CP’s aab is about 1.3 GB.

In Google play store, their app uses Play Asset Delivery (<https://developer.android.com/guide/playcore/asset-delivery>), specifying asset packs in gradle:

assetPacks = [":asset-pack-name", ":asset-pack2-name"]

The build pipeline generates an aab, which is then uploaded to Google Play.

In App Gallery it does not look like there is an equivalent of Play Asset Delivery. (AG has Dynamic Ability, but that appears to be the equivalent of Play Feature Delivery, <https://developer.android.com/guide/playcore/feature-delivery>, which is not what CP is looking for.)

Also in AGC, there is a 150MB limitation for aab:

<https://developer.huawei.com/consumer/en/doc/distribution/app/agc-help-releasebundle-0000001100316672>

Graphical user interface, text, application, Word

Description automatically generated

Question:

1. How should CP resolve this?
2. Should they use an .apk + .obb to upload to App Gallery? If yes, where is the instructions to guide CP?

Thanks