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Banzai – Developer Guide (iOS)

This guide will reference links that Apple provides for simplistic, and clearly defined methods of setting up a Developer Account and posting an application to TestFlight or the App Store. Part of the reason we had so much difficulty was trying to utilize the Rose-Hulman developer account. Developer accounts are only allowed 3 distinct signing identities, one of which belongs to Rose-Hulman Ventures, one that belongs to the Rose CSSE department, and one additional signature. However, there are far more than 3 projects that utilize all of these identities, so that creates layers of difficulty in bypassing Apple's account constraints.

When I was learning how to do this, I used [this video tutorial](#) as reference after looking through Apple's links reference below.

Step 1 – Create a Developer Account:
You will need:
- The legal authority to bind your company/organization to Apple Developer Program legal agreements.
- An address for the company's principal place of business or corporate headquarters.
- A D-U-N-S® Number assigned to a legal entity.
- D-U-N-S Numbers, available from D&B for free in most jurisdictions, are unique nine-digit numbers widely used as standard business identifiers. To learn more, read our FAQs. Before enrolling, check to see if D&B has assigned you a D-U-N-S Number. If not, please request one. Note: DBAs, Fictitious Business, Trade names, or branches are not accepted at this time.
- A valid credit card for purchase.

[Navigate to this link for Apple's instructions on creating a Developer Account.](#)

Step 2 – Configuring Identity/Team Settings, and XCode for distribution
The project has been configured to work with Rose-Hulman's internal Developer Account, so when the project is checked out, it will have those settings – they need to be changed to work with your new developer account.
[Navigate to this link for Apple's configuration guide Identity/Team Settings.](#)

[And this one for XCode Distribution Settings.](#)

Step 3 – Beta Testing
Apple uses what was previously a third party application called TestFlight to distribute apps for Beta Testing. They since purchased that application, and have integrated it into their systems.

[Learn to beta test here,](#) and [utilize TestFlight specifically here.](#)

Apple does allow for Ad Hoc distribution, which is explained in the beta testing tutorial above.

Step 4 – Submitting the App Store (If necessary)

The Ad Hoc distribution allows for a file to be created and installed on a device – however, this process did not work for us, due to some complication with a nondescript error message within our Developer Account. That tutorial is [here](#), about halfway down the page.

However, if this does not prove successful to you – then maybe the app store will be a final solution. [A guide to complete this can be found here.](#)

Helpful Links:

[To test locally on a device.](#)
[Maintaining Signing Identities and Certificates.](#)
[Maintaining Devices, Identifiers and Profiles.](#)

[Comprehensive Guide to App Distribution](#)