

Good practices for iOS releases

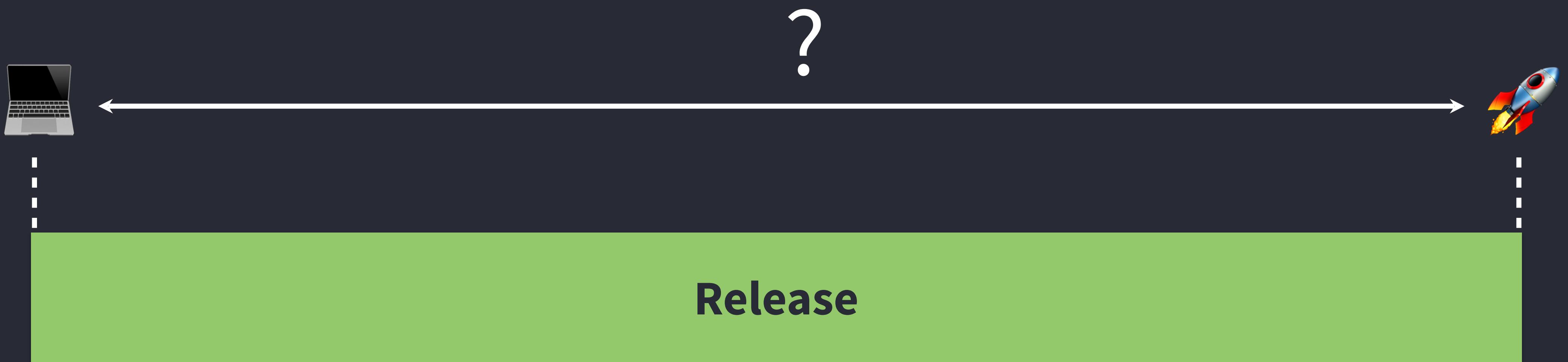
Trainline Engineering Summit, June 2017



@adhum, Bonsaï, Paris



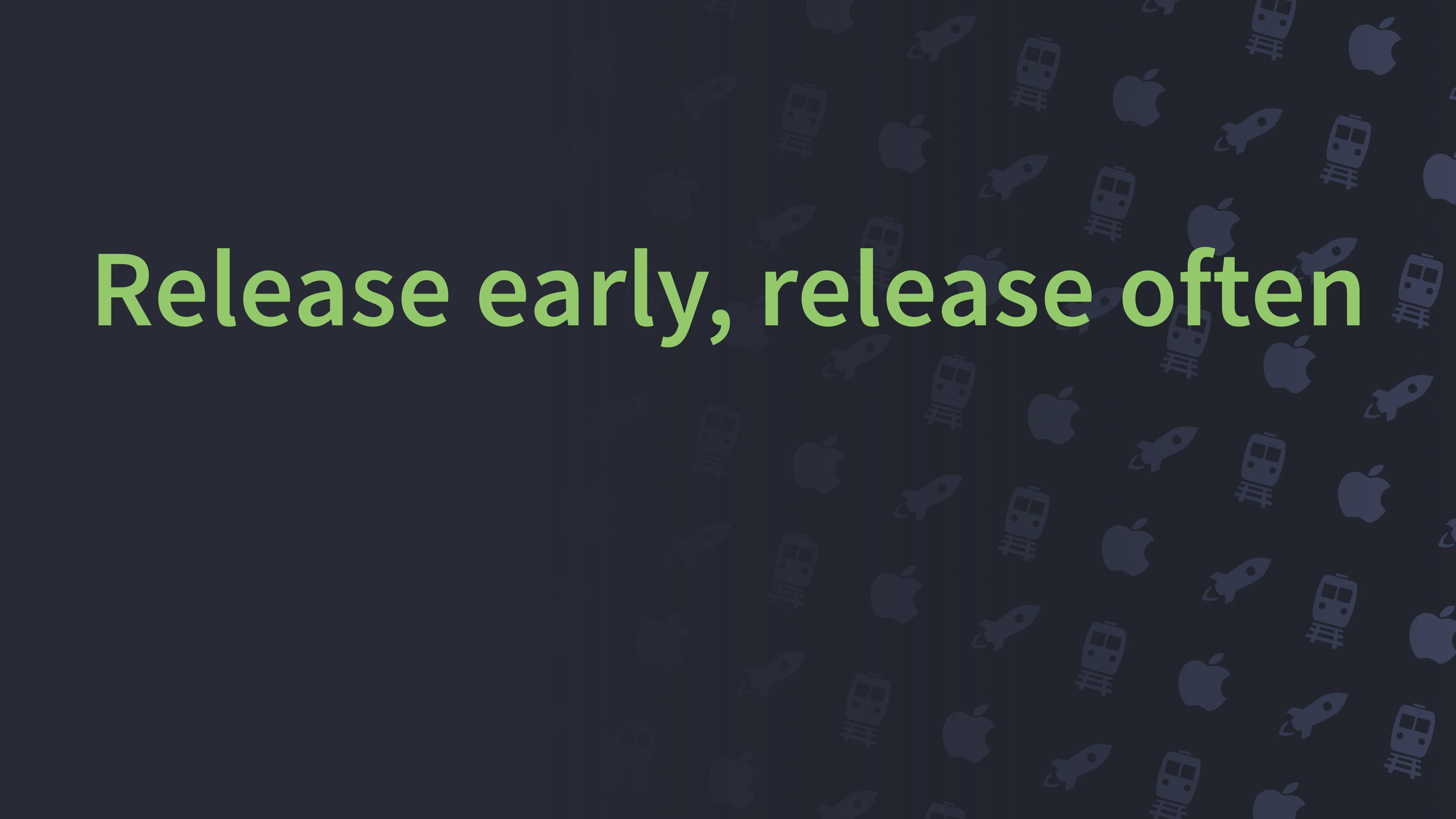
Release



→ Release early, release often

- Release early, release often
- Painless releases
- Test your release
- Take care of it
- Market it

Release early, release often



Release cycles are usually

feature based
or
time based



Feature based

Group features in a single release



- Unified set of features



- Unknown frequency
- Delay risks

Time based

Calendar schedule

Frequency depends on your needs



- Expected by all parties
- Set schedules
- Pushes iterative development



- Risk of too much/little time
- Risk of too much/little features





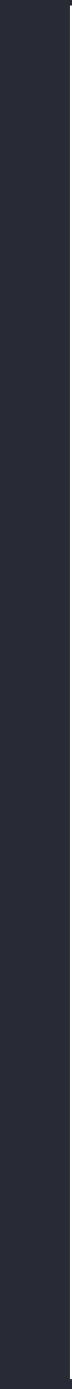
Release Train

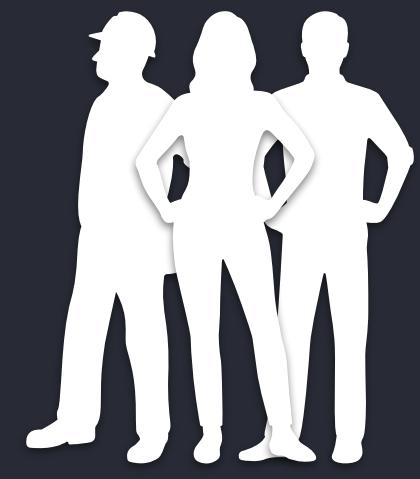


V_n



V_{n+1}

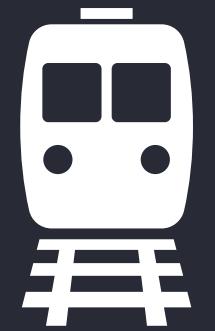
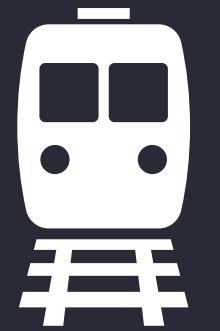




A

V_n

V_{n+1}

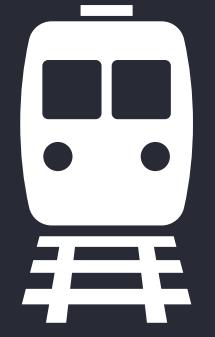
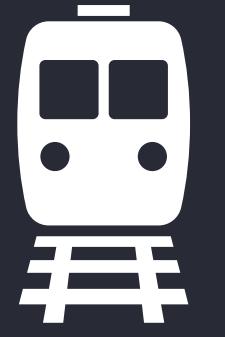




