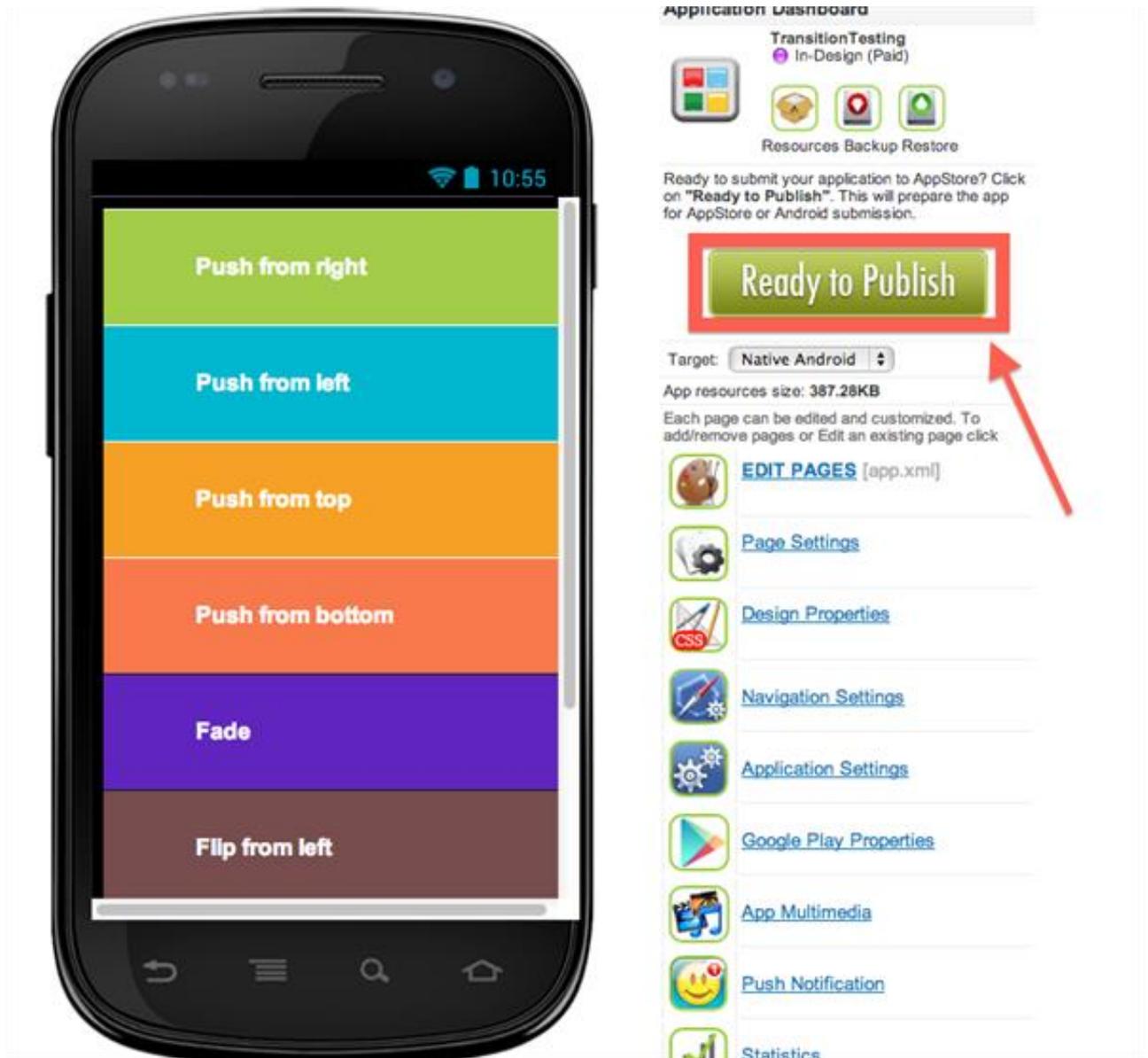


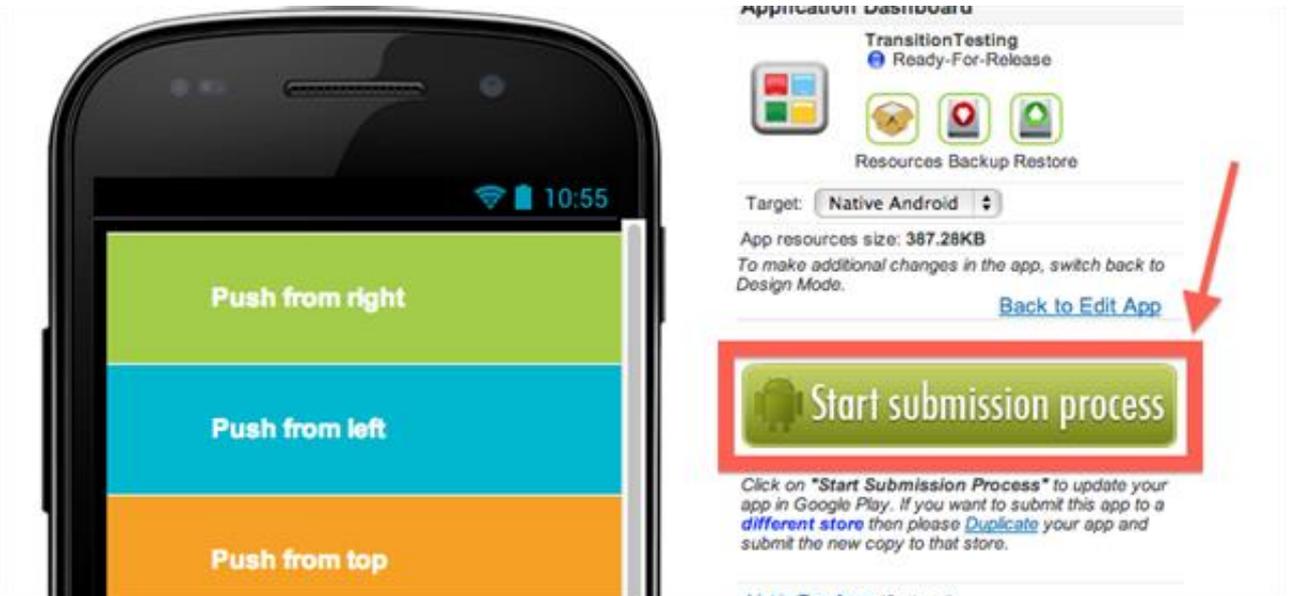
How to publish your app on Google Play Store. Step by step instruction.

Ready to submit app to Google Play Store?

Step 1. Click on "Ready to Publish" button.



Step 2. Start Submission Process.



Step 3. Select Build Type

Build type

Please specify the build type you want to request for your **TransitionTestingAndroid** app:

- Instant Build** — in under 1 hour 24 / 7 you will receive an email with a link to a build of your app for you to publish (unlimited number of builds per month for paid apps).
- Build & Publish** — in under 2 business days you will receive a link to a build of your app for you to download and publish or it will be published under our developer account depending on your choice in the upcoming steps.

[NEXT >](#)

3.1 Instant Build — in under 1 hour 24 / 7 you will receive an email with a link to a build of your app for you to publish. Instant builds are FREE and UNLIMITED for all our customers.

If you choose this option next steps are: **6 → 7 → 8 → 9**

3.2 Build & Publish — in under 2 business days you will receive a link to a build of your app or review notes in case your additional input is required. 1 Build & Publish = 1 Build Credit.

If you choose this option next steps are: **4 → 5 → 6 → 7 → 8 → 9**

Step 4. Which Play Store account will be used to publish app?

Google Play Account.

Please specify which Google Play account will be used to publish **TransitionTestingAndroid** application.

1 I do not have an Google Play account. Use account SeattleClouds to submit this app.

2 I have an Google Play account and want to submit this app myself.

NEXT >

4.1 I do not have an Google Play account. Use account SeattleClouds to submit this app - in under 2 business days your app will be published under our developer account or you will receive review notes in case additional input is required. 1 Publish Under SeattleClouds' Account = 1 Build Credit.

