# Publishing to Google Play

# Before you Release!

- **Thoroughly test your app**

- **App should be tested on at least one (preferably more) real device – not emulator**

# Before you Release!

- **Remove all Log calls**

- **Remove android:debuggable from Manifest file**

- **Use the Gradle build files with the release build type to build and sign a release version of your application**

- **Clean up your project directories (see: https://developer.android.com/studio/publish/preparing)**

# Building Your App for Release

- **Sign your app – involves creating an Upload Key and App Signing Key (see: https://developer.android.com/studio/publish/app-signing)**

- **Generating APK:**
  - **Go to Build -> Generate Signed APK**
  - **Select a module, click Next**
  - **Click Create New**
  - **Fill in information (see above link for info desc.)**
  - **Click OK**

# Building Your App for Release

- (cont.) click next
- Click finish

- **Your app is now ready to be released to the Google Play Store**

# Requirements

- **Developer Account ($25)**
- **Cryptographic key (see previous steps)**
- **Max size for APK – 100mb**
  - **More through <u>expansion files</u>**

# Becoming a Publisher

**Need a Publisher Account:**

- **Go to Google Play Developer Console**

- **Enter your basic info**

- **Accept agreement**

- **Pay $25**

- **Confirm email**

*Now you can start publishing*!

# Preparing Promotional Assets

**For promotion and advertising:**

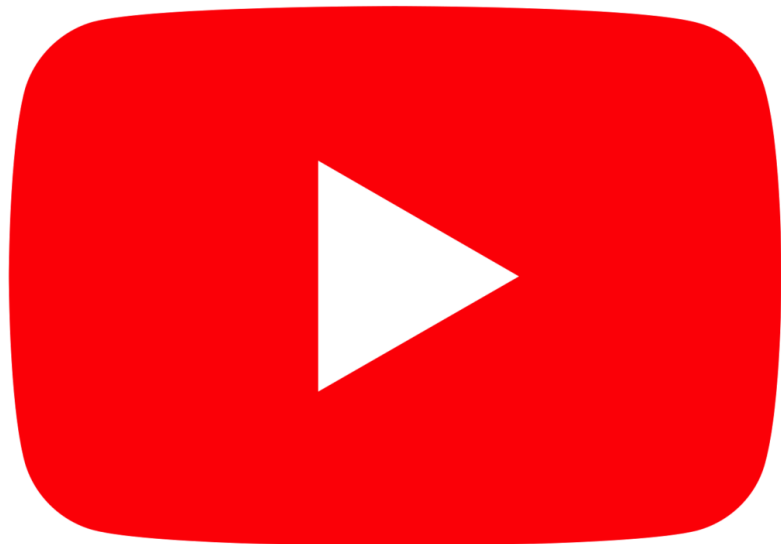- **Launcher Icons**
  - **32 bit PNG with alpha channel (transparency)**
  - **ldpi (120dpi) – 36 x 36 px**
  - **mdpi (160dpi) – 48 x 48 px**
  - **hdpi (240dpi) – 72 x 72 px**
  - **xhdpi (320dpi) – 96 x 96 px**

# Preparing Promotional Assets

**Tips for Launcher Icons:**

- **Simple and Uncluttered**

- **Icons should not be thin**
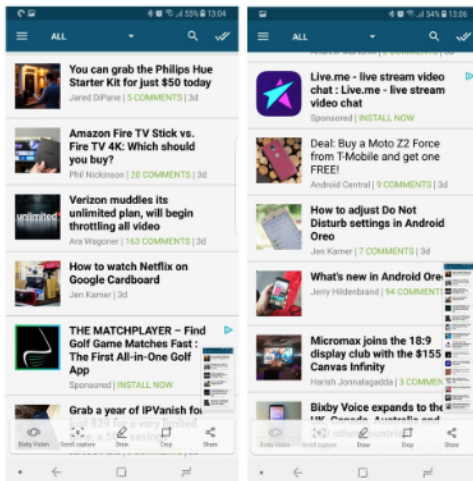
- **Use the alpha channel – transparency**

# Preparing Promotional Assets

- **High Resolution Application Icons – only used by Google Play**
  - **32-bit PNG with an alpha channel**
  - **512 x 512 pixels**
  - **Maximum size of 1024KB**

**\*\*\*Use Android Asset Studio**

# Preparing Promotional Assets

- **Screen Shots**
  - **Minimum of 2, maximum of 8**
  - **24 bit PNG or JPG with no alpha channel**
  - **320w x 480h <u>or</u> 480w x 800h <u>or</u> 480w x 854h. (Landscaped images will be cropped)**

# Preparing Promotional Assets

- **Promotional Graphic (optional)**
  - **It is a 180w x 120h 24 bit PNG or JPG with no alpha channel.**
  - **No border in art.**

**Now upload your app to Google Play:**

**https://youtu.be/nHaep1HBIwM?t=10m56s**