J.Earles – J.Harbison – D.Gartzke – C.O'Hara
Banzai – Developer Guide (iOS)

NOTE: There is not way for you to continue access to the application with Rose-Hulman's beta testing configuring after the App test period (30 days) has expired. Prior to graduation, I will post a new version of the application for App review by Apple, thus giving you the final and most recent version of the code for your device for 30 following days.

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](#)