

What Require Changes For Uploading



Hello, See in this pdf what changes require for uploading on play store.

- 1. How to Change Icon**
- 2. How To Change Game Name**
- 3. How To Change Admob ID, More Game Url, Rate Game Url and Policy URL**
- 4. How To Change Package Name**
- 5. How To Generate Apk For Upload on Google Play Store.**

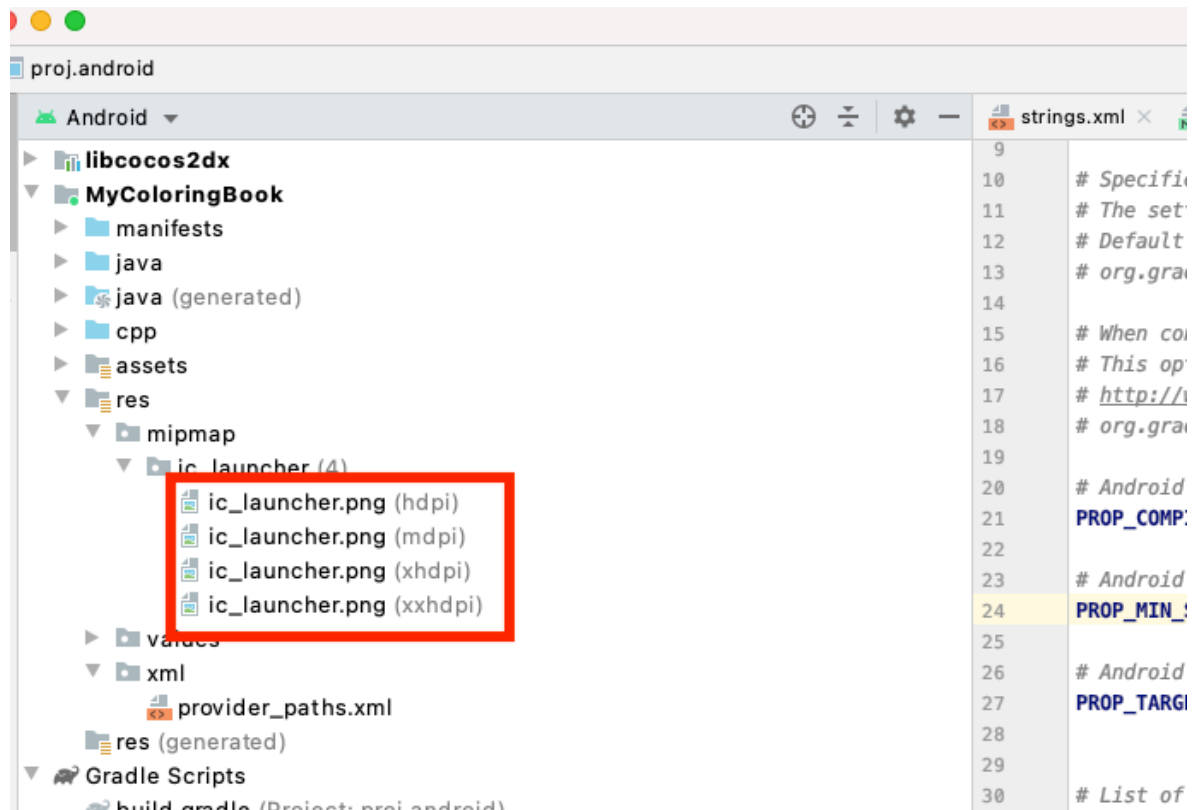
For uploading in play store you need change this all. So let's see one by one. How change this?

1. How To Change Icon:

You need to replace same size icon with same name in this folder.

Path -> GameFolder -> proj.android -> app -> res

That size like 144x144, 96x96, 72x72 and 48x48 like this image.

