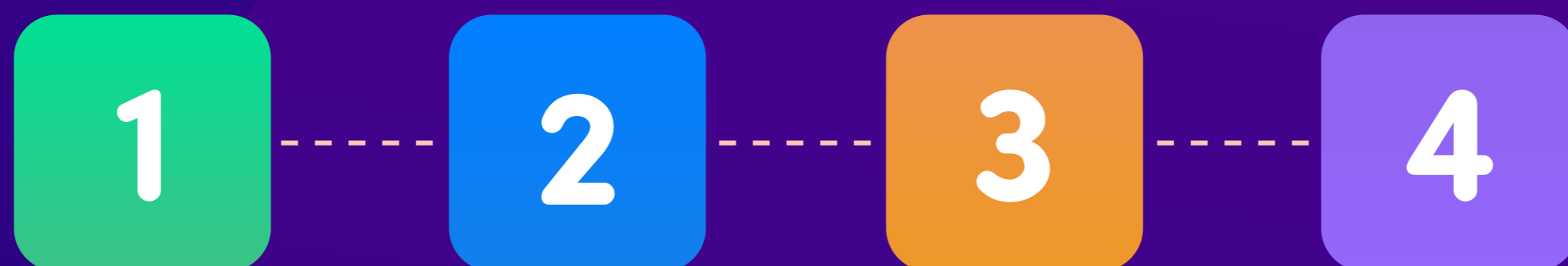




Your App Launch Roadmap



Step-By-Step Checklists, Documentation, Video Tutorials
& Templates To Help You Confidently **Create, Test, Prepare & Submit**
Your BuddyBoss Native Mobile App in **30 Days or Less**



Your BuddyBoss App Launch Roadmap

Your **BuddyBoss App Launch Roadmap** gives you everything you need to help you along your **App Launch Journey**. For each of the four phases, you have a step-by-step **checklist** with links to **documentation, video walkthroughs**, and accompanying notes or important information.

In addition to your checklist, your App Launch Roadmap also includes an **Assets List** detailing every resource you are going to need to create or gather for your app and where to get it.

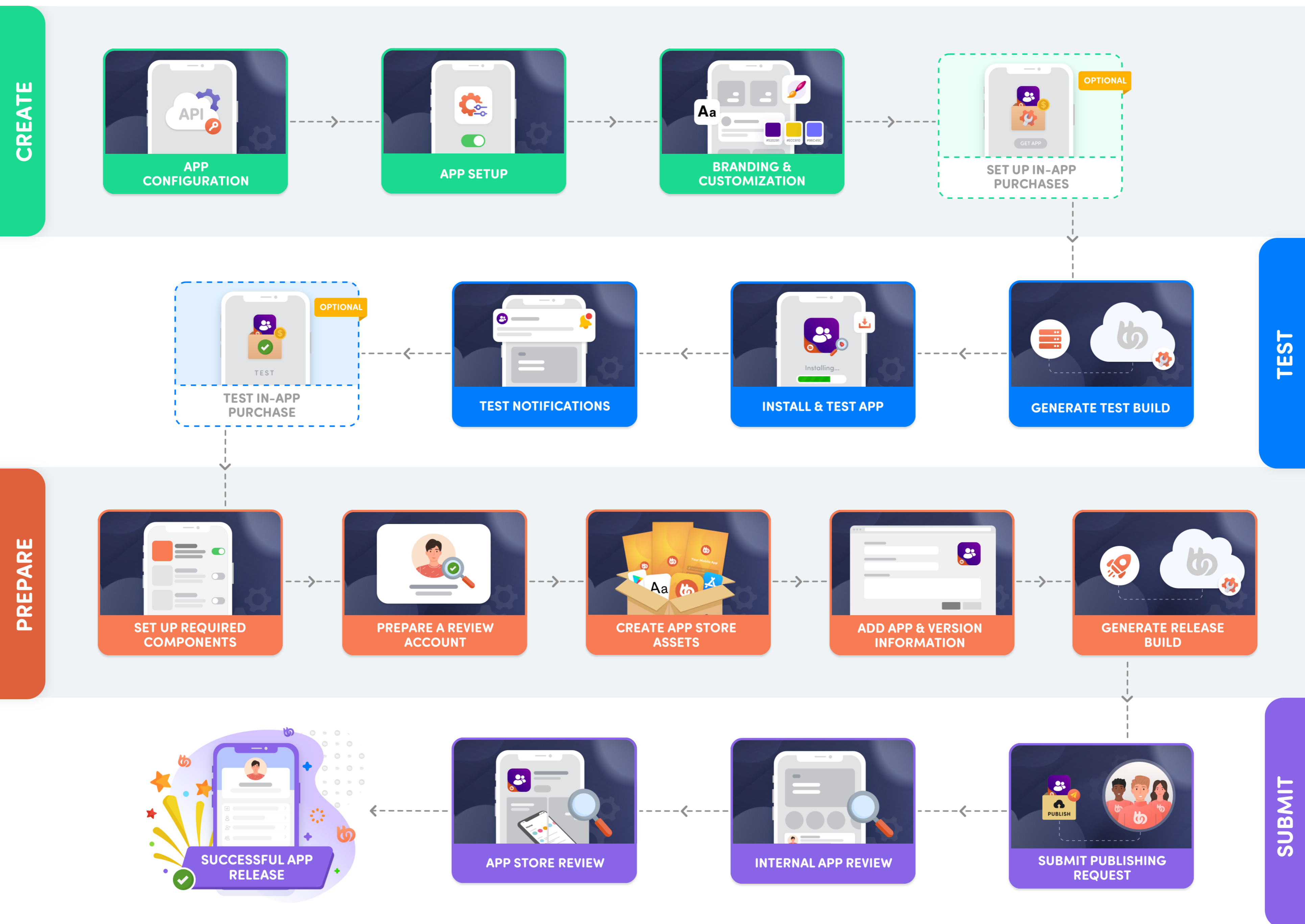
Lastly, for each of your required app and app store graphics, we have included a folder of **Graphic Templates** for you to use when designing your own.