A B

V_n

V_{n+1}

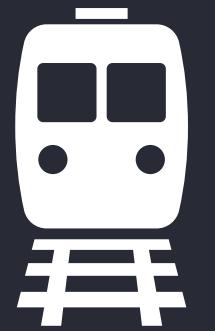
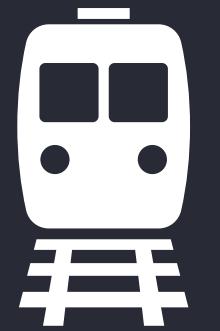




A B C

V_n

V_{n+1}





A

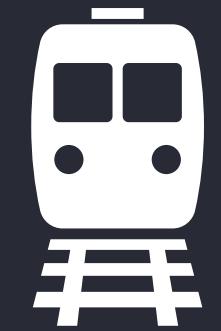
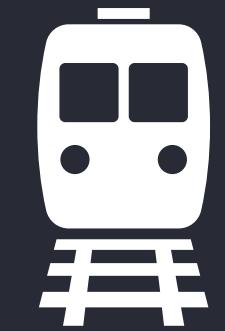
B

C

D

V_n

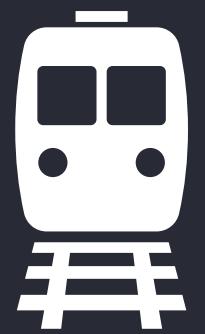
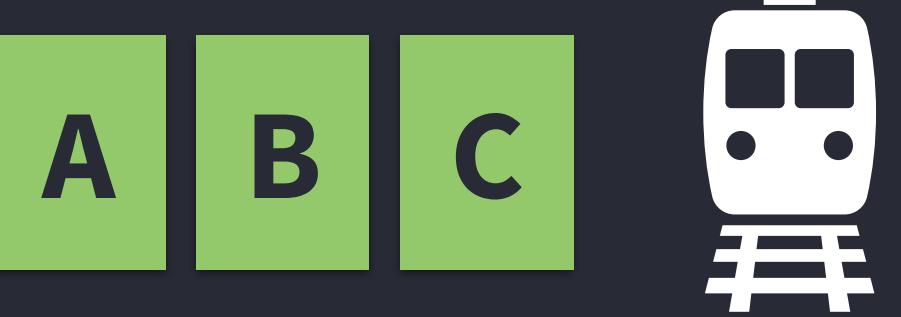
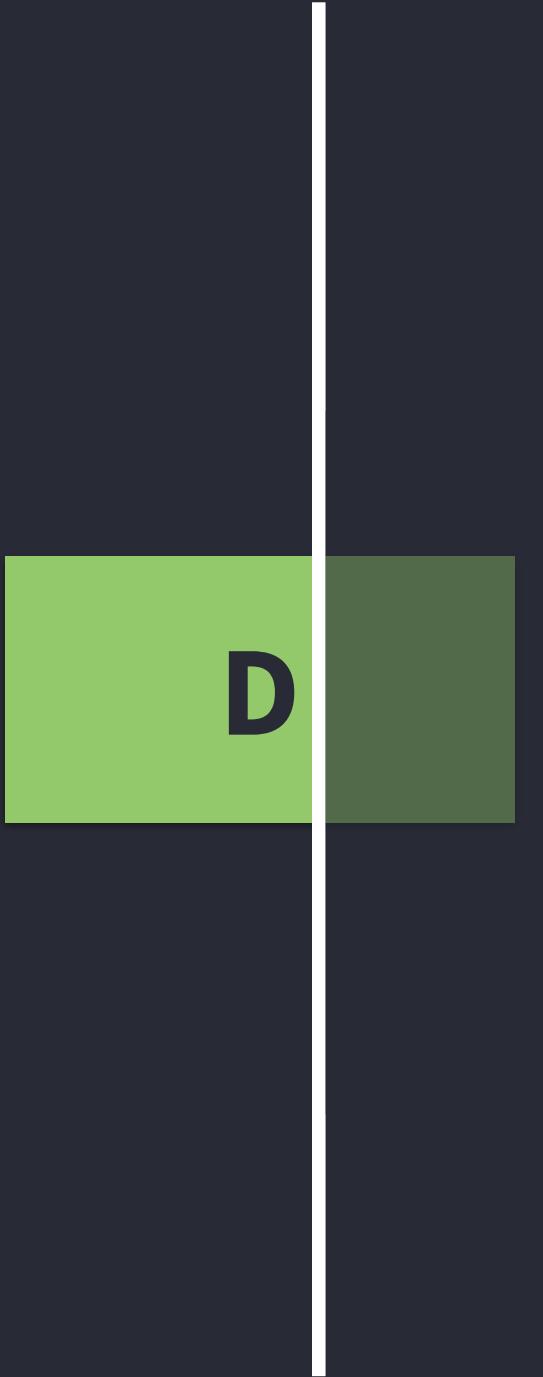
V_{n+1}





V_n

V_{n+1}



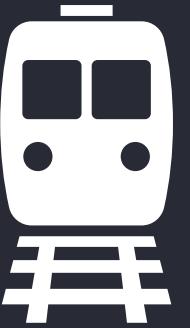
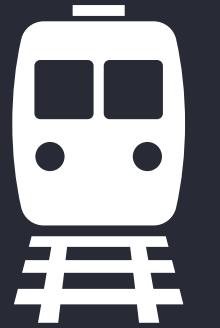


V_n

V_{n+1}

D

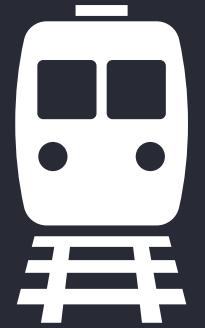
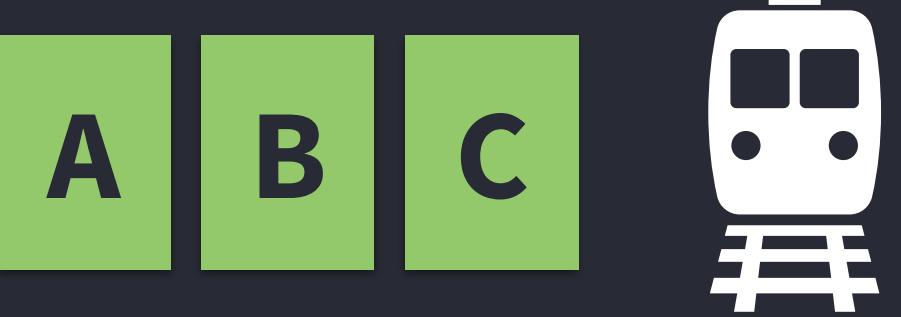
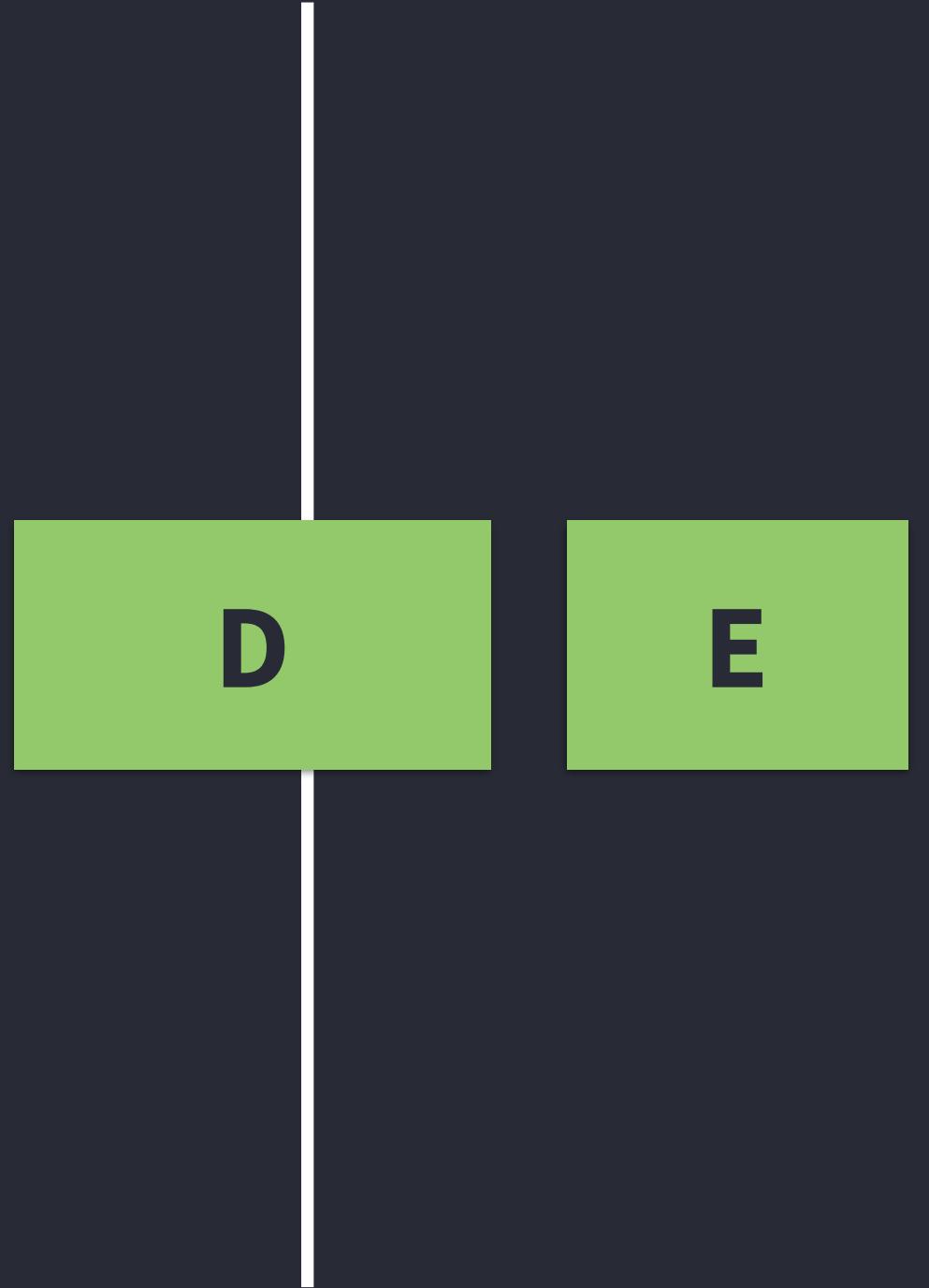
A B C