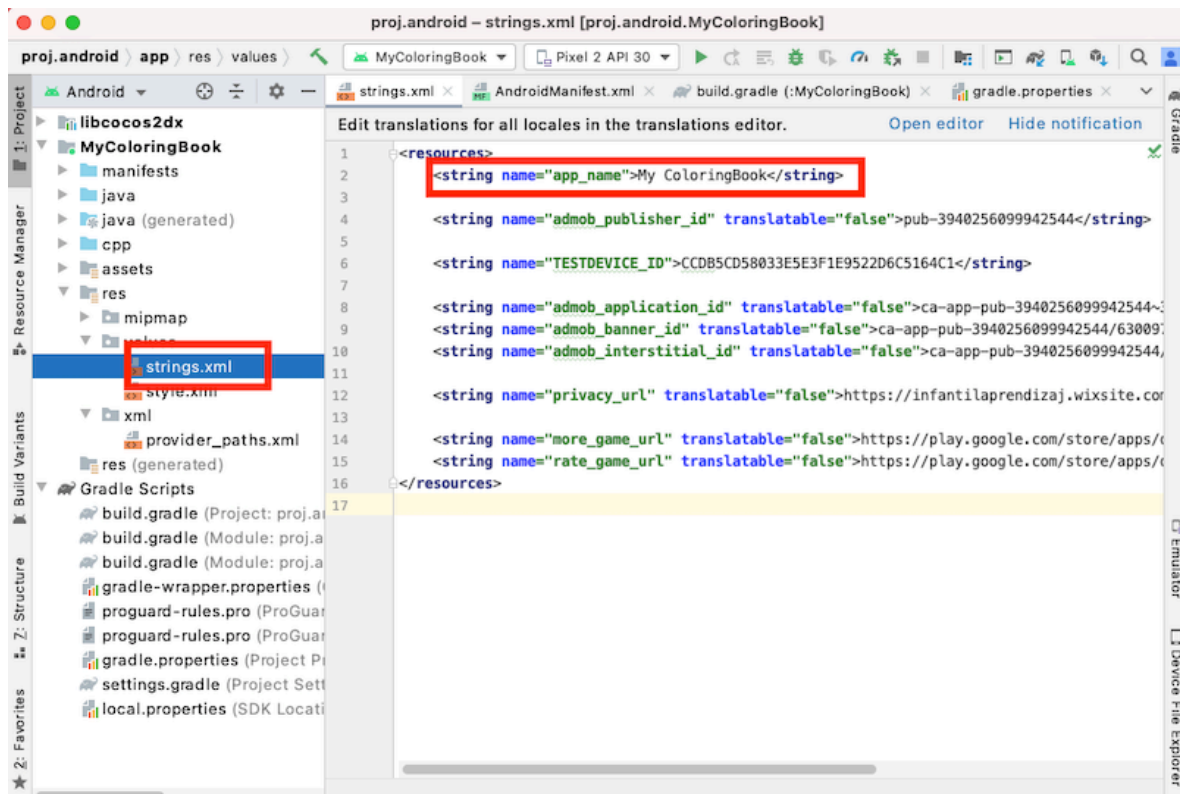


2. How To Change Game Name:

For Change Game name you need to require changes in string.xml file.

Path -> GameFolder -> proj.android -> app -> res -> value -> string.xml

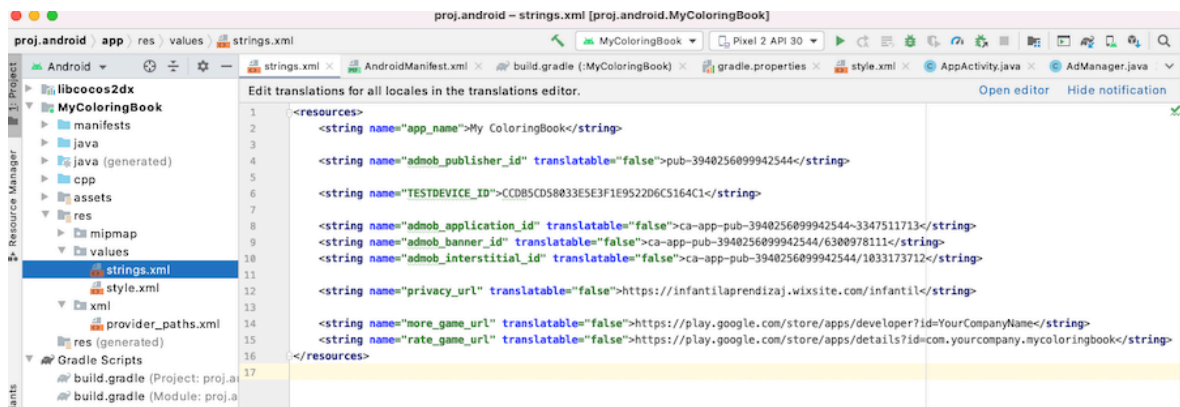
You need to change value of app_name.