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Your BuddyBoss App Launch Journey

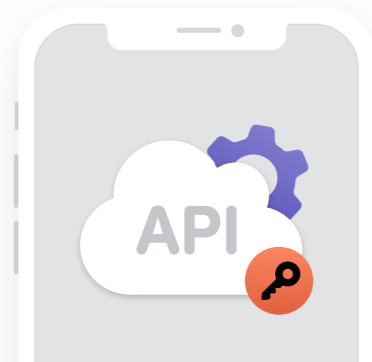
This is a visual overview of each of the steps within each of the four phases of your app launch journey. Each step has its own checklist on the following pages.

To view and download a full-size version of this graphic [Click Here](#)



Phase 1: Creating Your App

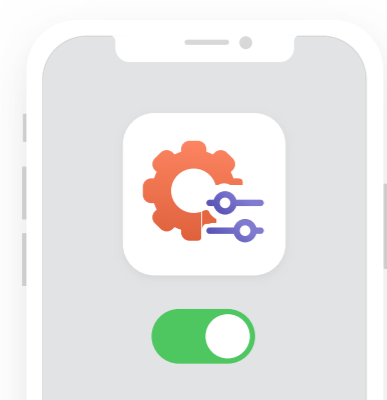
In Phase 1 of your App Launch Roadmap, you will go through three steps. First, you will set up the basic app plugin on your WordPress installation as well as configure your Apple and Google developer accounts along with Google Firebase to manage push notifications. Second, you will configure the basic settings and components of your app including in-app purchases if applicable, and integrations like LearnDash. Lastly, you will brand and customize your app with whatever pages and elements you want.



Step 1: App Setup

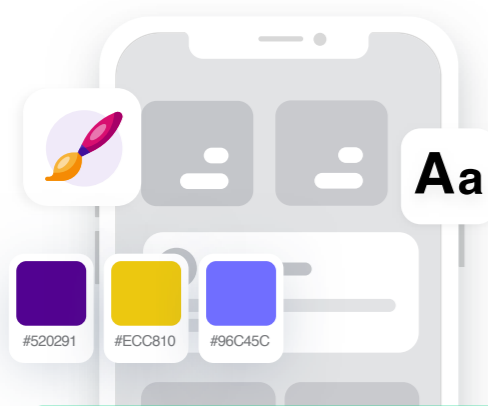
#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO	
<input type="checkbox"/>	1	Install & Activate the Plugin	Download and install the BuddyBoss App plugin from your BuddyBoss account dashboard to your WordPress.	Article Video	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	2	Connect to BuddyBoss	Copy your BuddyBoss App ID & Key from your BuddyBoss account.	Article Video	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	3	Configure Your Apple Developer Account	Connect various elements of your Apple developer account to your BuddyBoss App plugin.	Article Video	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	a	App Store Connect API Key	Create & upload your API Key, P8 File, Issuer ID & Key ID from App Store Connect to your BuddyBoss App plugin.	Article Video	<input type="checkbox"/>	P8 file for you to download and upload to the plugin.
<input type="checkbox"/>	b	Bundle IDs, Signing Certificates & Provisioning Profiles	Create two app identifiers from your developer account, then automatically generate certificates & profiles from the plugin tool.	Article Video	<input type="checkbox"/>	com.yourdomain.apple com.yourdomain.apple.test Remember: Enable push notifications
<input type="checkbox"/>	c	App ID & Shared Secret	Create a draft release app in App Store Connect. Copy the App ID to the BuddyBoss plugin. Generate a Shared Secret from "In-App Purchases > Manage", copy it to the BuddyBoss plugin.	Article Video	<input type="checkbox"/>	
<input type="checkbox"/>	d	Adding iOS Test Devices	Add an iOS device by scanning a QR code on your iPhone camera and following the on-screen instructions to install a secure configuration profile to your device.	Article Video	<input type="checkbox"/>	
<input type="checkbox"/>	4	Configure Your Google Developer Account	Connect various elements of your Google developer account to your BuddyBoss App plugin.	Article Video	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	a	Create a Draft App	In Google Play Console create an app in draft mode to allow you to set up and configure the following elements.	Article Video	<input type="checkbox"/>	
<input type="checkbox"/>	b	Setup Google Cloud API Access & Key	Create a Google Cloud project or link your app to an existing Google Cloud project, create a Service Account, and create an API key (JSON file) for that account.	Article Video	<input type="checkbox"/>	JSON file for you to download and upload to the plugin.
<input type="checkbox"/>	c	Application ID, KeyStore	Add an application ID to the plugin using the recommended naming convention and then use the automatic KeyStore generator tool in the plugin.	Article Video	<input checked="" type="checkbox"/>	com.yourdomain.android KeyStore Zip file to download and upload to the plugin.
<input type="checkbox"/>	5	Configure Firebase	Connect various elements of your Google developer account to your BuddyBoss App plugin.	Article Video	<input type="checkbox"/>	
<input type="checkbox"/>	a	Create a Firebase Project & Configure the Server Key	Create a free project from console.firebase.google.com and copy your server key from your "Projects Settings > Cloud Messaging" into the plugin.	Article Video	<input type="checkbox"/>	
<input type="checkbox"/>	b	Create 2 iOS Apps	From your Firebase account add two iOS apps; one for your test app and one for your release app using the exact bundle IDs previously created and download two .plist files.	Article Video	<input checked="" type="checkbox"/>	Download and store the two .plist files, renaming them to "iOS Release" & "iOS Test" for easy reference.

