

TODO - Task Application Publish On App Store Connect Document

1. Apple Developer Account

- Enroll in the [Apple Developer Program](https://developer.apple.com/programs/) (\$99/year).
- Required for code signing, TestFlight, and App Store publishing.

<https://developer.apple.com/programs/>

2. Certificates & Provisioning Profiles

Code Signing Certificates:

- Use Xcode → Preferences → Accounts to sign in with your Apple ID.
- Xcode can automatically manage signing or you can do it manually:
 - Development Certificate: Used for testing on real devices.
 - Distribution Certificate: Used for App Store/TestFlight submission.

Provisioning Profiles:

- Automatically created when "Automatically manage signing" is enabled.
- Manual option: Create from the [Apple Developer Portal](https://developer.apple.com/contact/apple-id/).
 - Choose type: iOS App Development, App Store, or Ad Hoc.
 - Select the App ID, devices (if needed), and certificate.

<https://developer.apple.com/contact/apple-id/>

3. App Setup in App Store Connect

1. Go to [App Store Connect](https://appstoreconnect.apple.com/).

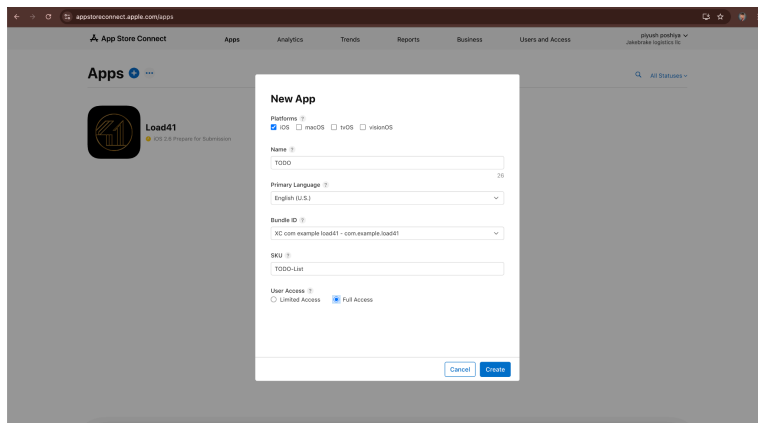
<https://appstoreconnect.apple.com/>

2. Click "My Apps" → "+" → "New App".

3. Enter:

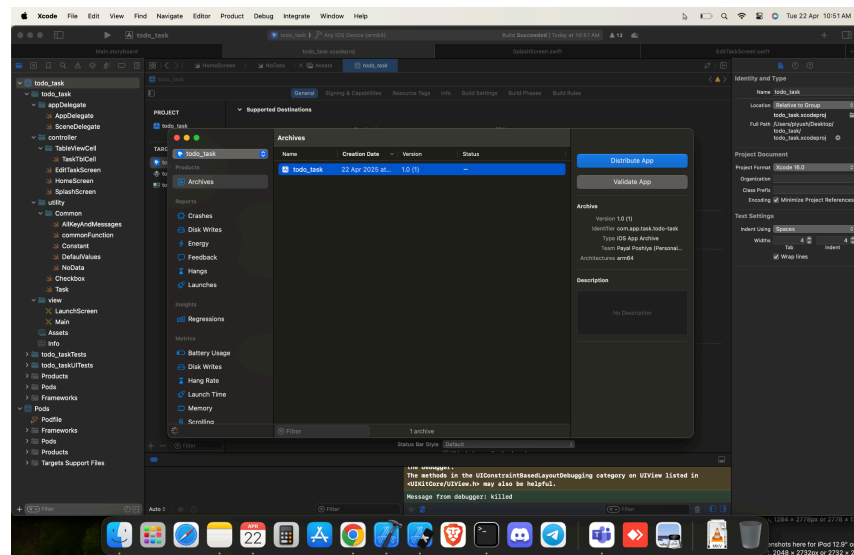
- App Name
- Primary Language
- Bundle ID (must match Xcode's identifier)
- SKU (unique identifier for you)

4. Choose the platform (iOS).



4. Prepare for Submission in Xcode

- Set version and build number in:
 - Xcode → Project → General → Version/Build
- Archive the app:
 - Product → Archive
 - Open the Organizer and validate the build.
- Export or directly upload using Xcode Organizer:
 - Distribute App → App Store Connect → Upload