3. How To Change Admob ID, More, Rate Url And Privacy Policy URL:

Now You need to change that all information regarding id. So just go String.xml and change everything.

Like Game name, Your admob publisher id, Admob application id, Banner id, Interstitial id, privacy policy url, more game link and rate game link.

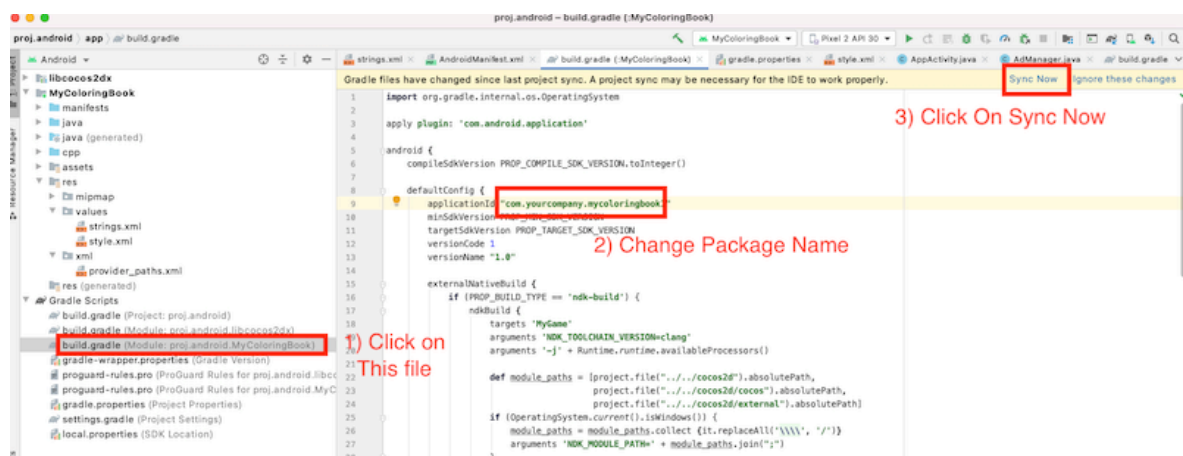


Test device id is your mobile id. If you not change then no any problem. You just need to change other all detail.