<input type="checkbox"/>	c	Create 2 Android Apps & Activate Plugin	From your firebase account add two Android apps; one for your test app & one for your release app using the exact bundle ID's previously created & download two JSON files.	Article	Video	<input checked="" type="checkbox"/>	Download and store the two plist files, renaming them to "Android Release" & "Android Test" for easy reference.
<input type="checkbox"/>	d	Cloud Messaging iOS APN Authentication Key	Create a new API key from your Apple Developer Account > Certificates, Identifiers & Profiles, ticking Enable APNs. Upload p8 file to Google Cloud Messaging for each iOS app.	Article	Video	<input type="checkbox"/>	Download and store p8 file, renaming to "APN" for easy reference. Copy Key ID & Team ID from Apple Account
<input type="checkbox"/>	e	Upload 4 Configuration Files To BuddyBoss Plugin	Upload the four firebase app files you downloaded in the previous steps to your app plugin saving each time to confirm.	Article	Video	<input checked="" type="checkbox"/>	2x iOS Plist Files 2x Android JSON Files



Step 2: App Configuration

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO		
<input type="checkbox"/>	1	Activating Components	From the BuddyBoss plugin, activate the app components you want in your app including the registration, browser authentication, caching, feedback, ratings, and notifications.	Article	Video	<input type="checkbox"/>	
<input type="checkbox"/>	a	Registration & Privacy	Check to allow users to register an account in the app or force them to create an account on your website only. Also, restrict access to only logged-in users if necessary.	Article Article	Video	<input type="checkbox"/>	
<input type="checkbox"/>	b	Feedback, Ratings & Smart Banner	Check to enable app store reviews and ratings for your app and also to show a banner on your site to encourage users to download your app from the app store.	Article Article Article	Video	<input type="checkbox"/>	
<input type="checkbox"/>	c	Select Automatic Push Notifications	Select & enable whichever automatic events you want to trigger notifications for users, for example mentions, direct messages, admin notices.	Article	Video	<input type="checkbox"/>	
<input type="checkbox"/>	2	API Caching & CDN	Enable or disable API caching to dramatically increase the performance of the app. Configure the CDN URL if loading assets from a content delivery network.	Article	Video	<input type="checkbox"/>	Can be disabled for testing, if needed, to identify caching or API issues.
<input type="checkbox"/>	3	Native Integrations	Enable app native integrations with other plugins or services such as LearnDash or Vimeo.	Article	Video	<input type="checkbox"/>	
<input type="checkbox"/>	4	Configuring In-App Purchases	Configure the basic settings for how In-App Purchases are handled in your app. Setting up and configuring IAPs is covered more thoroughly in another resource.	Article	Video	<input type="checkbox"/>	Terms Of Service & Privacy Policy are required by both app stores.



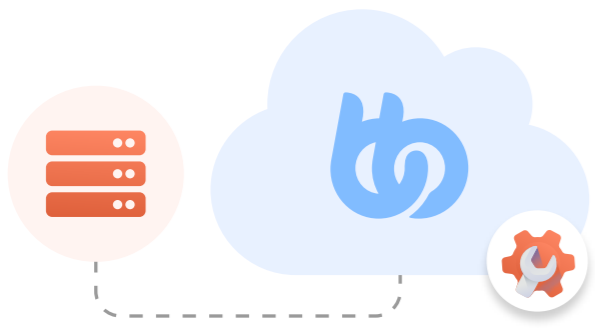
Aa Step 3:

Branding & Customization

#	STEP NAME	ACTION	RESOURCES		DFY	IMPORTANT INFO	
<input type="checkbox"/>	1	App Images & Icons	Design and upload the various images and icons with your own branding that are required to be displayed in your app.	Article	Video	DFY can design and implement all of these for you.	
<input type="checkbox"/>	a	Home Screen Logo	A logo to display on the home screen of your app, visible in the navigation bar when scrolling up.	Article	Video	<input checked="" type="checkbox"/>	1200px by 180px and can include transparency
<input type="checkbox"/>	b	Login Logo	A logo that displays on the login and registration screens of your app.	Article	Video	<input checked="" type="checkbox"/>	1200px by 744px
<input type="checkbox"/>	c	Login Background	The background graphic of your login and registration screen shown behind the forms.	Article	Video	<input checked="" type="checkbox"/>	2732px by 2732px
<input type="checkbox"/>	d	Launch Screen Background	The background image that is shown immediately when your app is launched while your login screen is loading. Can optionally also enable a spinner animated overlay.	Apple Guideline	Video	<input checked="" type="checkbox"/>	2732px by 2732px
<input type="checkbox"/>	e	iOS Login App Icon	The app icon shown on your users iOS home screen to load your app.	Apple Guideline	Video	<input checked="" type="checkbox"/>	1024px by 1024px
<input type="checkbox"/>	f	Android App Icon	The legacy version of your app icon shown on your users Android home screen to load your app. This is a single layer graphic for Android devices released before 2017.	Android Guideline	Video	<input checked="" type="checkbox"/>	1024px by 1024px, can include transparency.
<input type="checkbox"/>	g	Android Adaptive Icon Foreground	App icon foreground for newer Android devices. Typically this is your logo with transparency.	Android Guideline	Video	<input checked="" type="checkbox"/>	1024 x 1024, transparency, 683px safe zone.
<input type="checkbox"/>	h	Android Adaptive Icon Background	App icon background for newer Android devices. An opaque graphic that the foreground logo or icon is overlaid and parallaxed on top of.	Android Guideline	Video	<input checked="" type="checkbox"/>	1024 x 1024, opaque.
<input type="checkbox"/>	i	Android Notification Icon	A separate icon that is used in Android notifications to identify your app. (Not required for iOS as it's generated from your app icon automatically)	Article	Video	<input checked="" type="checkbox"/>	256px by 256px
<input type="checkbox"/>	2	App Colors	Edit the color options to match your brand identity throughout your app including buttons, text, icons, banners, course elements, and in-app purchase elements.	Article	Video	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	3	App Typography	Customize the typography used throughout your app, defaulting to the device's own typeface or you can select custom fonts from Google Fonts or upload your own.	Article	Video	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	4	App Tab Bar	Select which elements you want to display in your app tab bar for quick navigation. You can have 5 items including the home and more screen.	Article	Video		DFY delivers your test app with templates that can easily be edited with your own content.
<input type="checkbox"/>	a	Menu Items & Icons	Select which menu items you want to display in your tab bar as well as customise what icons are used to display those menu items.	Article	Video	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	b	More Screen Contents & Structure	Add a "More" screen tab item that allows you to list any number of custom navigation elements and pages as well as display required elements such as bug reporting.	Article	Video	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	5	App Pages	Create custom app pages which use supported Gutenberg blocks to render react-native elements in the app	Article	Video	<input checked="" type="checkbox"/>	

