The App Submission Process

Please do not submit your app yourself. Instructors will walk you through the process, step by step.

By 9 A.M. on Thursday, you should have all your materials for the app submission process ready, including:

- product name & description
- icon & screen shots
- iTunes primary and secondary categories & keywords (add MM)
- support & marketing urls (can use mobilemakers.co)
- privacy statement (required in theory, but not in practice)
- pricing

In addition, you should have successfully added required icon and launch images, and created your distribution provisioning profile. In order to aid you in the submission process, here is a quick overview of the submission process, a checklist of required materials, and a brief tutorial on how to create your icons, launch images, and screen shots (not exactly rocket science). In order to be ready for submission on Thursday, please put all your materials in a single folder.

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Apple Developer Member Center
- web portal allowing you to register yourself as a developer, register your app with Apple, and set up your provisioning profiles (permissions for distributing your app to 3rd parties)

Prereq: have bundleID from project
Prereq: have a developers account

1. Register your appID

2. Create distribution provisioning profile

*Trouble Shooting Certificates: Your certificates/IDs in your member center need to correspond with you certificates/IDs in your keychain, and in turn, in Xcode (see: Xcode / Preferences / Accounts /).

iTunes Connect
- web portal for submitting supplemental material to app store, such as screen shots and product description

Prereq: you have registered your appID in the member center

1. create a new submission (in My Apps)

2. enter product information:
- product name & description
- icon & screen shots
- iTunes primary and secondary categories & keywords (add MM)
- support & marketing urls (can use mobilemakers.co)
- privacy statement
- pricing

-set to automatically release version
-setup game center or in app purchases in other tabs

Prereq: Submitted project in Xcode (this uploads project to iTunes Connect)

3. submit project to Apple (you are now done!)

Xcode
- *use Xcode to submit to your app to app store*

1. Add required icon and launch images

*Prereq: have created distribution provisioning profile in Member Center*

2. Update build settings

3. Archive project & hit submit to upload project to iTunes Connect

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Sizing icons, launch images, and screen shots:

You can resize images using preview or feel free to use a more advanced tool: Make a copy of your image and open. Select tools menu/adjust size. Set resolution to 72. Your image should have no alpha values - you can turn it off when you export/save. If want to crop, go to adjust size and cancel, bringing up an editing bar.
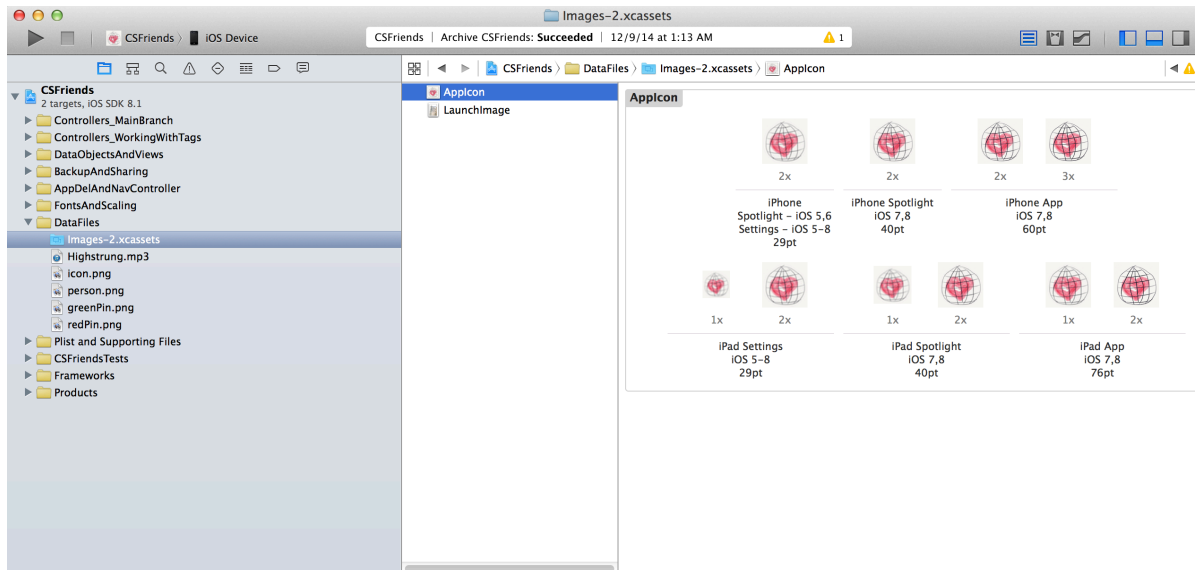
Drag and drop image files into Images.xcassets. Apple lists the base size (1x) of icon images in points. For 2x & 3x images, multiply the base size of the image by 2 and 3, respectively. (In the documentation, you will see different numbers, because image size is given in pixels.) For launch images sizes, use the following table.