V_n

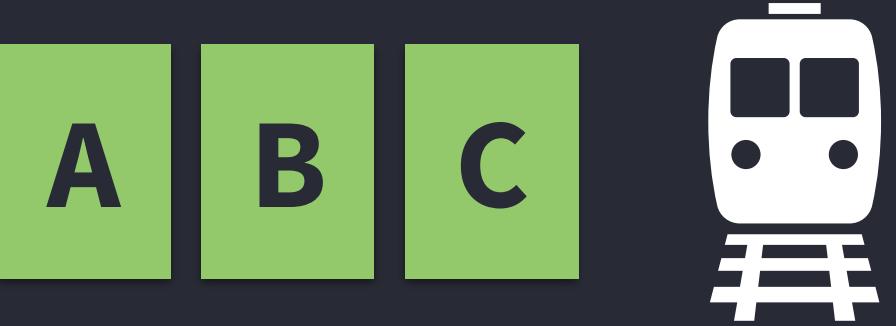
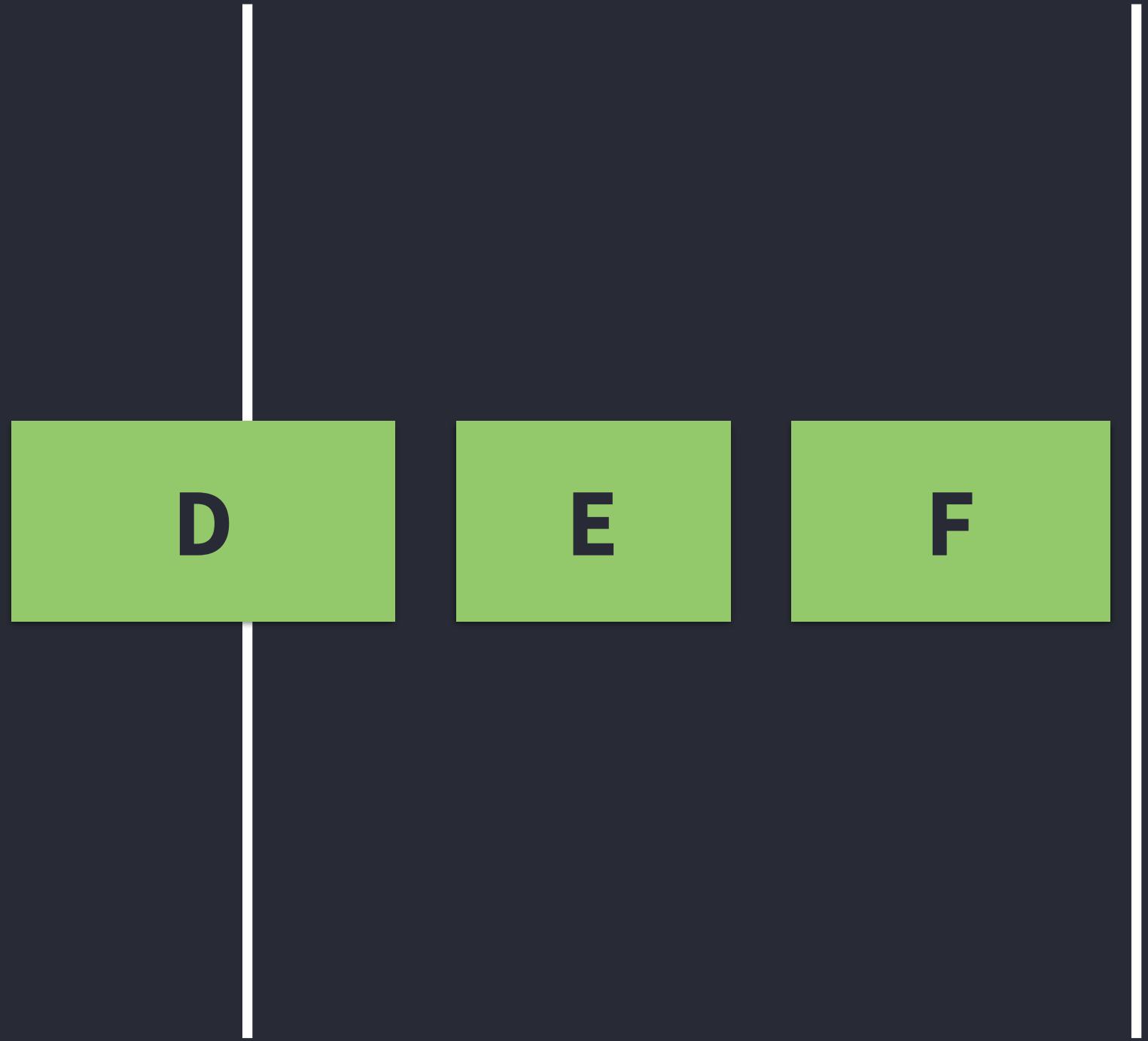
V_{n+1}