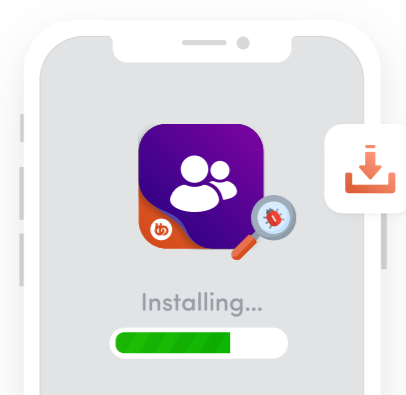
Phase 2: Testing Your App

Phase 2 of your App Launch Roadmap has four steps, one of which (Testing In-App Purchases) is entirely optional depending on the needs of your app. First, you will generate a test build of your configuration using our cloud build servers, then you will set up your test devices and install your test app to make sure everything works well. Next, you will test some automatic and manual push notifications to make sure your Firebase configuration is set up correctly, and finally, if it's relevant to you you will make some test purchases to check your premium content and access are configured correctly.



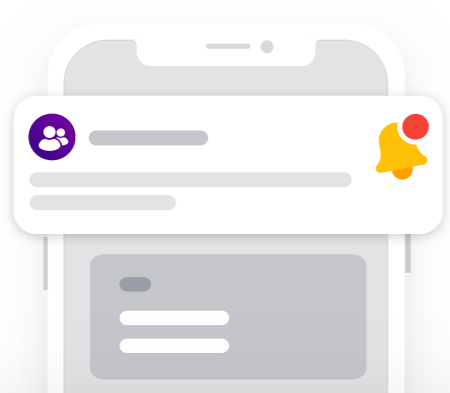
Step 1: Generate A Test Build

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO	
<input type="checkbox"/>	1	Requesting A Test Build	From the plugin "Build" page, select iOS or Android (or both), and then the "Test App" build type. Continue to confirm the build details and submit your request to our cloud servers.	Article Video	<input checked="" type="checkbox"/>	A request takes up to 10 minutes to be received. A build takes up to one hour to be compiled & complete.



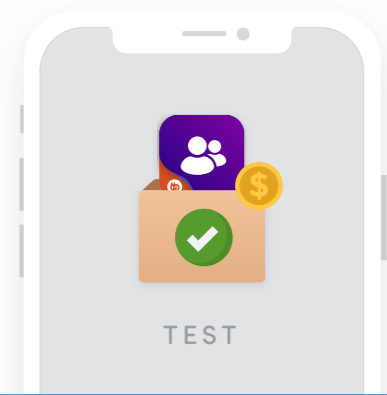
Step 2: Install & Test App

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO	
<input type="checkbox"/>	1	Installing the iOS Test App	Scan the QR code to install your completed test build on an iOS device that you previously added during your app setup in step 1 of the previous phase.	Article Video	<input type="checkbox"/>	You must have set up the test devices previously, see Phase 1, Step 1
<input type="checkbox"/>	2	Installing the Android Test App	Scan the QR code to install your completed test build on any Android device you would like to test it on.	Article Video	<input type="checkbox"/>	You must have set up the test devices previously, see Phase 1, Step 1
<input type="checkbox"/>	3	Testing the iOS Release App	To test specific elements, like the full experience for in-app purchases, you may want to test your release app using Test Flight. In most cases, this is not necessary, though.	Article	<input type="checkbox"/>	
<input type="checkbox"/>	4	Testing the Android Release App	To test specific elements, like the full experience for in-app purchases, you may want to test your release app using Test Flight. In most cases, this is not necessary, though.	Article	<input type="checkbox"/>	



Step 3: Testing Push Notifications

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO	
<input type="checkbox"/>	1	Testing Automatic Notifications	Using a test account on your website, send yourself direct messages, friend requests, @mentions, etc. to test that your automatic push notifications are working as expected.	Article Video	<input type="checkbox"/>	
<input type="checkbox"/>	2	Testing Manual Notifications	Using your admin website account and a test account logged into your app, send yourself manual push notifications from the plugin to test they are working as expected.	Article Video	<input checked="" type="checkbox"/>	



Step 4: Testing In-App Purchases

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO
<input type="checkbox"/>	1 Testing iOS Test App Products	Test most functionality of your iOS IAP products in your test app such as course enrollment, content access rules, automations, etc. without testing the real purchase flow.	Article	<input type="checkbox"/>	No live product information will be visible such as price or duration.
<input type="checkbox"/>	2 Testing Android Test App Products	Test most functionality of your Android IAP products in your test app such as course enrollment, content access rules, automations, etc. without testing the real purchase flow	Article	<input type="checkbox"/>	No live product information will be visible such as price or duration.
<input type="checkbox"/>	3 Testing iOS Release App Products	Test a simulated iOS purchase flow showing true live product information and a simulated transaction as the customer will see it.	Article Video	<input type="checkbox"/>	Live product information is visible such as price and duration. Transactions are simulated by Apple.
<input type="checkbox"/>	4 Testing Android Release App Products	Test a simulated Android purchase flow showing true live product information and a simulated transaction as the customer will see it.	Article Video	<input type="checkbox"/>	Live product information is visible such as price and duration. Transactions are simulated by Google.

