You mentioned: "Manage and open non-selected algorithm" appears.
  - This is where you **add comments** to testers.
    - If it's a new feature > Write new features.
    - If it's just a bug fix or re-upload : add comment like this : "Bug Fixed"