V_n

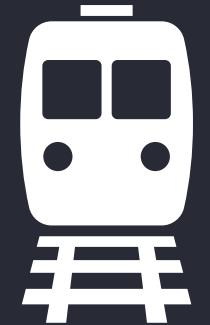
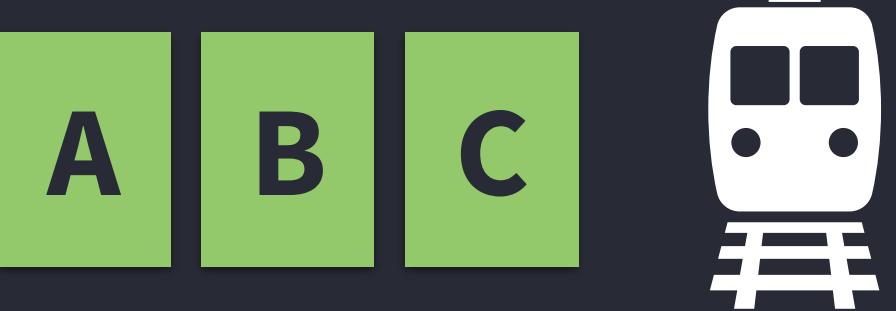
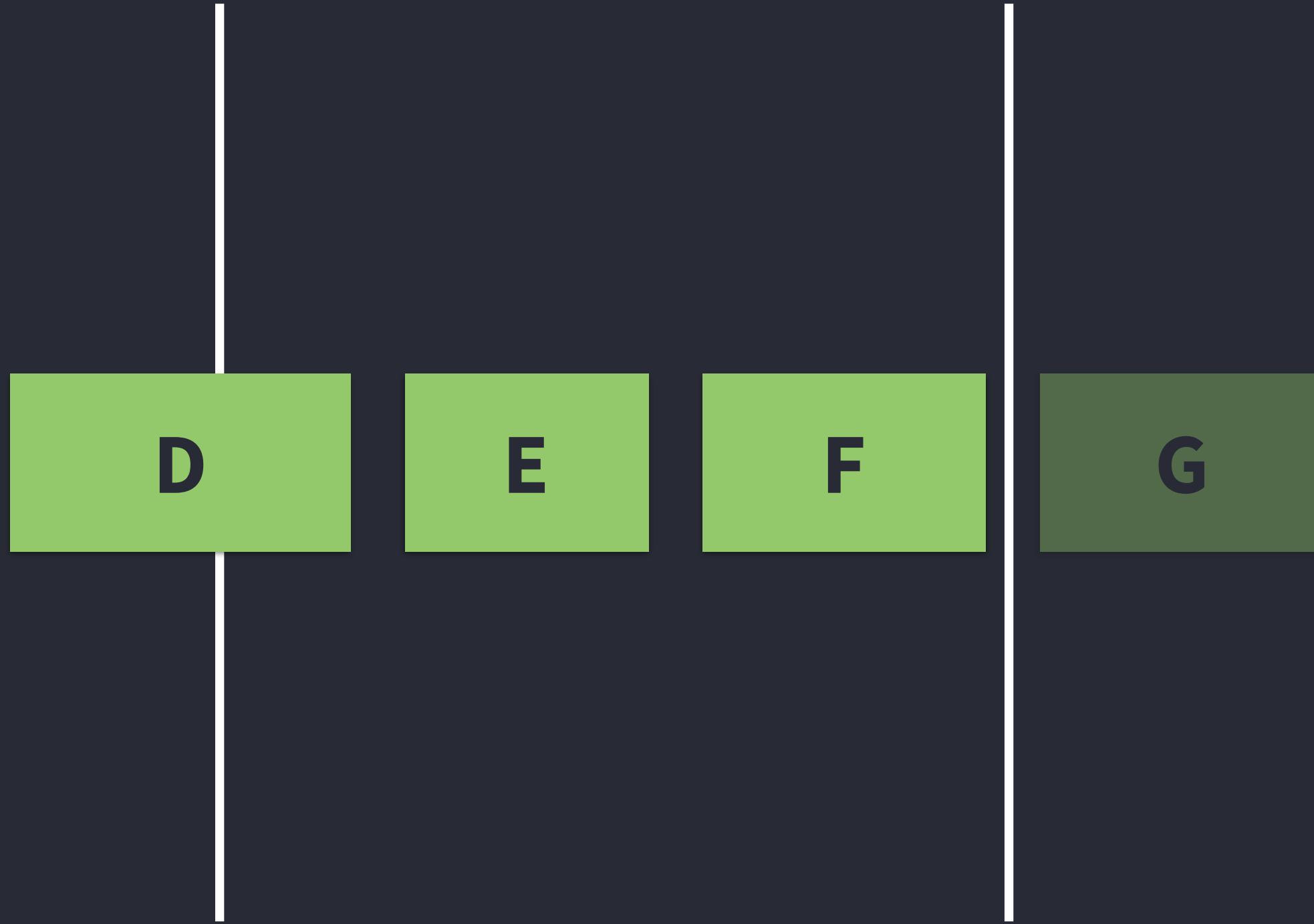
V_{n+1}