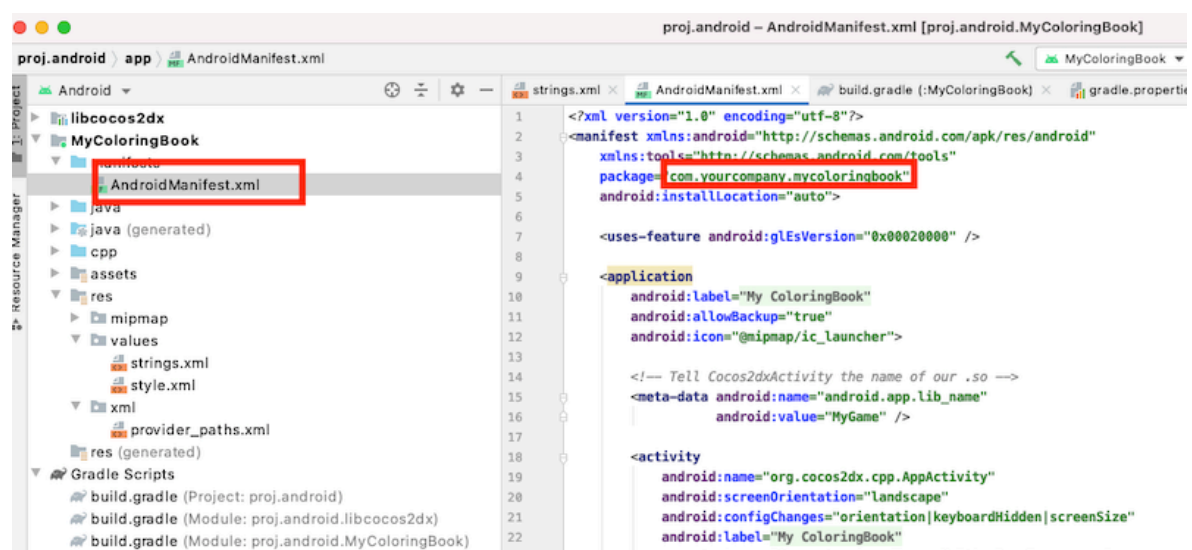
4. How To Change Package Name

You need to change package name in 4 place follow this step.