NOTE: Please make sure your app corresponds to the following requirements before proceeding:

- provides high usability to the end user
- is rich in content, informative and instructive
- has a professional look and feel and an original design
- contains no copyrighted material without the express permission of the copyright holder
- can not be classified as posing a potential copyright issue
- is published for FREE distribution

If any of these requirements are not met, SeattleClouds will NOT submit the app under its company account and will require you to enroll in Google Play Store Developer program at <https://play.google.com/apps/publish/signup/>

4.2 I have an Google Play account and want to submit this app myself - in under 2 business days you will receive a link to a build of your app or review notes in case your additional input is required. Also you'll receive some screenshots for your app.

Step 5. Google Play Store Properties

Google Play Properties

1 App Title as seen in Google Play (max 30 characters):

2 Google Play Description (max 4000 characters):
 Vivamus fermentum volutpat lacus, vitae lacinia leo vestibulum et. Proin sollicitudin adipiscing magna sit amet elementum. Sed pharetra neque sed iaculis porta. Etiam metus purus, congue eget tellus vel, iaculis venenatis risus. Praesent purus augue, aliquet nec erat non, sagittis dapibus felis. Aenean a congue elit. Sed iaculis sem neque, ac venenatis quam rutrum et. Morbi metus quam, mollis id dictum in, varius sed ipsum. Duis vitae placerat nisi, sit amet iaculis odio. Quisque feugiat tincidunt diam eget imperdiet. Ut sapien eros, lobortis sit amet purus at, pellentesque facilisis orci. Aliquam at lacus urna. Nullam at augue a lacus dictum eleifend. Nulla tincidunt nisi eget est cursus imperdiet. Pellentesque pellentesque odio a justo elementum lacinia. Morbi nulla metus, congue ut faucibus ut, dignissim ut tortor.

Application Type: 3

Category: 4

Promotional Video (YouTube URL): 5

Optional:

Promo Text (max 80 characters): 6

Required only if Promotional Graphic is uploaded

Google Play Multimedia

7 

8 

No file chosen

Promotional Graphic (optional)
 180 x 120 px, 24 bit PNG or JPEG, no alpha, no border in art.

No file chosen

High Resolution Application Icon
 512 x 512 px, 32 bit PNG or JPEG, maximum file size 1024KB.

5.1 App Title - The name of your application as you would like it to appear in Google Play. Maximum 30 characters.

Perhaps the most important field is the title. So try to get relevant keywords into this field.

5.2 Description - The visible description of your application in Google Play. There is a 4000 character limit for this field.

Note: Repetitive and/or irrelevant use of keywords in the app title, description or promotional description creates a spammy user experience and can result in an app suspension.

5.3 Application Type - Google Play is divided into 2 major application types: "Applications" and "Games". Choose one of them.

5.4 Application Category - a category that describes your application best, and is the category under which your application will be listed.

5.5 Promotional Video: The URL to a YouTube video showcasing your app. (Optional)

5.6 Promo text: Text that accompanies your promotional graphic in featured spots in Google Play. Maximum 80 characters. (Required only if Promotional Graphic is uploaded)

5.7 High-Resolution Application Icon: Should be a higher-fidelity, higher-resolution version of your application's launcher icon. **Requirements:** 512x512px, 32 bit PNG or JPEG, maximum file size 1024KB.

5.8 Promotional Graphic: 180x120px, 24 bit PNG or JPEG (no alpha, no border) (Optional)

****NOTE:** Please be informed that the Google Play Store doesn't have anything like **keywords**, because features like that get abused to manipulate rankings. Also stuffing keywords in your description is against the Google Play Developer Program Policy and can result in your App being removed from Google Play or your whole account being suspended.

Step 6. App Multimedia



6.1 Application Icon (a.k.a. Launcher Icon): Is a graphic that represents your application and appear on the user's Home screen.