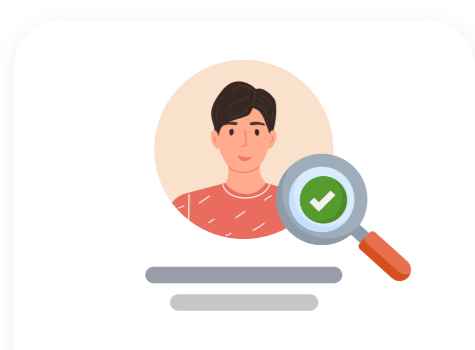
Phase 3: Preparing the Release App

In Phase 3 of your App Launch Roadmap, you will go through five steps to prepare the release version of your app with the necessary elements to get it approved in the app stores. First, you will activate the required components like moderation & bug reporting. Next, you will create a user account for the review teams and set up the correct content, access, and permissions. Then you will set up the app version information and prepare your app store graphics. Lastly, you will generate a release build using our cloud servers in preparation for the publishing submission.



Step 1: Set Up Required Components

#	STEP NAME	ACTION	RESOURCES		DFY	IMPORTANT INFO
<input type="checkbox"/>	1 Moderation	Enable the moderation component which is required by apple and google for any apps that have social features or allow the uploading of user generated content.	Article	Video	<input type="checkbox"/>	All social apps must have the ability for users to report and block content, and report & block other members.
<input type="checkbox"/>	2 Report A Bug & Support Contact	Enable and configure the "report a bug" screen as well as the support contact screen which are requirements for any apps on the app store.	Article	Video	<input type="checkbox"/>	
<input type="checkbox"/>	3 Privacy Policy	Configure the required links to your privacy policy, visible to both logged in users to view in the app and logged out users to see from the login/ registration screen.	Article	Video	<input type="checkbox"/>	Complete the privacy URLs in the plugin but also the privacy screen in the "More" app menu tab.



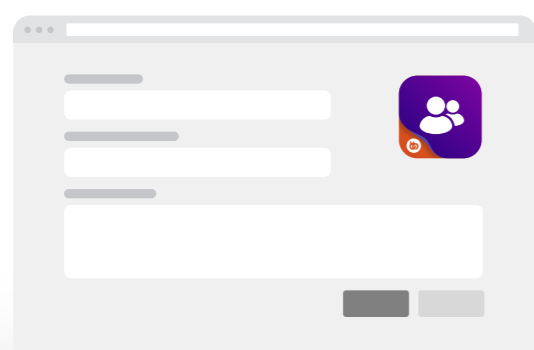
Step 2: Prepare a Review Account

#	STEP NAME	ACTION	RESOURCES		DFY	IMPORTANT INFO
<input type="checkbox"/>	1 Create Account & Credentials	Create a brand new account on your site for Apple, Google, and our review team to use to review your app for submission.	Article	Article	<input type="checkbox"/>	
<input type="checkbox"/>	2 Grant Access To All Content	Without giving this account admin permissions, grant this user access to all courses, content, pages, products, and anything that might be visible in the app to any real user.	Article	Article	<input type="checkbox"/>	
<input type="checkbox"/>	3 Remove All Demo & Test Content	Delete any test content, direct messages, beta screens, activity posts, test notifications, dummy users. Ensure the test user sees only real, live content.	Article	Article	<input type="checkbox"/>	



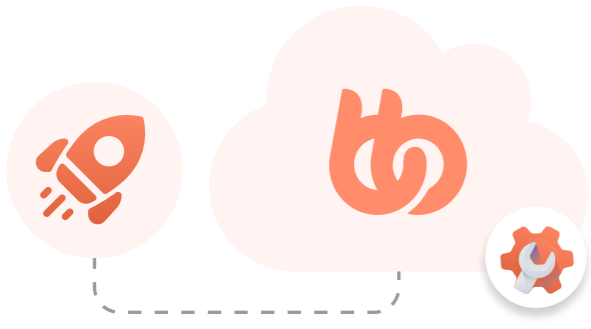
Step 3: Prepare App Store Assets

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO
<input type="checkbox"/>	1	Apple App Store Assets			
		Create the following assets in preparation for uploading to the Apple App Store for review in the next step.	Apple Documentation	<input type="checkbox"/>	
<input type="checkbox"/>	a	Apple App Store Screenshots 6.5" Devices	Apple Documentation	<input checked="" type="checkbox"/>	Screenshots cannot contain any real user data, pictures, names, messages, etc. Use demo data, then delete them.
<input type="checkbox"/>	b	Apple App Store Screenshots 5.5" Devices		<input checked="" type="checkbox"/>	Screenshots cannot contain any real user data, pictures, names, messages, etc. Use demo data, then delete them.
<input type="checkbox"/>	c	Review the Screenshots		<input type="checkbox"/>	Not a requirement but it helps to get your app approved more easily by pointing the reviewer to key areas.
<input type="checkbox"/>	2	Google Play Store Assets			
		Create the following assets in preparation for uploading to the Google Play Store for review in the next step.	Google Documentation		
<input type="checkbox"/>	a	App Icon	Google Documentation	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	b	Feature Graphic	Google Documentation	<input checked="" type="checkbox"/>	
<input type="checkbox"/>	c	Google Play Store Screenshots	Google Documentation	<input checked="" type="checkbox"/>	



Step 4: Add App & Version Information

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO
<input type="checkbox"/>	1	Apple App Store Information			
		In App Store Connect, add your app name, subtitle, category, content rights, age rating, pricing, and privacy information.	Article Video	<input type="checkbox"/>	
<input type="checkbox"/>	a	Add a Custom EULA	Article Video	<input type="checkbox"/>	
		Using Apple's default End User License Agreement (EULA) increases the likelihood of your app being rejected. Upload a custom EULA that can be generated online.			
<input type="checkbox"/>	2	Google Play Store Information			
		In Play Console, add your access instructions, ads, content rating, audience info, app name, and short and long description.	Article Video	<input type="checkbox"/>	
<input type="checkbox"/>	a	Add a Custom EULA	Article Video	<input type="checkbox"/>	
		Create a new production release of your app inside the Play Console including your release name (1.0.0) and release notes describing the key features and functionality.			



