

Application Preparation Checklist

This application preparation checklist will help you get your app prepared for publishing. **Print it** and check the items as you are preparing the publishing process.



Impersonation and Intellectual Property

• Avoid resemblances with any known app.

Confidentiality

• Have permission to get Users private information and handle the user data securely.

Misleading Metadata

- App's title and description accurately describe your app's functionality.
- Avoid using repetitive or unrelated keywords or references.

Inappropriate Content

• If your app contains any form of violence, sexual or mature content, you must mention it in the app's rating details.

Monetization and Ads

 If your product description on Google Play refers to in-app features that may require a specific or additional charge, your description must clearly notify users that payment is required to access those features.





Performance/App Completeness

- Your application name is chosen.
- You have an application description written.

(make sure that you don't have the word "beta" in your description)

- Screenshots must show the app in use, and not only the title art, log-in page, or splash screen.
- Primary and secondary categories are chosen.
- The app subcategories are selected.
- The copyright attribution is decided.
- An app rating is chosen.
- Keywords are identified.
- A support Email Address configured.
- If required, the End User License Agreement is written.
- Pricing is decided.
- The available date is set.
- A working URL for the application website.
- A working URL for a support site. If it isn't available, your app is likely to be rejected.
- App should be fully functional with all navigation flows finalized.

(shouldn't have broken links or dummy actions)

outsystems

- Demo account info if the app includes a login.
- Distribution territories selected.
- Your application compiled with an Apple Distribution Certificate and a Distribution App Store Provisioning profile.
- Your application IPA file correctly compiled and bug free. Test on your iOS device.

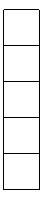
Design

- Text fields are not hidden by keyboard on all screen sizes.
- Don't create multiple Bundle IDs of the same app.

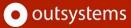
Standard User Interface

- Primary content fits on the screen without zooming or horizontal scrolling.
- UI elements are designed for touch gestures.
- Tappable elements measures are at least 44x44 points.
- Text size is at least 11 points.
- There's enough contrast between the font and background colors to make text legible.
- Text doesn't overlap (increase line height or letter spacing if needed).
- All images assets have 2x and 3x versions (with a 1536px x 1536px image, you can use <u>MakeAppIcon</u> to resize and generate all the required icons for the App Store).
- All images assets are sized at the right aspect ratio to avoid distortion.
- Controls are placed near the content they modify.









Privacy

- New user
- Terms of Service/ Terms and Conditions
- Privacy policy

Payments

• App and its metadata may not include buttons, external links, or other calls to action

that direct customers to purchasing mechanisms other than in-app purchase.