New Mobile App Process (PSG)

Pre-Release Information Acquisition

# Before starting on a new mobile app there are a few things that we need from the design team and the account manager that is over see the new app.

* Color scheme information for css and sass
* Graphics will include any elements for the app home screen, welcome screen, app icon and app splash screen
* Documentation from account manager should include official app name, app description for both app stores ( iTunes and Google Play ) , messaging for the welcome page and the url to the pax site.
* Make sure the app icon and splash screen acquired from the designers is the largest applicable screen size needed for the application. Name the app icon file “icon.png” and the splash screen image “splash.png”, and run the following commands to generate the icon set for the application. $ Cordova-icon $ cordova-splash

# After receiving all of the graphics and documentations from Blake/design team and the account manager, you can begin to start setting up everything to build a new mobile app.

### Create a new iOS App ID within the Apple developer portal

* Stick to the com.incentivesolution.”client or app” naming convention when creating the ID
* Enable the Push Notifications App Service for the App ID

### Create Apple push notification certificates

* Inside of the Apple Developer portal create a production certificate for “ Apple Push Notification service SSL (Sandbox & Production). Follow the instructions for request a certificate from a certificate authority.
* Download and save the certificate in the appropriate folder ( look at previous apps folder structure)
* Open that certificate up within the Keychain access application to create a p12 file. Use the default password when creating the p12 file.

### Create a new project within the Google developer portal.

* Create a project and give it an appropriate name.
* Enable Google Clould Messaging under the Mobile APIs
* Create a browser and server credentials for the project.

### Create a new PushWoosh app in pushwoosh portal.

* When configuring Android notifications use the server or browser key that you created in the Google developer portal. And choose the “Cordova” Framework.
* When configuring iOS notifications use the Certificate file, Push certificate p12 file, and password that was used the “Create Apple push notification certificates” step. Use the “Cordova” Framework and choose the “Production” Gateway.
* ALWAYS use manual configuration for iOS.

### Create Apple provisioning profiles

* Create a new Development provision profile for the app, if you plan on testing it on an Apple device(s). When naming the provisioning profile always distinguish it from other profile types by using the word Dev in the name.
* Be sure and assign all the necessary devices to this Development profile.
* Create a Distribution profile as well for submitting to the iTunes app store later.
* NEVER create provisioning profiles before configuring the iOS notification in PushWoosh

### Create Google analytics property for new application along with custom views

* Go to the Google Analytics account and create a new WEBSITE property, DO NOT choose mobile app
* Create two new views for this property “Mobile App View” and “Mobile Optimized view”.
* Within the Mobile App View create new filter and name it “Mobile App Usage”. Filter type should be “Custom”, Select “Include”, Filter Field “Campaign Source”, Filter Pattern type “Mobile App”
* Within the Mobile Optimized View create new filter and name it “Mobile Optimized Usage”. Filter type should be “Custom”, Select “Include”, Filter Field “Campaign Source”, Filter Pattern type “Mobile Opt”

### Create new local repo for app

* Use Git to clone the mobileApp\_Core down from TFS: <http://mercury:8080/tfs/RewardTraxCollection/RewardTrax50/_git/RewardTraxApp>
* Create a new branch from that clone and name it after the new app.
* All plugin information can be found in the plugins.txt file
* Use the cordova-icon and cordova-splash commands to create the icon and splash screens for the app.
* Create screen shots using iPhone 6s Plus and iPad Pro 12.9

### Current apps

* Devmac VNC address is 10.1.1.29
* Macintosh HD > Users > sbradley > documents > RewardTrax\_App\_Development

Updating Plugins

* Navigate to the root directory of the new app
  + Location: user/Documents/RewardTrax\_App\_Development/’client\_folder’/’app\_folder’
* In terminal run the command $ cordova-check-plugins –update=auto –force
* The plugin will check the installed version of all plugins included in the given project as well as the latest remote version available in the cordova plugins library. If a new plugin version is available then the plugin will automatically remove the old plugin and add the latest version.
  + \*\*Make sure to read the documentation of the new installed version of the plugin to make sure deprecations/compatibilities have not changed/will not affect the application.