Step 5:
Generate A Release Build

#	STEP NAME	ACTION	RESOURCES		DFY	IMPORTANT INFO
<input type="checkbox"/> 1	Requesting A Release Build	From the plugin "Build" page, select iOS or Android (or both) and then the "Release App" build type. Continue to confirm the build details and submit your request to our cloud servers.	Article	Video	<input checked="" type="checkbox"/>	A request takes up to 10 minutes to be received. A build takes up to one hour to be compiled & complete.

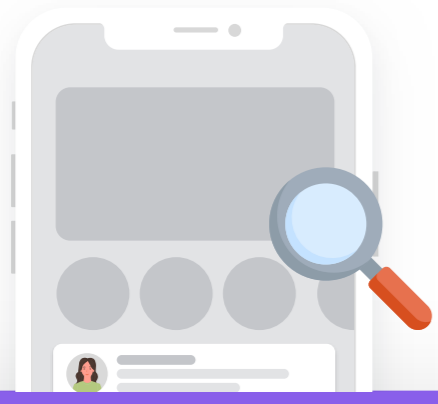
Phase 4: Submit For Review

In Phase 4, the final stage of your App Launch Roadmap, you will go through four steps to get your app successfully published on the app stores. First, you will submit a publishing request from your plugin dashboard attaching your release build from the previous step. Next, our internal publishing team will comb through your app and go back and forth with you suggesting any changes they recommend. Once your app has passed our internal quality control, we will submit it to the app stores for review, and our internal review team will liaise with the external app store review team to answer any questions or recommend any changes. Once your app passes the external review process, it will be published to the app store and will be ready for your users to download. Hurrah!



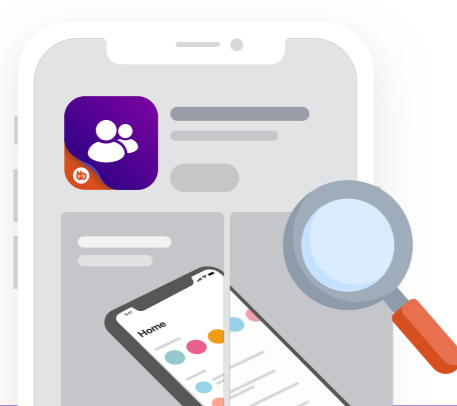
Step 1: Submit A Publishing Request

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO
<input type="checkbox"/>	1 Apple App Store Publishing Submission	Use our app store publishing checklist to verify that you have taken all of the required actions in previous steps and submit your iOS build for review and submission by us.	Article	<input type="checkbox"/>	There are separate checklists for iOS and Android.
<input type="checkbox"/>	a Apple App Store Publishing Checklist	Review our iOS Publishing Checklist and verify that you have completed the steps in your plugin, under "Publish > Apple App Store."	Article	<input type="checkbox"/>	
<input type="checkbox"/>	b Select Your Release Version & Verify the Information	Select the release build version you want to publish and review the information shown to confirm everything matches correctly with your App Store Connect	Article	<input type="checkbox"/>	
<input type="checkbox"/>	c Submit Your iOS App For Review	Choose how you want our review team to communicate with Apple on your behalf and click "Submit For Review."	Article	<input type="checkbox"/>	Choosing to allow our team to respond on your behalf is best in almost all cases.
<input type="checkbox"/>	2 Google Play Store Publishing Submission	Use our Play Store publishing checklist to verify that you have taken all of the required actions in previous steps and submit your Android build for review and submission by us.	Article	<input type="checkbox"/>	
<input type="checkbox"/>	a Google Play Store Publishing Checklist	Review our Android Publishing Checklist and verify that you have completed the steps in your plugin, under "Publish > Google Play Store."	Article	<input type="checkbox"/>	
<input type="checkbox"/>	b Select Your Release Version & Verify the Developer Information	Select the release build version you want to publish and review the information. Enter your Developer Account ID from the Play Console and confirm the Release Name & Notes.	Article	<input type="checkbox"/>	
<input type="checkbox"/>	c Submit Your Android App For Review	Choose how you want our review team to communicate with Google on your behalf and click "Submit For Review."	Article	<input type="checkbox"/>	Choosing to allow our team to respond on your behalf is best in almost all cases.