5. TestFlight (Optional but Recommended)

- From App Store Connect → App → TestFlight tab.
 - Add internal testers or public beta testers.
 - Requires review for public TestFlight builds.
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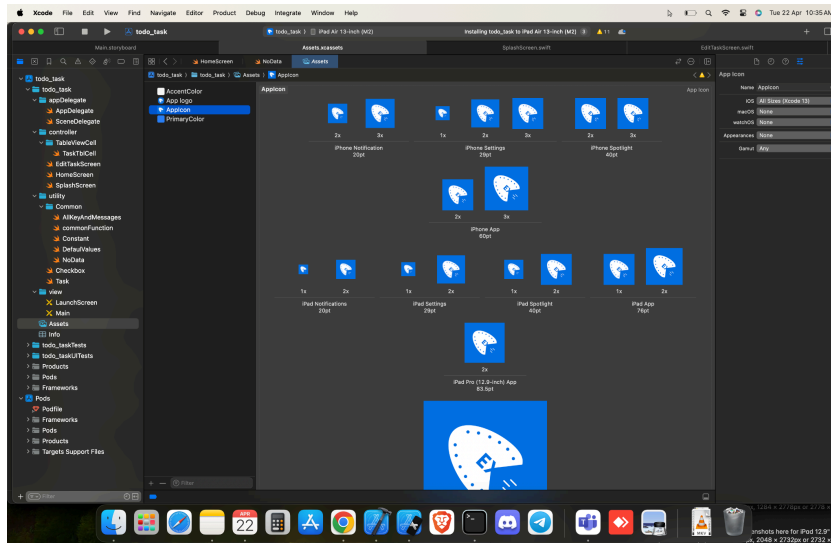
6. Submit for Review

1. Once uploaded, go to App Store Connect → App → App Information.
 2. Fill out:
 - App description, keywords, screenshots, and privacy policy.
 - Age rating, categories, and more.
 3. Select the uploaded build under "Build" in the version section.
 4. Click "Submit for Review".
 5. Apple will review (usually within 1–3 days).
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7. Screenshots and App Icon

- Use Xcode assets or a tool like [Applicon.co](https://applicon.co) to generate icons.
- Screenshots required for all screen sizes (iPhone 6.7", 6.1", etc.).
- Upload in App Store Connect → Media section.

Set App Icon Logo On XCode

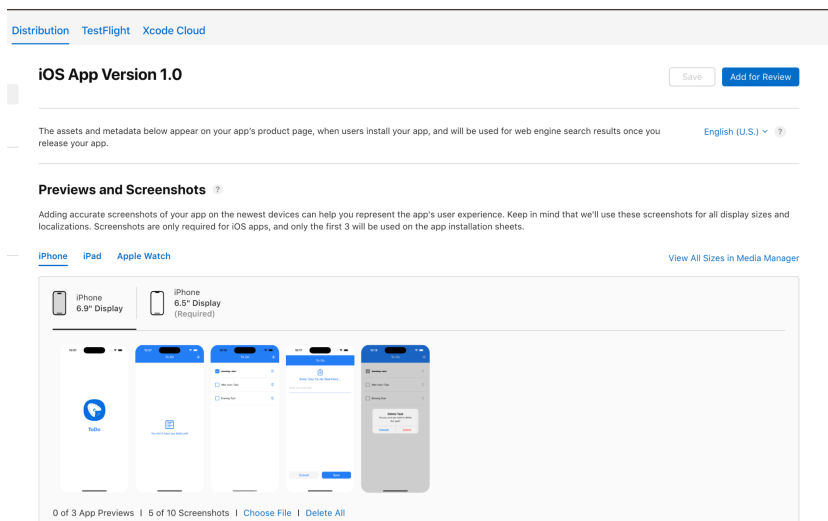


Add ScreenShot for iPhone :

Drag up to 3 app previews and 10 screenshots here for iPhone 6.7" or 6.9" Displays.

(1320 × 2868px, 2868 × 1320px, 1290 × 2796px or 2796 × 1290px)

(1242 × 2688px, 2688 × 1242px, 1284 × 2778px or 2778 × 1284px)



Add ScreenShot for iPad :

Drag up to 3 app previews and 10 screenshots here for iPad 12.9" or 13" Displays.

(2064 × 2752px, 2752 × 2064px, 2048 × 2732px or 2732 × 2048px)

iOS App Version 1.0

SaveAdd for Review

The assets and metadata below appear on your app's product page, when users install your app, and will be used for web engine search results once you release your app.

English (U.S.) ?

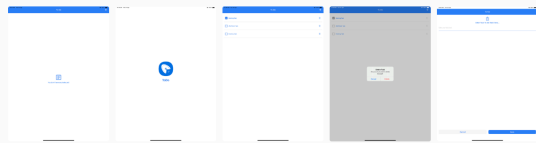
Previews and Screenshots ?

Adding accurate screenshots of your app on the newest devices can help you represent the app's user experience. Keep in mind that we'll use these screenshots for all display sizes and localizations. Screenshots are only required for iOS apps, and only the first 3 will be used on the app installation sheets.

iPhone iPad Apple Watch

View All Sizes in Media Manager

iPad 13" Display



0 of 3 App Previews | 5 of 10 Screenshots | Choose File | Delete All

Promotional Text ?

ToDo Task List Project Clone :

<https://github.com/PiyushPoshiya/ToDo>

iPhone and iPad Video :

<https://drive.google.com/drive/folders/17oAGGgNNmgeRAHHnnNfqhPcBQGnrpxdu?usp=sharing>