V_n

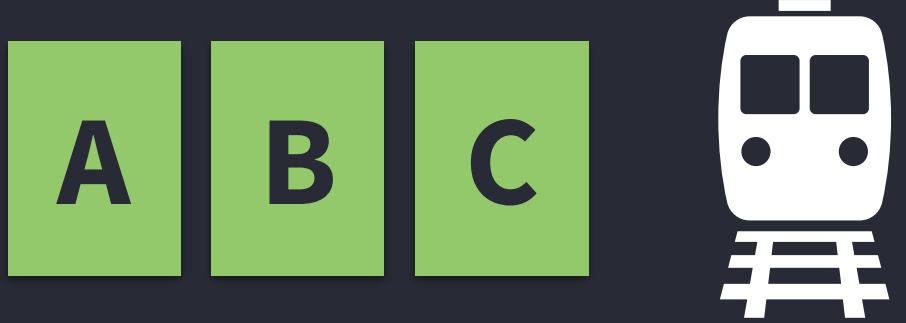
V_{n+1}





V_n

V_{n+1}





V_n





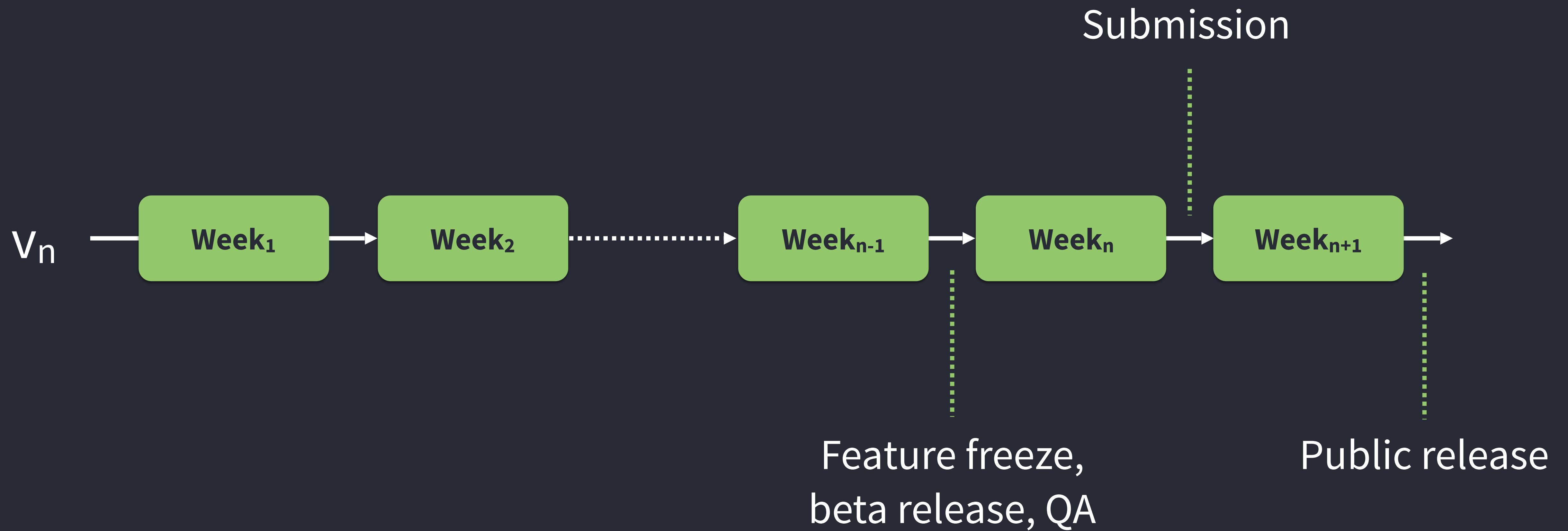


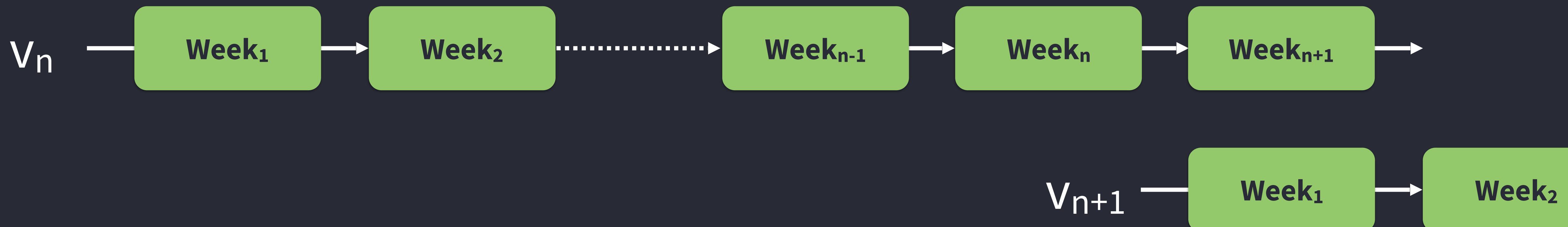
Feature freeze,
beta release, QA

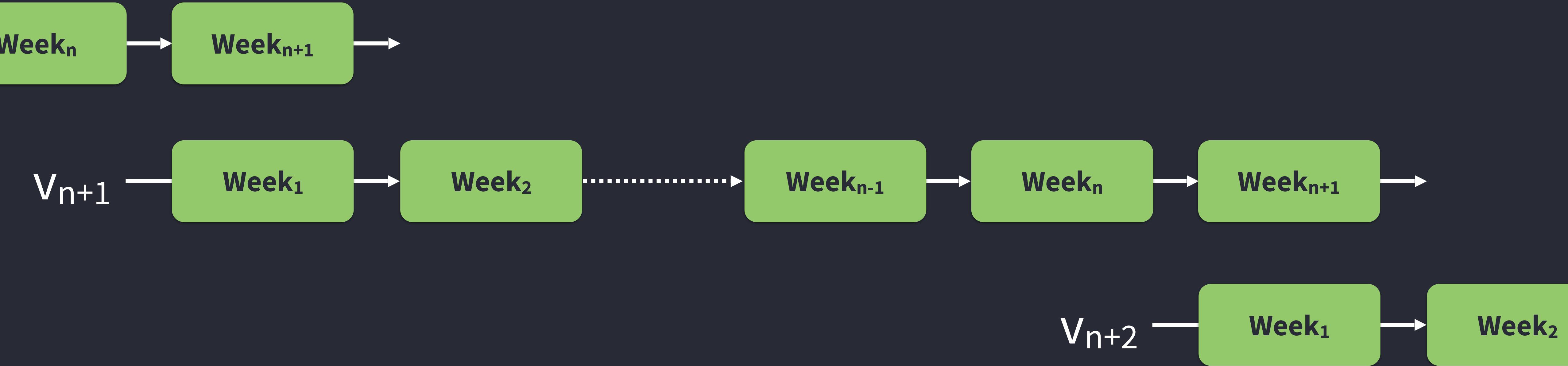


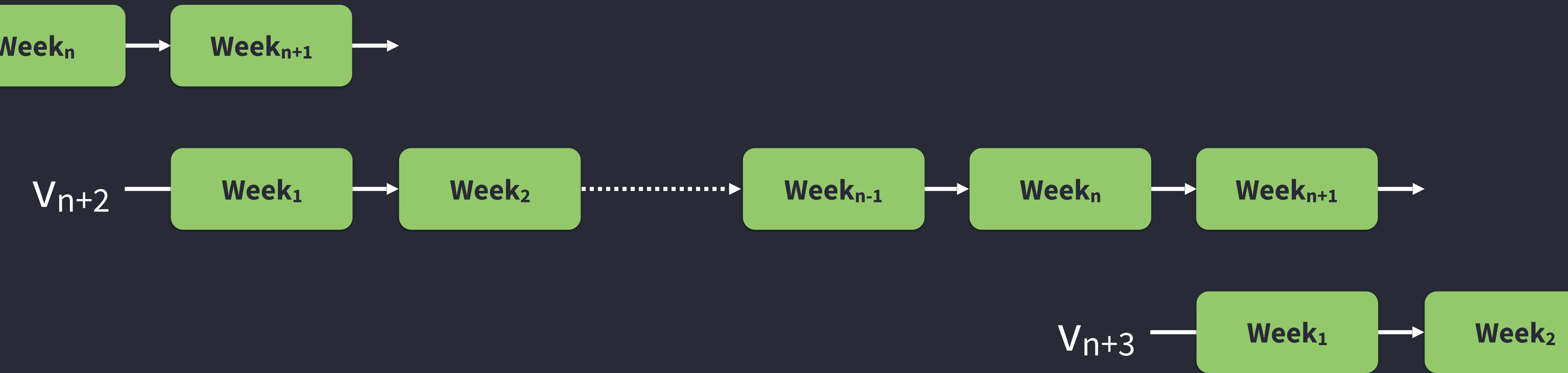














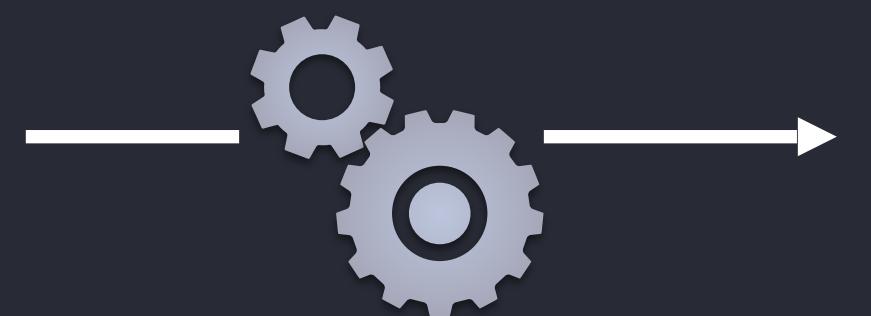
Painless releases

Classical release process



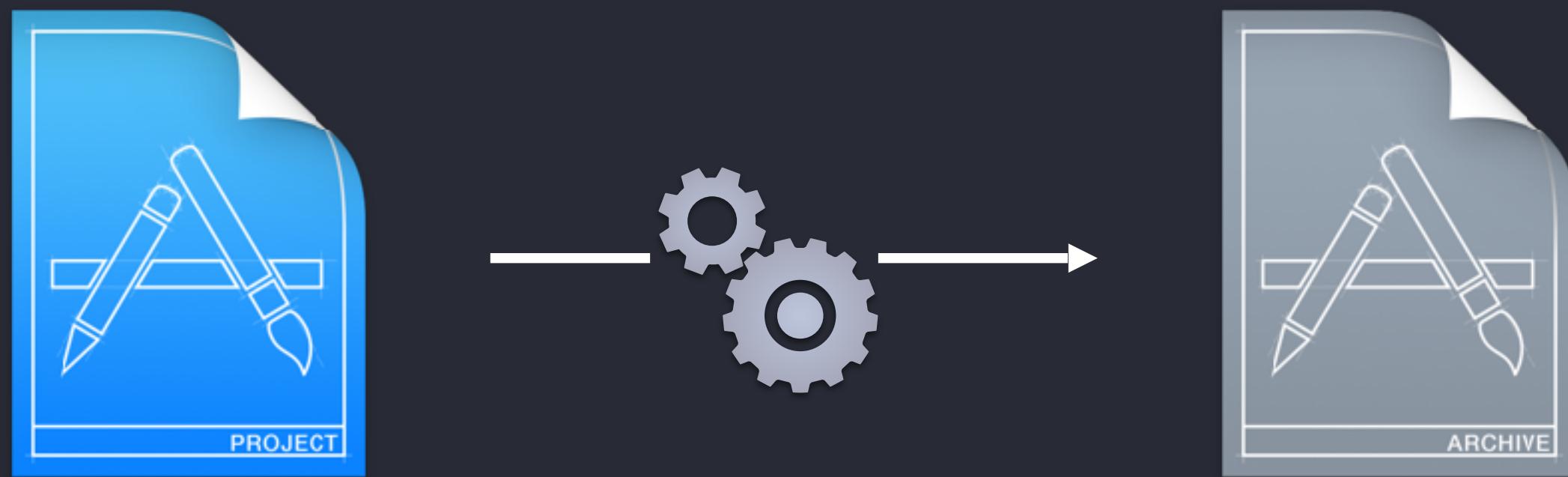
Code

Classical release process



Code

