

3) Write the necessary steps to publish a Flutter app on Google Play Store.

Step 1: Prepare Your App for Release

Before publishing, make sure your app is ready for production.

1.1 Remove Debug Code

- Open lib/main.dart
- Ensure you run your app in **release mode**:

flutter run --release

1.2 Update App Name & Icon

- Update app name in android/app/src/main/AndroidManifest.xml

<application

android:label="Your App Name"

...>

- Use **flutter_launcher_icons** to set your app icon (as we discussed earlier).

1.3 Set Version and Build Number

Edit in pubspec.yaml:

version: 1.0.0+1

- 1.0.0 = version name
- +1 = build number (increase before each upload)

Step 2: Generate a Keystore for Signing

This is required to verify your app on Google Play.

Run this command in your terminal:

keytool -genkey -v -keystore my-release-key.jks -keyalg RSA -keysize 2048 -validity 10000 -alias my-key-alias

Note:

If keytool is not found, add Java to your PATH (comes with Android Studio).

This creates my-release-key.jks.

Move it to:

<project-root>/android/app/my-release-key.jks

Step 3: Configure Signing in Gradle

Edit this file:

android/app/build.gradle

Add this inside android → **signingConfigs**:

signingConfigs {

release {

```
storeFile file("my-release-key.jks")
storePassword "your-store-password"
keyAlias "my-key-alias"
keyPassword "your-key-password"
}
}
```

Then in the same file, add:

```
buildTypes {
    release {
        signingConfig signingConfigs.release
        minifyEnabled true
        shrinkResources true
        proguardFiles getDefaultProguardFile('proguard-android-optimize.txt'), 'proguard-rules.pro'
    }
}
```

Step 4: Build the Release APK or App Bundle

App Bundles (.aab) are now **required** for Play Store uploads.

Run:

```
flutter build appbundle --release
```

Output file:

```
build/app/outputs/bundle/release/app-release.aab
```

Step 5: Create a Google Play Developer Account

1. Go to: <https://play.google.com/console>
 2. Sign up with a Google account.
 3. Pay a **one-time \$25 registration fee**.
 4. Accept the developer agreement.
-

Step 6: Create a New App in Play Console

1. In your Play Console → “**Create app**”.
2. Choose:
 - App name
 - Default language

- App type: **App**
- Free or Paid

3. Accept declarations.

Step 7: App Details

Fill out:

- **App description**
 - **Screenshots** (at least 2–4)
 - **Feature graphic (1024×500)**
 - **App icon (512×512)**
 - **Category** (e.g. Lifestyle, Tools, etc.)
 - **Privacy Policy URL**
-

Step 8: Upload Your .AAB File

Go to:


Release → Production → Create new release

- Choose “**Upload**”
 - Upload your .aab file generated earlier
 - Fill in the release notes
-

Step 9: Set Content Rating, Target Audience, and Pricing

- **Content Rating** → Complete the questionnaire
 - **Target Audience** → Age group selection
 - **Pricing & Distribution** → Choose Free or Paid
 - Select countries for distribution
-

Step 10: Review & Publish

- Check that all sections are completed (they’ll show green checkmarks )
- Click “**Publish**” (or “**Submit for Review**”)
- Wait for Google’s review — it usually takes **a few hours to a couple of days**