1. Change package name in build.gradle file like below image.

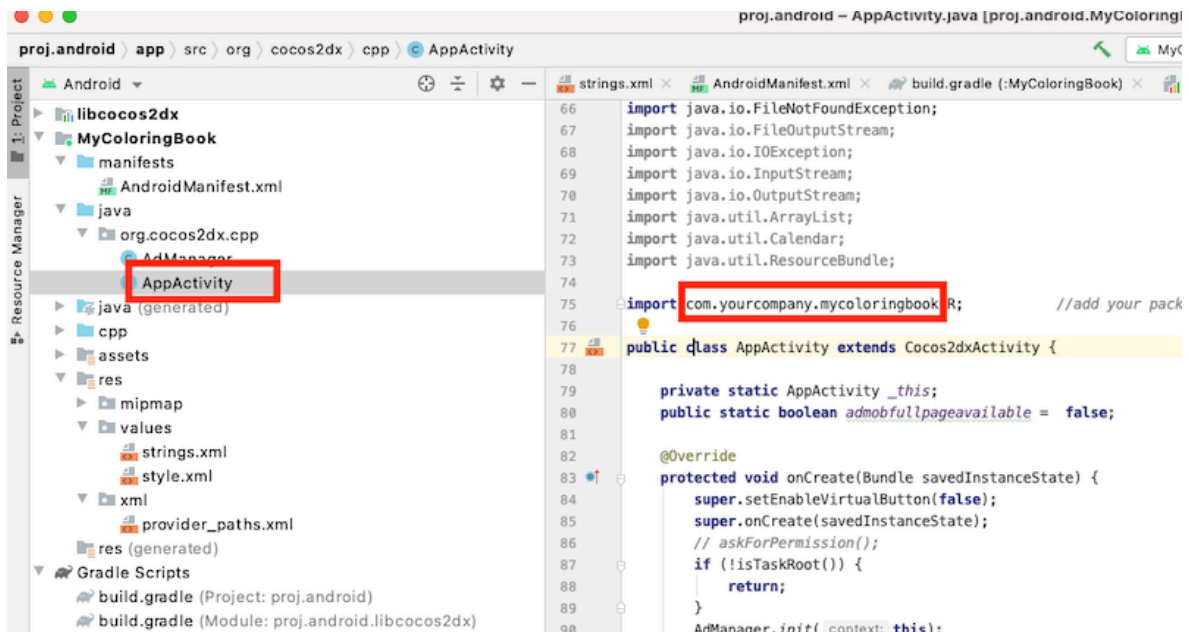


2. Change Package Name Require in AndroidManifest.xml

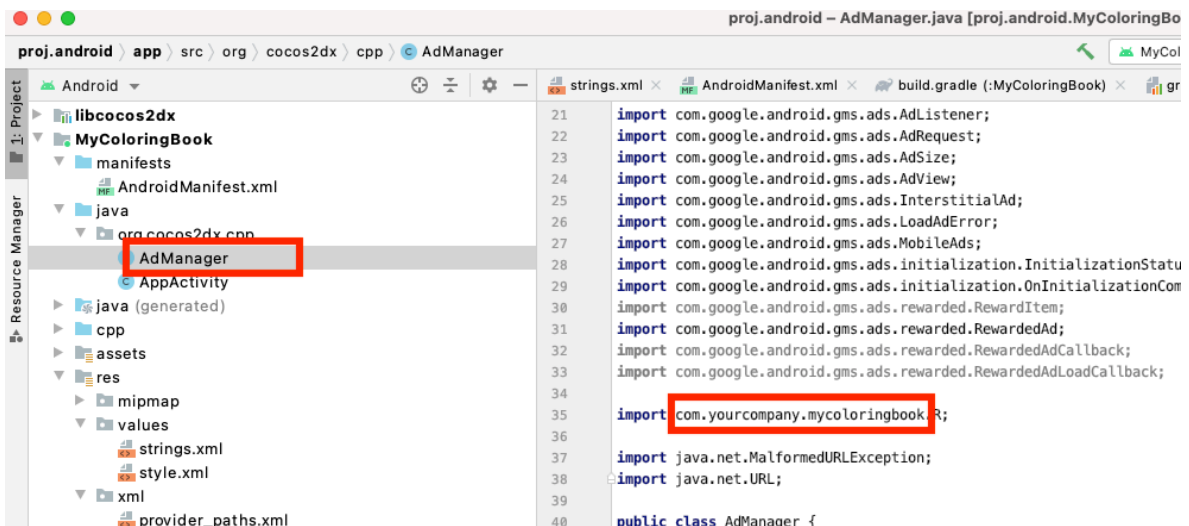


3. Change Package Name Require in

AppActivity.java



4. Change Package Name Require in AdManager.java



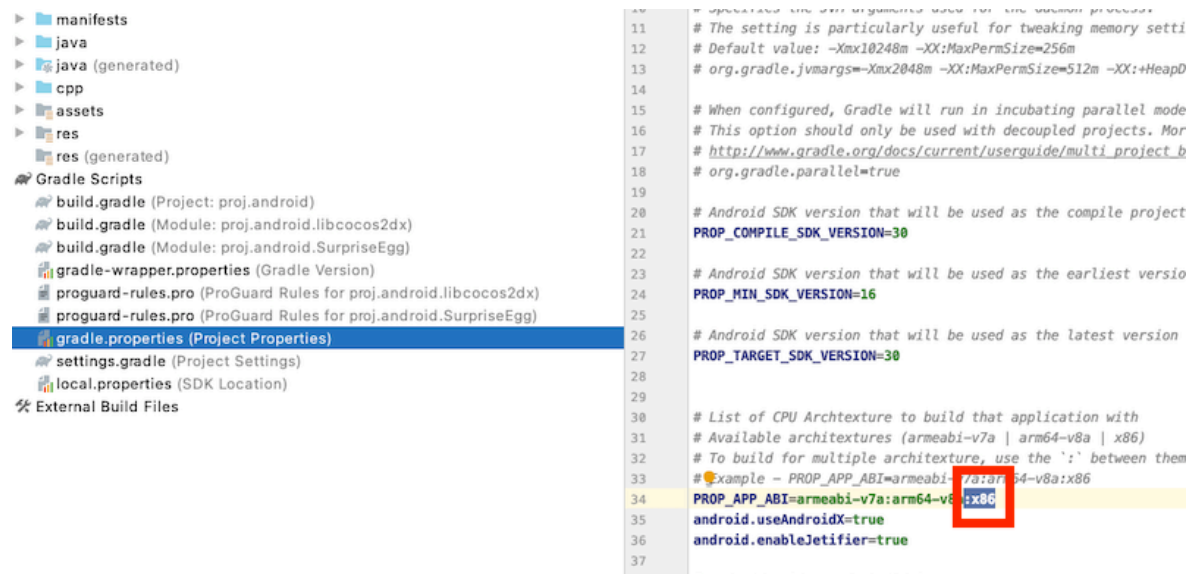
Now everything is done. So Now You can Generate Android App Bundle And Upload on Google Play Store.

