

--MODULE-11--

>STEPS TO PUBLISH A FLUTTER APP ON GOOGLE PLAY STORE<

1. Prepare the App

- Remove debug banners.
- Set app name, version, and app icon.
- Update the package name if needed.

2. Create a Keystore

- Generate a keystore to sign the app:

```
keytool -genkey -v -keystore key_name.jks -keyalg RSA -keysize 2048 -validity 10000  
-alias key_alias
```

3. Set Up App Signing

- Add the keystore details in android/app/build.gradle file under signingConfigs and buildTypes.

4. Build the App Bundle

- Generate a release build using:

```
flutter build appbundle
```

5. Create a Google Play Console Account

- Sign up at Google Play Console.
- Pay a one-time registration fee.

6. Create a New App

- Click on Create App.
- Enter app details like name, language, app type (app/game), free or paid.

7. Fill App Information

- Add Privacy Policy link.
- Fill details about app content, rating, and target audience.

8. Upload the App Bundle

- Go to Release > Production > Create New Release.
- Upload the .aab file.

9. Set Store Listing

- Add app title, short and full description.
- Upload screenshots, app icon, and feature graphic.

10. Submit for Review

- Review everything and submit the app for Google's approval.