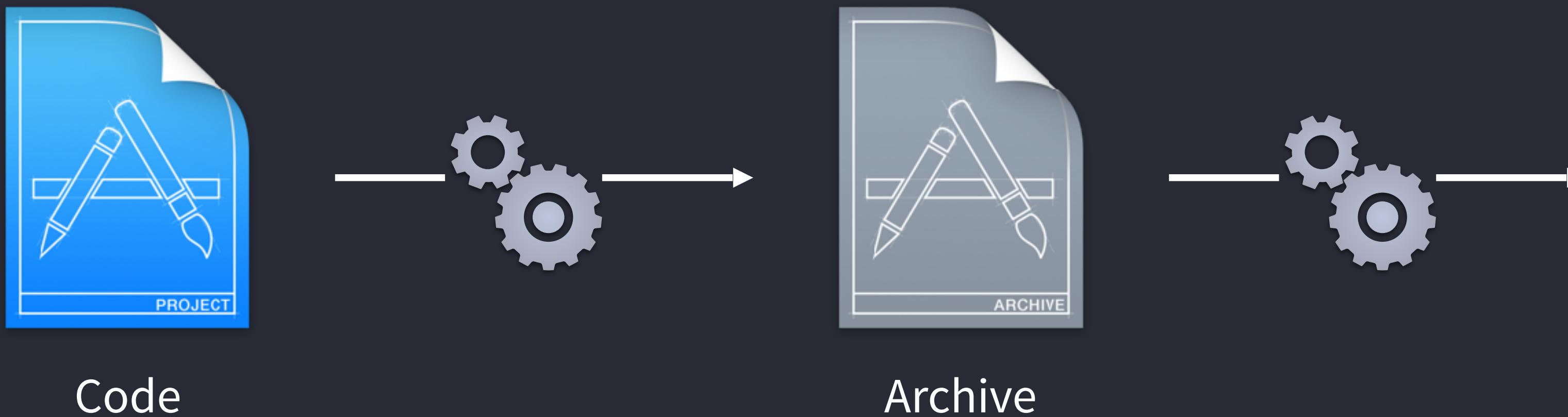
Classical release process



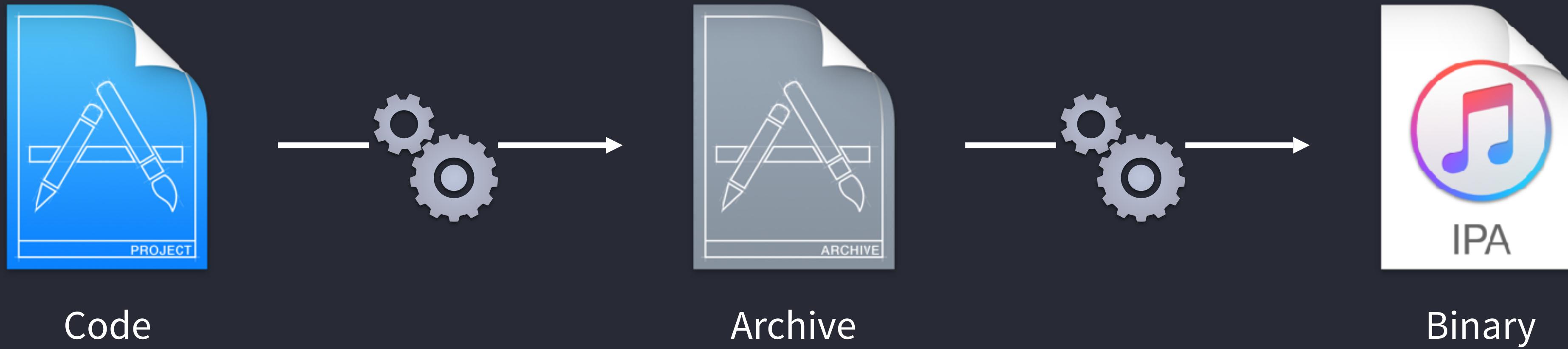
Code

Archive

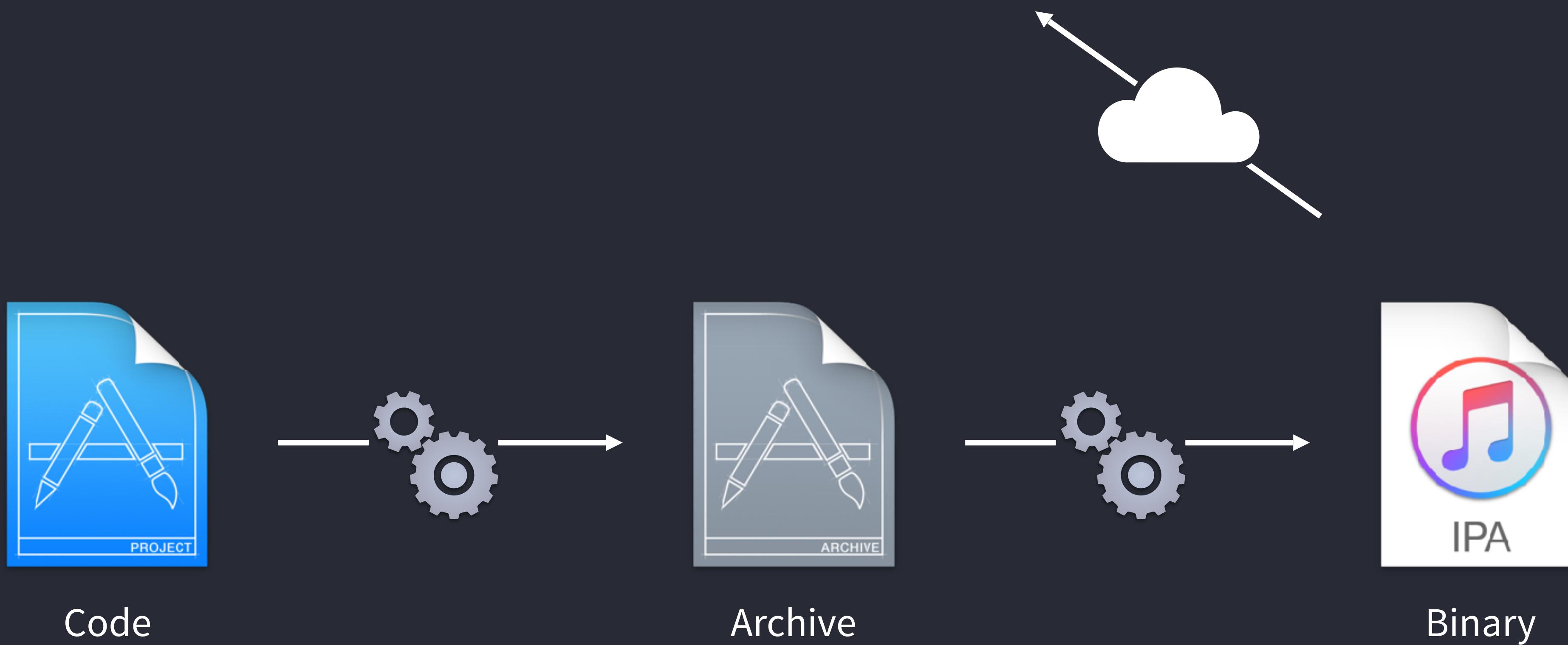
Classical release process



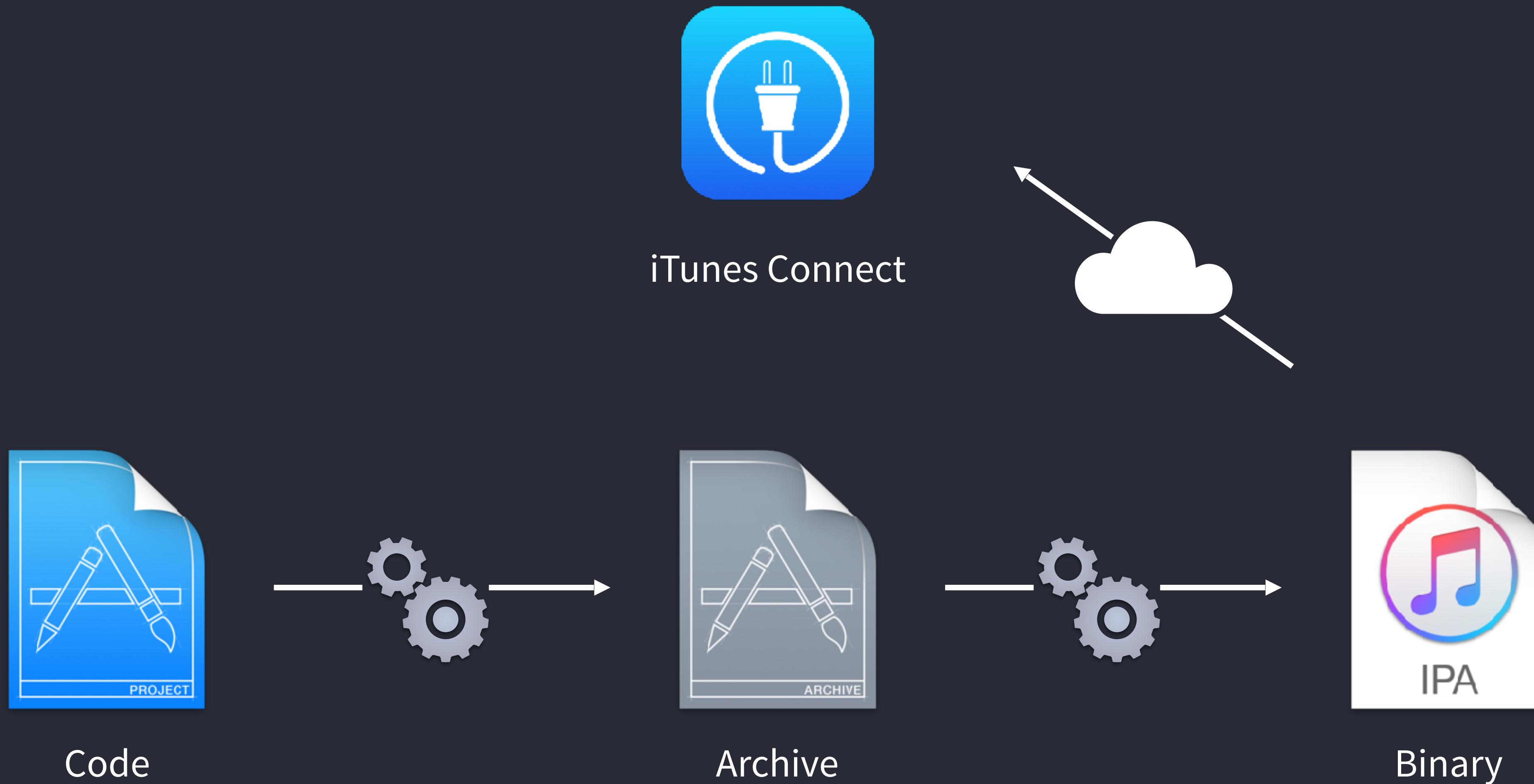
Classical release process



Classical release process



Classical release process



Classical release process

All assets
(promotional screenshots and texts)
uploaded manually

Classical release process

All assets