Step 2: Internal App Review

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO	
<input type="checkbox"/>	1	Our Internal Review Process	Once we have received your publishing request, our internal app review team thoroughly tests your app to ensure your app meets the app store requirements.	Article	<input type="checkbox"/>	Our internal review process typically takes less than 48 hours from your submission.
<input type="checkbox"/>	a	Changes Recommended	If our internal team finds something that will not meet the app store requirements, we flag the item, recommend what needs to be changed, and send you an email notification.	Article	<input type="checkbox"/>	Our publishing team only checks the app store requirements. If they spot a bug, it must be submitted to support
<input type="checkbox"/>	b	You Perform The Changes & Confirm	Once you receive this email notification, you must review the details in your plugin "Publishing" section, make the changes to your app, and confirm the changes with us.	Article	<input type="checkbox"/>	Each revision can take up to 48 hours to review. There is no limit to the number of revisions we will help with.
<input type="checkbox"/>	c	Review Screenshots	Once your app has passed our internal checks with no required changes, we submit the app to the appropriate app store on your behalf for their review.	Article	<input type="checkbox"/>	



Step 3: App Store Review

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO	
<input type="checkbox"/>	1	App Store Review Process	Use our app store publishing checklist to verify that you have taken all of the required actions in previous steps and submit your iOS build for review and submission by us.		<input type="checkbox"/>	Each store review process is different and each app is reviewed by a completely different individual.
<input type="checkbox"/>	a	Apple App Store Review	Apple is the most strict with its review process, often providing vague guidelines that are interpreted differently by different reviewers.	Apple Documentation	<input type="checkbox"/>	
<input type="checkbox"/>	b	Google Play Store Review	Google is more straightforward in its review with clearer, more lenient guidelines that are easier to comply with.	Google Documentation	<input type="checkbox"/>	
<input type="checkbox"/>	2	App Rejection & Resubmission	Your app may be rejected by either app store for various reasons, and they will often require you to change something about your app before resubmitting.	Apple Documentation	<input type="checkbox"/>	Rejections are not unusual & are nothing to worry about.
<input type="checkbox"/>	a	Rejection Notification	You will receive an app rejection notification from the app store detailing the reasons your app was rejected.	Article Article	<input type="checkbox"/>	
<input type="checkbox"/>	b	Publishing Team Response	If you have chosen to allow us to respond, then in most cases, we will respond to the review team on your behalf to clarify, add, or change anything they require.	Article Article	<input type="checkbox"/>	Often no action is required by you and the app store is simply seeking clarification on some information.
<input type="checkbox"/>	c	Submit Your Android App For Review	If we identify something that does require a change to your app, we will notify you by email in the same way as in the previous step so you can take action and confirm with us.	Article	<input type="checkbox"/>	



Step 4: Successful App Release

#	STEP NAME	ACTION	RESOURCES	DFY	IMPORTANT INFO
<input type="checkbox"/> 1	Your App Is Approved	Use our app store publishing checklist to verify that you have taken all of the required actions in previous steps, and submit your iOS build for review and submission by us.		<input type="checkbox"/>	
<input type="checkbox"/> a	Immediate Release	Depending on your selection previously, your app may be immediately released to the app store publicly available for download.	Apple Documentation	<input type="checkbox"/>	
<input type="checkbox"/> b	Google Play Store Review	You may instead have decided to hold your app release until a specific "not before" date, maybe to align with a marketing or launch campaign.		<input type="checkbox"/>	A "not before" date does not guarantee release on that date, it is still dependant on being approved.
<input type="checkbox"/> 2	Launch to Your Users	Congratulations! Your app has been successfully approved and released into the app store. It's now time to launch your app to your users.		<input type="checkbox"/>	

Asset Index

A complete list of every asset you will need at each step of each phase of your app launch journey, from images and graphics, certificates and configuration files from your developer accounts, with details on where to access them, or notes on what is required to create them.

Phase 1: Create

#	STEP NAME	ASSETS NAME	LOCATION	IMPORTANT INFO	
<input type="checkbox"/>	1.1	Connect	BuddyBoss Plugin File	BuddyBoss Account	
<input type="checkbox"/>	1.2	Connect	BuddyBoss App ID & Key	BuddyBoss Account	
<input type="checkbox"/>	1.3	Configure Apple	API Key P8 File	App Store Connect > Users & Access	
<input type="checkbox"/>	1.4	Configure Apple	Issuer ID	App Store Connect > Users & Access	
<input type="checkbox"/>	1.5	Configure Apple	Key ID	App Store Connect > Users & Access	
<input type="checkbox"/>	1.6	Configure Apple	Bundle ID: Test & Release	Apple Developer > Certificates, Identifiers & Profiles	
<input type="checkbox"/>	1.7	Configure Apple	Apple App ID	App Store Connect > My Apps > Your App > App Information	
<input type="checkbox"/>	1.8	Configure Apple	App Specific Shared Secret	App Store Connect > My Apps > Your App > In-App Purchases > Manage > Generate	
<input type="checkbox"/>	1.9	Configure Google	Draft App	Google Play Console	
<input type="checkbox"/>	1.10	Configure Google	Service Account Key JSON File	Google Cloud Project > Service Account > Actions > Manage Keys	
<input type="checkbox"/>	1.11	Configure Google	Application ID	BuddyBoss Plugin > Configure > Android Settings	
<input type="checkbox"/>	1.12	Configure Google	KeyStore Zip File	BuddyBoss App Plugin > Tools > Generate KeyStore	
<input type="checkbox"/>	1.13	Configure Firebase	Server Key	Firebase Console > Project Settings > Cloud Messaging	
<input type="checkbox"/>	1.14	Configure Firebase	iOS Configuration plist File x2	Firebase > General > Your Apps > Add App	
<input type="checkbox"/>	1.15	Configure Firebase	Android Configuration JSON File x2	Firebase > General > Your Apps > Add App	
<input type="checkbox"/>	1.16	Configure Firebase	Apple Push Notifications Key p8 File & Key ID & Team ID	Apple Developer > Certificates, Identifiers & Profiles > Keys > +	
<input type="checkbox"/>	1.17	App Configuration	Vimeo Authentication Code	Vimeo Developer > Create An App > Authentication	
<input type="checkbox"/>	1.18	Branding & Customisation	Home Screen Logo	Template	JPEG / PNG - 1200 x 800 px
<input type="checkbox"/>	1.19	Branding & Customisation	Login Logo	Template	JPEG / PNG - 1200 x 744 px
<input type="checkbox"/>	1.20	Branding & Customisation	Login Background	Template	JPEG / PNG - 2732 x 2732 px
<input type="checkbox"/>	1.21	Branding & Customisation	Launch Screen Background	Template	JPEG / PNG - 2732 x 2732 px
<input type="checkbox"/>	1.22	Branding & Customisation	App Icon iOS	Template	JPEG / PNG - 1024 x 1024 px