5. How To Generate Apk For Upload

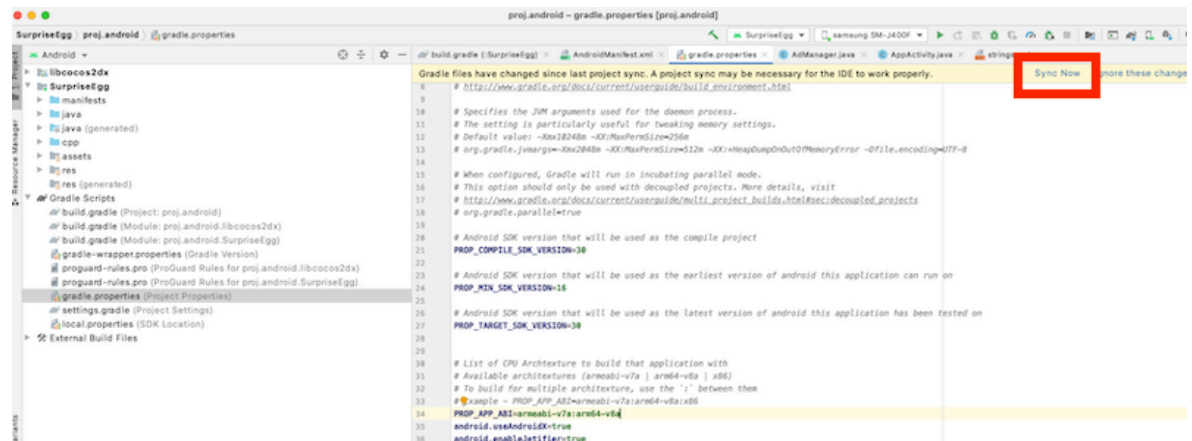
For this you need to follow this step.

1 First remove this one think when you upload on play store.

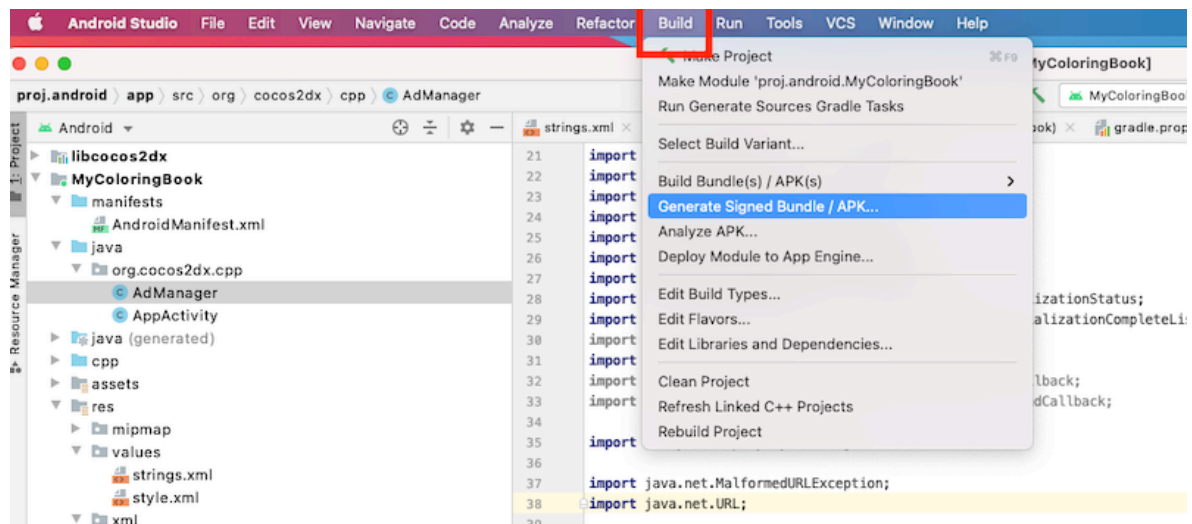
In gradle.property remove :x86 because this only for run on emulator.