(promotional screenshots and texts)
uploaded manually

5 images
5 languages
6 devices
→ 150 screenshots

Title
Description
Release notes...
→ ×5 languages

Classical release process

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Clic. clic.
+ tons of copy paste

Title
Description
Release notes...
→ ×5 languages

Classical release process

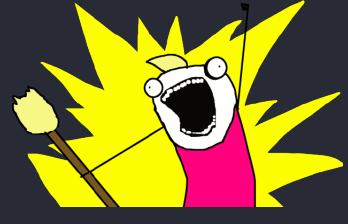


Nope



Script all the things!

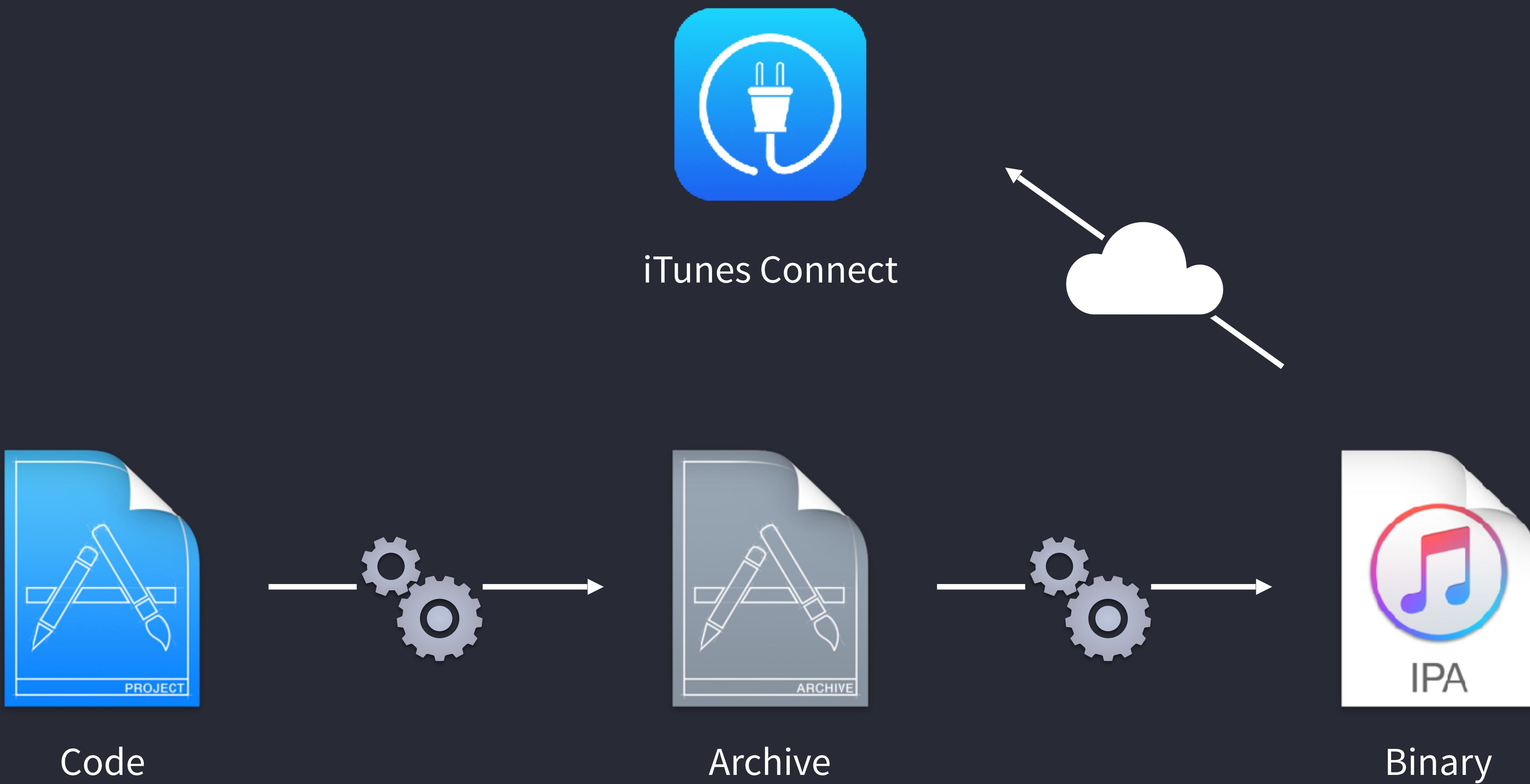
Script all the things!



