1. Finish your app, including the icons, names, privacy policy, and screen shots. To take screen shots from inside Visual Studio for Windows 8, you can run the simulator instead of “Local Machine.”
2. Get the discount code from student Dreamspark account to use on app development site

Note: You can Google “Dreamspark student”

https://www.dreamspark.com/Student/

1. Sign up on the app development site using your Live ID

Note: You can Google “app dev Microsoft”

https://appdev.microsoft.com/StorePortals/en-US/Account/signup/start

1. Fill in the required info; if you want a paid app, you’ll have to link a bank account; also, make up a name for yourself to have displayed on your app. It’s fun to come up with a creative name and create an email and Google site to go with it.
2. Click “Submit an app” and go through each step in the submission process – see details below
3. Wait. You may have a rejection because of something silly, and then they’ll email you. Otherwise, it’ll take anywhere from a few hours to days. Updates are posted on the website. They email you when it passes, too.

**Submission process:**

1. App name – something unique and clear. Note: You can reserve your app name for an entire year without publishing an app using the name.
2. Selling details – free or not? Any in-app purchases? Markets (select all). Release date? Category? Hardware requirements. Accessibility?
3. Services – push notifications, Azure, in-app offers.
4. Age rating and rating certification – err on the side of caution.
5. Cryptography – probably just pick no and click the check box.
6. Packages – see more information below.
7. Description – very important! Includes images and text description. Privacy policy link (needed for anything connecting to the Internet). Email address—don’t use an email you want private!
8. Notes to testers – probably won’t need to put anything for XPlatformCloudKit.

For images, make sure to use Paint.Net not Paint, and make sure that your images aren’t blurry, especially text. If you don’t have a nice photo for an icon, you could use a solid color with text. Look at the Windows 8 home screen for ideas. It is wise to not infringe on copyright for icons. Also, if you use Paint.Net, it makes it a lot easier to create images of the right size by having all your images open at once (including blank ones that are of the correct dimensions) and copying and pasting the images.

**Images sizes needed:**

*Icons (needed to finish your app):*

Note: Be careful about putting text at the bottom of your icons because you might have it set to put the app name there.

30x30 – small logo

50x50 – store logo

150x150 – logo

310 x 150 – wide logo

620 x 300 – splash screen in your app

*Promotional images (for app store—recommended but not required):*

414x180, 414x168, 558x756, 846x468

**Packages:**

In order to create your package, you must use Visual Studio. Project -> Store -> Create App Packages

Also, it is recommended to run the Windows App Certification test before submitting. (Ignore any issues about the dll name being too long and try submitting anyway.) An easy way to find your package while uploading is to use the search and type in the extension (for example, appx or appxupload).