App Testing Protocol

### Testing will be done on a per platform basis, each task must be completed once for iOS and once for Android (Please note the phone version, carrier, and OS version in your testing)

1. Input Tester Login Information and Test that this account is active
2. Test each item off of the main menu
3. Test each item off of the shopping menu
4. Add an item to the wish list
5. Add an item to the cart
6. Start the checkout process (DO NO CONFIRM!!!)
7. Deeper testing of any pages changed (see git diffs or noted changes to custom functions)

Releasing new app

* Login into the iTunes Connect account and create a new app. Choose the “Bundle ID” for the new app that you created in the developer account earlier. Create the first version of the app afterwards and fill in all the required information about the app.
* When releasing a new app for iOS open the Xcode file associated with the new app within the platform folder. And follow standard procedures for uploading app to iTunes Connect.
* Contact the Account Manager associated with the new client, and get them to create test user accounts for app store submission. A registered user account is needed that has the ability to login to the application. This information is submitted in iTunes Connect for the reviewer.
  + The credentials for the test user should be [appTester@rewardtrax.com/appTest1234](mailto:appTester@rewardtrax.com/appTest1234)
* Screenshots are needed for app store submission, please gather these shots from either an emulator or a live device. The pages required are as follows
  + Image of Splashscreen
  + Image of Home Screen

**CARD PROGRAMS**

* + - Image of My Account Page

**POINTS PROGRAMS**

* + - Image of Shopping Home
    - Image of Shopping Results (NO APPLE PRODUCTS!!!)
    - Image of Quick Points (if included)
* Gather the details needed for app store visibility. Example:

Store Description Example: Replace app / company name with correct company.

CARD

With the Sales Rewards app, you can use your device to submit claims on select equipment in order to receive a reloadable debit card.

This app is intended for participants in the Goodman Manufacturing Company, Inc. Sales Rewards program.

Points

With the Legend Rewards app, you can use your mobile device to track and earn points for the Legend Brands products you purchase.

Ready to redeem points? Search the catalog and add items to your wish list or your cart. If you are in a participating retailer you may scan a bar code to purchase an item with your points and pick it up in store.

This app is intended for customers who purchase Legend Brands products from Legend Brands distributors. Please contact Legend Rewards ([www.legendrewards.com](http://www.legendrewards.com/)) for questions about the program.

* There is a sort of Frequently Asked Questions section needed for app store submission. The answers to these questions are as follows:
  + Notes to Tester.

**Must answer the following questions (interchange dollars or points)**

1) What are the participants / Who can enroll

2) How are points earns

3) Do points expire

4) Why do we collect info (different for card and Points)

**Example POINTS**

Participants are contractors who purchase Dri-Eaz products from distributors. Products are purchased via the distribution channel and not directly from Dri-Eaz. Any contractor who purchases products is eligible to enroll. There is no subscription or fee required to be part of the rewards program.

Participants earn points by purchasing products. Different products have different point values. There is a code to claim reward points located either on or inside the product packaging.

Points do not expire.

Users redeem their points for merchandise, which much be shipped. We require their shipping address at enrollment to expedite the checkout process.

**Example Card**

Participants are property mangers at different apartment properties nationwide. CSC provides appliances and equipment rentals to apartment residents. CSC offers rewards to property managers for each new referral that rents from CSC.

Rewards are given in the form of a prepaid reloadable Visa card. Information collected at enrollment is needed to comply with US banking laws (Know Your Customer).

Participants use the app to get special announcements and to check the status of their referrals and funding to their debit card.

* Once the app has processed with iTunes Connect, you can add that build to the app and then submit for review.
* For Android, go to the Google Play developer console and add a new application. Fill out all of the required information for the app.
* Open the android platform folder in Android Studio and follow the steps to create a release apk version of the app.
* You will have to create a new Keystore file for this app. IMPORTANT: please store a copy of the Keystore files in a safe place. Currently a copy for each app is stored in Development > mobile > AppKeyStores\_Android folder. If these files are lost, you can not update the apps in the Google Play Store.

Miscellaneous iTunes Connect issue ( update version problem )

* Go to the app that you wish to update within iTunes Connect and click on the “Version Or Platform” plus button.
* Inspect the “iOS” button and do a search for the “openVersionModal” css style.
* Change the style from display:none to display: block and another iOS button will appear.
* Click the new iOS button to add your new version.