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Table 39-1 Size (in pixels) of custom icons and images

Asset	iPhone 6 Plus (@3x)	iPhone 6 and iPhone 5 (@2x)	iPhone 4s (@2x)	iPad and iPad mini (@2x)	iPad 2 and iPad mini (@1x)
App icon (**required** for all apps)	180 x 180	120 x 120	120 x 120	152 x 152	76 x 76
App icon for the App Store (**required** for all apps)	1024 x 1024	1024 x 1024	1024 x 1024	1024 x 1024	1024 x 1024
Launch file or image (**required** for all apps)	Use a launch file (see Launch Images)	For iPhone 6, use a launch file (see Launch Images) For iPhone 5, 640 x 1136	640 x 960	1536 x 2048 (portrait) 2048 x 1536 (landscape)	768 x 1024 (portrait) 1024 x 768 (landscape)
Spotlight search results icon (recommended)	120 x 120	80 x 80	80 x 80	80 x 80	40 x 40
Settings icon (recommended)	87 x 87	58 x 58	58 x 58	58 x 58	29 x 29
Toolbar and navigation bar icon (optional)	About 66 x 66	About 44 x 44	About 44 x 44	About 44 x 44	About 22 x 22
Tab bar icon (optional)	About 75 x 75 (maximum: 144 x 96)	About 50 x 50 (maximum: 96 x 64)	About 50 x 50 (maximum: 96 x 64)	About 50 x 50 (maximum: 96 x 64)	About 25 x 25 (maximum: 48 x 32)
Default Newsstand cover icon for the App Store (**required** for Newsstand apps)	At least 1024 pixels on the longest edge	At least 1024 pixels on the longest edge	At least 1024 pixels on the longest edge	At least 1024 pixels on the longest edge	At least 512 pixels on the longest edge
Web clip icon (recommended for web apps and websites)	180 x 180	120 x 120	120 x 120	152 x 152	76 x 76

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It will also be necessary to create screen shots for different device sizes. The easiest way to accomplish this is to run your app on different devices in the simulator and take screen shots using File / Save Screen Shot. This will give you a screen shot with the correct size and resolution. Alternatively, you can take a screen shot when running your app on an actual device. Create screen shots for 4", 4.7", 5.5" phones, and one for iPad (if applicable). The iTunes Connect data entry screen is shown below. Your instructors will walk you through this submission process, please do not forge ahead on your own.

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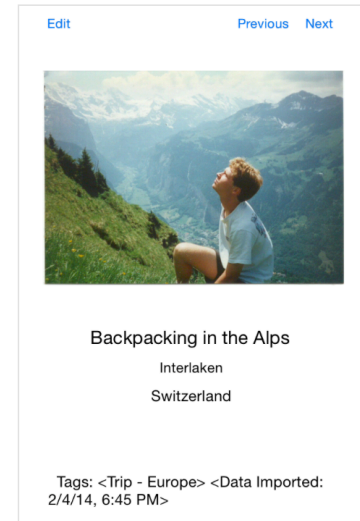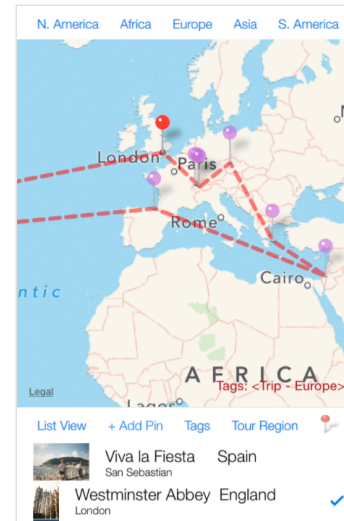
Setting Build Settings

In your target's build settings set:

Code Signing
    Code Signing Identity
        Debug   iOS Developer
            Any iOS SDK   iOS Developer
        Release   myCertificate
            Any iOS SDK   myCertificate (remember that your dev certificate is not the same as you distribution certificate,
                                if update your certificate, go to Xcode preference and update certificates)

    Provisiong Profile   <Multiple Values>
        Debug   Automatic
        Release   myDistributionProvisioning Profile