<input type="checkbox"/>	1.23	Branding & Customisation	App Icon Android	Template	JPEG / PNG - 1024 x 1024 px
<input type="checkbox"/>	1.24	Branding & Customisation	Android Adaptive Icon Background	Template	JPEG / PNG - 1024 x 1024 px - 683px visible, remaining 170px border reserved for paralax.
<input type="checkbox"/>	1.25	Branding & Customisation	Android Adaptive Icon Foreground	Template	JPEG / PNG - 1024 x 1024 px - 683px visible, remaining 170px border reserved for paralax
<input type="checkbox"/>	1.26	Branding & Customisation	Android Notification Icon	Template	JPEG / PNG - 256 x 256 px

Phase 2: Test

#	STEP NAME	ASSETS NAME	LOCATION	IMPORTANT INFO
2.1	-	None	-	-

Phase 3: Prepare

#	STEP NAME	ASSETS NAME	LOCATION	IMPORTANT INFO
<input type="checkbox"/>	3.1	Apple App Store Assets	Custom End User License Agreement (EULA)	Online EULA Generator
<input type="checkbox"/>	3.2	Apple App Store Assets	Privacy Policy (URL)	Online Privacy Policy Generator
<input type="checkbox"/>	3.3	Apple App Store Assets	1-10 6.5" (No Button) App Store Screenshots	Template JPEG / PNG, 1242px x 2688px
<input type="checkbox"/>	3.4	Apple App Store Assets	1-10 5.5" (With Button) App Store Screenshots	Template JPEG / PNG, 1125px x 2436px
<input type="checkbox"/>	3.5	Apple App Store Assets	1-10 12.9" Tablet Screenshots	Template JPEG / PNG, 2048px x 2732px
<input type="checkbox"/>	3.6	Apple App Store Assets	App Description	Describe your app features & functionality.
<input type="checkbox"/>	3.7	Apple App Store Assets	App Keywords	To increase discoverability.
<input type="checkbox"/>	3.8	Apple App Store Assets	Review Account Username & Password	
<input type="checkbox"/>	3.9	Apple App Store Assets	Review Notes	Where to access key content areas.
<input type="checkbox"/>	3.10	Apple App Store Assets	Review Screenshots	Not required but helpful to include any IAP Content, Moderation Features, More Screen
<input type="checkbox"/>	3.11	Google Play Store Assets	App Access Information	Play Console > Dashboard > Set Up Your App > View Tasks Access Name, Username, Password, Other Instructions
<input type="checkbox"/>	3.12	Google Play Store Assets	Store Settings	Play Console > Dashboard > Set Up Your App > View Tasks Category & Tags, Store Listing Contact Details
<input type="checkbox"/>	3.13	Google Play Store Assets	App Name	Play Console > Dashboard > Grow > Main Store Listing
<input type="checkbox"/>	3.14	Google Play Store Assets	Short Description	Play Console > Dashboard > Grow > Main Store Listing
<input type="checkbox"/>	3.15	Google Play Store Assets	Full Description	Play Console > Dashboard > Grow > Main Store Listing
<input type="checkbox"/>	3.16	Google Play Store Assets	App Icon	Template
<input type="checkbox"/>	3.14	Google Play Store Assets	Short Description	Play Console > Dashboard > Grow > Main Store Listing
<input type="checkbox"/>	3.15	Google Play Store Assets	Full Description	Play Console > Dashboard > Grow > Main Store Listing

<input type="checkbox"/>	3.16	Google Play Store Assets	App Icon	Template	PNG / JPEG, 512px x 512px
<input type="checkbox"/>	3.17	Google Play Store Assets	Feature Graphic	Template	PNG / JPEG 1024px x 500px
<input type="checkbox"/>	3.18	Google Play Store Assets	2-8 Mobile Screenshots	Template	PNG / JPG, 9:16 Ratio, 2160px x 3840px
<input type="checkbox"/>	3.19	Google Play Store Assets	Tablet Screenshots	Template	JPEG / PNG, 2048px x 2732px
<input type="checkbox"/>	3.20	Google Play Store Assets	Release Name	Play Console > Dashboard > Release > Production	Build Version (e.g 1.0.0)
<input type="checkbox"/>	3.21	Google Play Store Assets	Release Notes	Play Console > Dashboard > Release > Production	Describe Features & Functionality

Phase 4: Submit

#	STEP NAME	ASSETS NAME	LOCATION	IMPORTANT INFO
4.1	-	None	-	-

App & App Store Graphic Templates

Along with this document, you will find a folder of **graphic templates** that we've created to show you examples of various graphics you will need within your app, as well as examples of the various graphics you will need to upload into each of the app stores. Each store's requirements differ slightly in how many graphics they require, varying from 6 to 10 so we have given just 6 examples for each where appropriate.

These graphics are included in the **Assets Index** outlined previously but here is a list of each group of graphics for reference. This is helpful if, for example, you have a graphic designer who wants a list of just the graphic assets required.

Each of the files in the templates folders is named with a corresponding number in the Assets Index previously outlined for each reference.

REQUIRED

App Rebranding Graphic Templates	2
App Store Graphic Templates	
Apple App Store	
iOS Mobile 5.5" Screenshot Graphics.....	6
iOS Mobile 6.5" Screenshot Graphics.....	6
iOS Tablet 12.9" Screenshot Graphics.....	6
Google Play Store	
Play Store App Icon.....	1
Play Store Featured Graphic.....	1
Android Mobile Screenshot Graphics.....	6
Android 12.9" Tablet Screenshot Graphics.....	6