App Submission Checklist

- Human Interface Guidelines
- App Distribution Quick Start
- App Distribution Guide

Icon and Image Sizes

Every app needs an app icon and a launch file or image. In addition, some apps need custom icons to represent app-specific content, functions, or modes in navigation bars, toolbars, tab bars, and other areas.

Launch File or Image

A launch file (or image) provides a simple placeholder image that iOS displays when your app starts up. The placeholder image gives users the impression that your app is fast and responsive because it appears instantly and is quickly replaced by the first screen of your app. Every app must supply a launch file or at least one static image.

For iPhone 6:

- 750 x 1334 (@2x) for portrait
- 1334 x 750 (@2x) for landscape

For iPhone 6 Plus:

- · 1242 x 2208 (@3x) for portrait
- 2208 x 1242 (@3x) for landscape

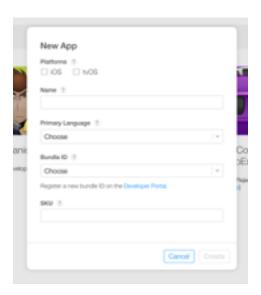
Required: **Application Name** Application Description Primary Category and Secondary Category Copyright App Rating Keywords (see Sensor Tower) SKU number created (i.e. Touch00001) Working Application Website URL Screenshots Support Website URL (risk rejection if not available when submitting) Support Email Address Pricing Available Date Availability (which AppStore territories) Large App Icon For iTunes.

Application compiled with an **Apple Distribution Certificate** and a **Distribution - App Store Provisioning Profile.**

IPA File Created with No Errors (see Archiving)

Test on all iOS devices

Add "New App" in iTunes Connect.



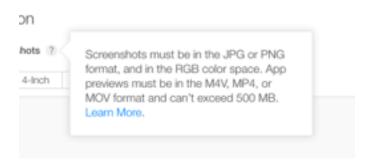
Add "App Information"

Must have a bundle id (created by Xcode)

Prepare for Submission

Version Information





Bitcode

Bitcode is an intermediate representation of a compiled program. Apps you upload to iTunes Connect that contain bitcode will be compiled and linked on the store. Including bitcode will allow Apple to re-optimize your app binary in the future without the need to submit a new version of your app to the store.

Xcode hides symbols generated during build time by default, so they are not readable by Apple. Only if you choose to include symbols when uploading your app to iTunes Connect would the symbols be sent to Apple. You must include symbols to receive crash reports from Apple.