- Everything needed exists hidden with Xcode
- Fastlane is good, if you like sugar



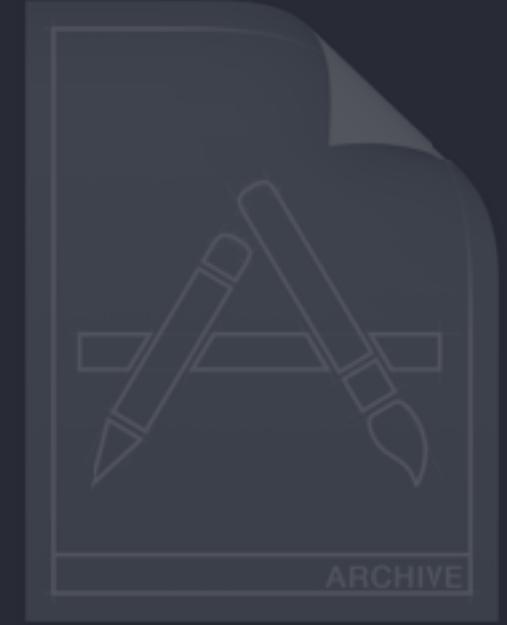
fastlane



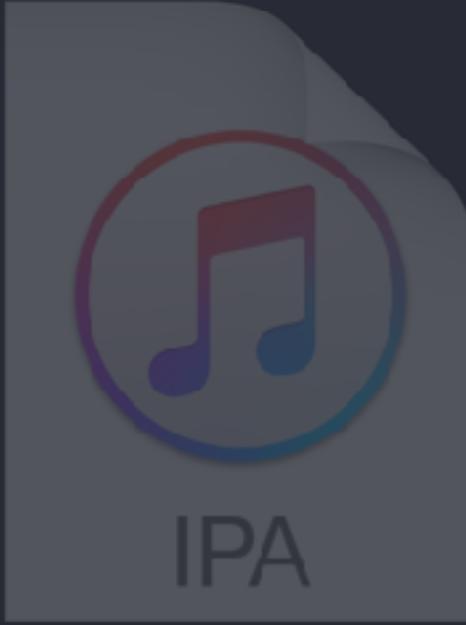
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$ ./archive_and_upload
```



Code



Archive

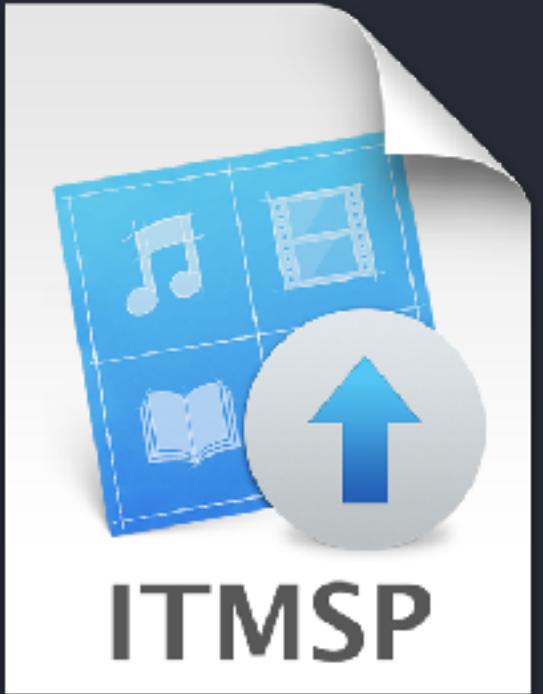


Binary



iTunes Connect

Script all the things!



Screenshots

Title

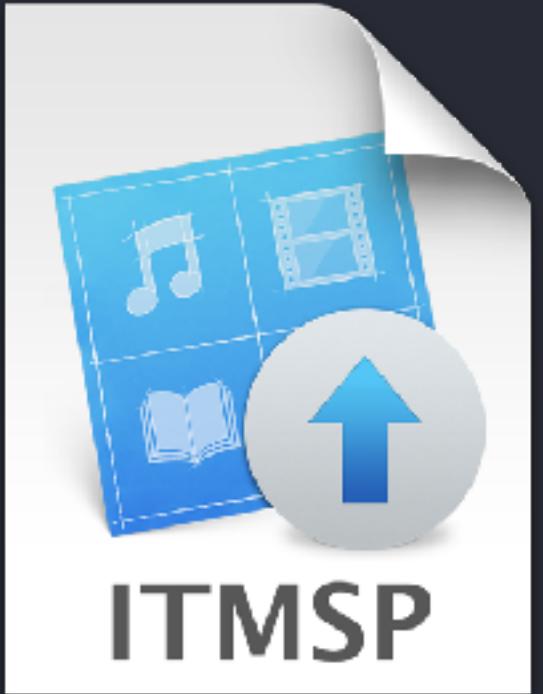
Description

Icons

Metadata

Release notes

Script all the things!



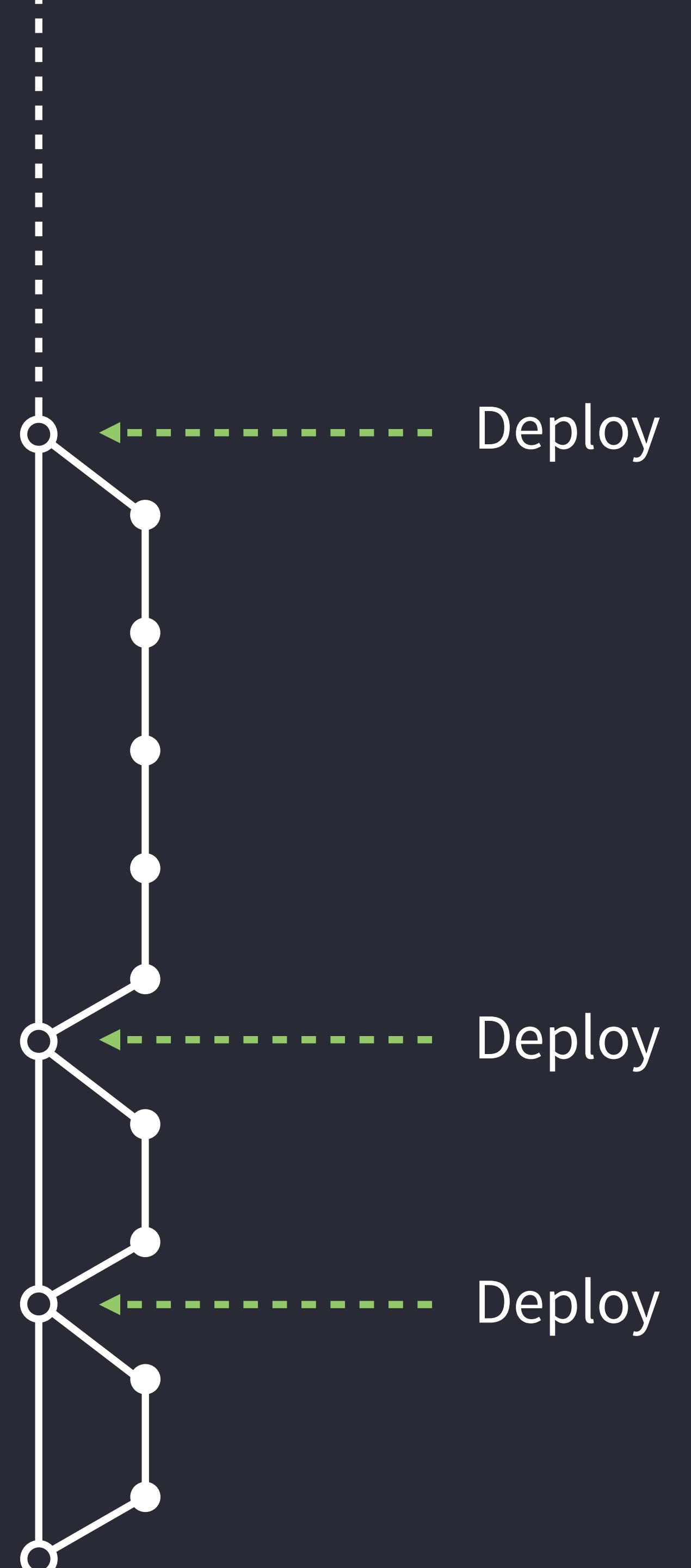
- Screenshots ← Autogenerated
- Title
- Description
- Icons
- Metadata
- Release notes

Script all the things!



```
$ iTMSTransporter upload
```

Continuous deployment?



Continuous deployment?

Test your release

Extensive QA validation
before release



Beta-test

- Real life usages
- Real travelers
- Real trains
- Real travels

Beta-test

Diversity of beta-testers

- Frequent and occasional travelers
 - Various countries
 - Various languages
 - Disabilities

Beta-test

Build a community

Market your release

Communicate with Apple

Thursday



Thanks!



@adhumí, Bonsaï, Paris