Application Icons are used primarily to:

- Promote the brand.
- Help users discover the app on Google Play Store.
- Function well in the Launcher.

Android runs on a variety of devices that offer different screen sizes and densities. So, to support multiple devices you should create and upload separate icons for all generalized screen densities, including:

Density	dpi	px
low	120	36x36
medium	160	48x48

<i>high</i>	240	72x72
<i>extra-high-density</i>	320	96x96

6.2 Splash Screen Image: The splash screen is a full screen image which appears while application is loading. **320x480px** to **720x1280px** PNG or JPEG .
width: min 320px. max 720px.
height: min 480px. max 1280px.

Step 7. C2DM - Cloud To Device Messaging

Enable Cloud To Device Messaging (C2DM, Push Notifications for Android)

Please specify if you want Push Notifications enabled for TransitionTestingAndroid application.

1 I want Push Notifications disabled.

2 I want Push Notifications enabled.

NEXT >

Cloud To Device Messaging (a.k.a. Push Notifications): is a push notification service that allows you send notifications from SeattleClouds server to your customers.

7.1 I want Push Notifications disabled

7.2 I want Push Notifications enabled

Step 8. Android Permissions

Android Permissions

General Permissions

These permissions are **ENABLED** by default to ensure that all the features and page types work properly. You can disable some of these permissions at your own risk. If you are not sure what are Android permissions or how they can affect your application, please leave all these permissions enabled.

- 1 Full Internet access (android.permission.INTERNET)
Allows the app to create network sockets and send/receive data to/from the Internet.
- 2 Approximate (network-based) location (android.permission.ACCESS_COARSE_LOCATION)
Allows the app to access approximate location from location providers using network sources such as cell tower and Wi-Fi.
- 3 Precise (GPS) location (android.permission.ACCESS_FINE_LOCATION)
Allows the app to access precise location sources such as Global Positioning System on the device.
- 4 Modify or delete the contents of USB storage (android.permission.WRITE_EXTERNAL_STORAGE)
Allows the app to write to the USB storage and/or to the SD card. Implies permission for reading from the USB storage - android.permission.READ_EXTERNAL_STORAGE.
- 5 View network connections (android.permission.ACCESS_NETWORK_STATE)
Allows the app to view information about the network connections such as which networks exist and are connected. This allows for example showing a meaningful error message to the user if there is no Internet connection on the device. This information is also used in analytics and statistics.
- 6 Read phone status and identity (android.permission.READ_PHONE_STATE)
Allows the app to access the phone features of the device. An app with this permission can determine the phone number and serial number of this phone, whether a call is active, the number that call is connected to and the like.
- 7 Record audio (android.permission.RECORD_AUDIO)
Allows the app to record audio with the microphone.
- 8 Take pictures and videos (android.permission.CAMERA)
Allows the app to take pictures and videos with the camera.

PhoneGap Permissions

9 These permissions are **DISABLED** by default. Enable only those permissions that you use in your PhoneGap page. If you don't use PhoneGap in your application, please leave these permissions disabled.

- android.permission.VIBRATE
- android.permission.ACCESS_LOCATION_EXTRA_COMMANDS
- android.permission.RECEIVE_SMS
- android.permission.RECORD_VIDEO
- android.permission.MODIFY_AUDIO_SETTINGS
- android.permission.READ_CONTACTS
- android.permission.WRITE_CONTACTS
- android.permission.GET_ACCOUNTS
- android.permission.BROADCAST_STICKY

NEXT >

These permissions are **ENABLED** by default to ensure that all the features and page types work properly. **You can disable some of these permissions at your own risk. If you are not sure** what are Android permissions or how they can affect your application, **please leave all these permissions enabled.**

8.1 Full Internet access (android.permission.INTERNET) - Allows the app to create network sockets and send/receive data to/from the Internet.

8.2 Approximate (network-based) location (android.permission.ACCESS_COARSE_LOCATION) - Allows the app to access approximate location from location providers using network sources such as cell tower and Wi-Fi.