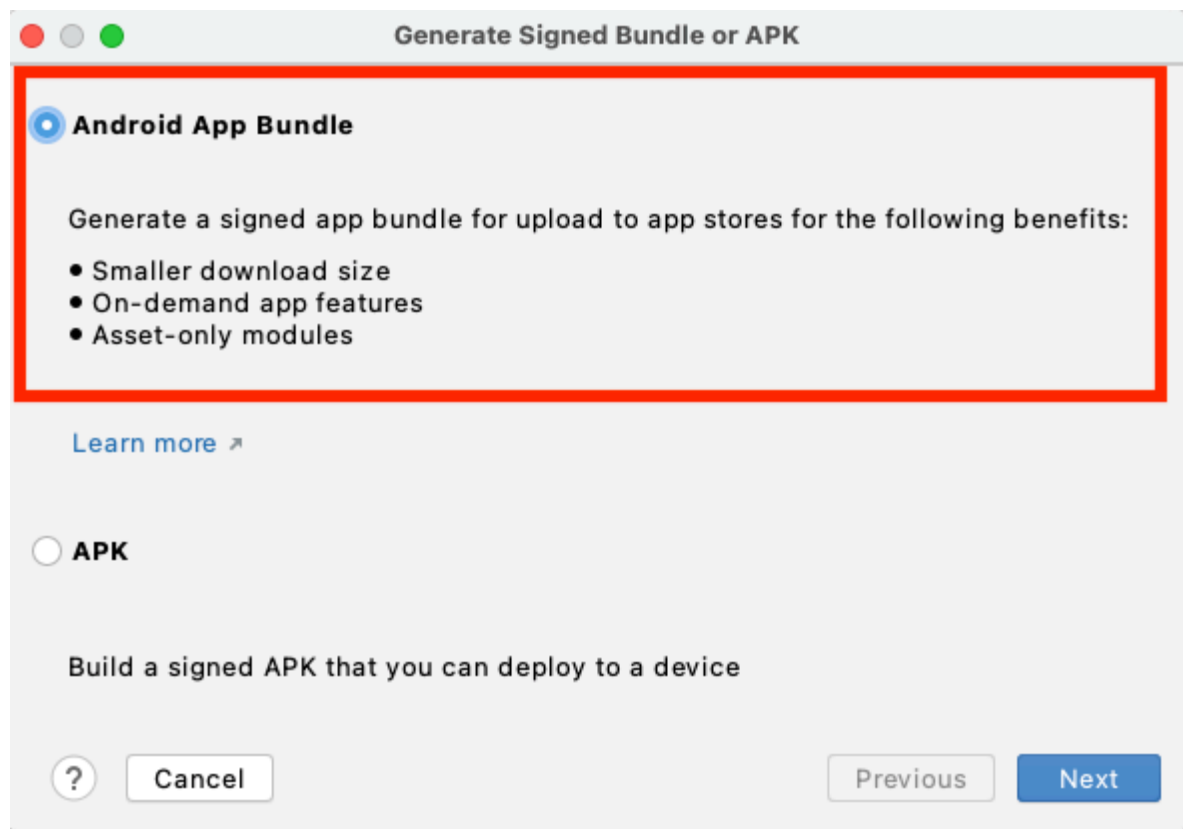
After Click on Sync now



2. Then Click on Build menu and Click on Generate Signed Bundle/Apk from Android Studio.



After select Android App Bundle Option then Click on Next



2. Now If you not have not key store file so create new or if you have so select existing

Then Enter password, key alias name and click on next button

Module: proj.android.MyColoringBook

Key store path: /Users/Keystore/SellMyGames
Create new... Choose existing...

Key store password:

Key alias: sell my games

Key password:

☐ Remember passwords
☒ Export encrypted key for enrolling published apps in [Google Play App Signing](#)

Encrypted key export path: /Users/macbookpro/Desktop

? Cancel Previous Next

3. Now Select release Option and click on Finished

Destination Folder: /Users/CodeCanyon_FinalApk_Demo

Build Variants:

- debug
- release

? Cancel Previous Finish

After completed process you get your final file for uploading.

If any problems so you can message me on Skype so i will

help you with any desk.

my Skype id is

live:nitinchauhan3046