ReelOn App - Build & Publish (React Native + Expo) - Step-by-Step Guide

This guide gives you the end-to-end steps to create a React Native (Expo) app,
build an Android bundle, and publish it to Google Play Store.

1) Project setup (Expo)
- Install Node.js and Expo CLI (or use npx expo).
- Create project: `npx create-expo-app reelon-sample` or use the provided sample.

2) Development (key steps)
- Code in `App.js` (screens, navigation).
- Use libraries for features: `expo-image-picker`, `firebase`, `react-navigation`.
- Test on device via Expo Go or emulator.

3) Firebase (optional but recommended)
- Create Firebase project, add Android app, download `google-services.json` for native builds.
- For Expo Managed workflow, follow Expo docs to configure Firebase or use EAS.

4) Preparing for Play Store (Android)
- For Expo Managed: use EAS Build to produce an Android App Bundle (AAB).
- Alternatively, eject to bare workflow and build with Android Studio.

5) Play Console account
- Create Google Play Developer account (one-time $25).
- Fill developer name, contact and payments details.

6) Publishing steps (high level)
- Create App entry in Play Console -> Add store listing (title, descriptions, screenshots).
- Upload AAB, set content rating, privacy policy URL, and target countries.
- Submit for review — Google may take up to a few days to review.

7) Helpful commands
- Start project: `npm start`
- Build with EAS: `eas build -p android --profile production` (requires EAS account & config)

8) Additional resources
- Expo docs: https://docs.expo.dev
- Firebase docs: https://firebase.google.com/docs
- Play Console docs: https://developer.android.com/distribute/console

Good luck! If you want, I can:
- Add Firebase integration to this sample,
- Generate an EAS config and help with the AAB build steps, or
- Create screenshots and Play Store assets (icon, feature graphic).