8.3 Precise (GPS) location (android.permission.ACCESS_FINE_LOCATION) - Allows the app to access precise location sources such as Global Positioning System on the device.

8.4 Modify or delete the contents of USB storage (android.permission.WRITE_EXTERNAL_STORAGE) - Allows the app to write to the USB storage and/or to the SD card. Implies permission for reading from the USB storage - android.permission.READ_EXTERNAL_STORAGE

8.5 View network connections (android.permission.ACCESS_NETWORK_STATE) - Allows the app to view information about the network connections such as which networks exist and are connected. This allows for example showing a meaningful error message to the user if there is no Internet connection on the

device. This information is also used in analytics and statistics.

8.6 Read phone status and identity (android.permission.READ_PHONE_STATE) - Allows the app to access the phone features of the device. An app with this permission can determine the phone number and serial number of this phone, whether a call is active, the number that call is connected to and the like.

8.7 Record audio (android.permission.RECORD_AUDIO) - Allows the app to record audio with the microphone.

8.8 Take pictures and videos (android.permission.CAMERA) - Allows the app to take pictures and videos with the camera.

8.9 PhoneGap Permissions - These permissions are **DISABLED** by default. Enable only those permissions that you use in your PhoneGap page. [If you don't use PhoneGap in your application, please leave these permissions disabled.](#)

Step 9. Version Name, Version Code, App Name, Package Name, Resource Synchronization, App Rotation.

Step 3. All fields are required.

Please specify a build version. If this is a first time submission version should be 1.0. Every subsequent update should have an increased build version (Ex: 1.0, 1.1, 1.2 etc). Please check the last build version in iTunes and increase it with 0.1 .

Every subsequent update should have an increased build version (Ex: 1.0, 1.1, 1.2 etc) and version code (Ex: 1, 2, 3, 4, 5, etc). Please check the last build version in Google Play and increase it with 0.1. Also increase version code with 1.

1 **Version Name:** - this is how your app version will be displayed in Google Play (example: 1.0 or 2.1)

2 **Version Code:** - this is an INTEGER number that must be incremented at every Android submission.



3 **Application Name:**

Please specify an application name. Application name is displayed under application icon. Must be a short name to fit icon width (2 lines of approximately 10-12 characters are possible).

4 **Application Package Name:**

This will act as unique ID for your app. It MUST be of the form 'com.yoursite.appname'. It MUST contain only lowercase letters, digits and at least one DOT ('.'). NO others characters, NO spaces.

5 **Enable Resource Synchronization**

Unchecking this option will disable the synchronization of resource files, but your app will require less space on the device and the start up will get faster.

6 **Enable App's Rotation** (Disabled by default).

SUBMIT

9.1 Version Name - A string that represents the release version of the application, as it should be shown to users (is just something that's shown to the user).
e.g. 1.0, 2.1, honey cake, apple pie,, etc.

9.2 Version Code - An **integer** value that represents the version of the application code, relative to other versions. You can set the value to any integer you want, however you should make sure that each successive release of your application on Play Store uses a greater value.
e.g. If current app version code on Play Store is 2 then next version code should be 3.

9.3 Application Name - Application name is displayed under application icon. Must be a short name to fit icon width (2 lines of approximately 10-12 characters are possible).

9.4 Application Package Name - Is an unique application identifier used by Android to manage the installed applications. The Application package is also unique on the Android Market — there can't be two

apps with the same package name on the Play Store.

It MUST be of the form '**com.yoursite.appname**'. It MUST contain only lowercase letters, digits and at least one DOT ('.'). NO others characters, NO spaces.

9.5 Resource Synchronization - Once your application is published in the Play Store you will have possibility to synchronize resources (images, sounds, html files, etc.) with app without releasing a new app version. Enable Sync for each file you want to synchronize. (App' Dashboard > Edit Pages > Resource Manager).

9.6 App Rotation - Enable/ Disable App's Rotation. (Portrait > Landscape > Portrait)
By default Rotation is disabled.

Fill in all fields and press **SUBMIT** button.