

Apple App Store Submission - UrApp

When you are ready to submit to the App Store there are artifacts that must accompany the submission to Apple. The review process itself takes a variable amount of time and can range from anywhere from two to four weeks for first time app submissions. Please be sure to account for this time period in your project plan.

Note that you can add an attachment by using Add=>Attachment or by just dragging a file to the page. Put the image files into folders and zip into a single file works the best. To review the attached files, using Add=>Attachment.

Number	Required Information	Response
1	Attach a signed ipa file that has been packaged and tested so that we can re-sign with the Emory University Certificate.	Add=>Attachment a zipped file
2a	App Name - This is the name as it will appear in the App Store - Required (30 chars max)	
2b	App Subtitle - Optional (30 chars max)	
2c	(optional) Promotional text lets you inform your App Store visitors of any current app features without requiring an updated submission. This text will appear above your description on the App Store for customers with devices running iOS 11 or later, and macOS 10.13 or later.	
2d	(required) A description of your app, detailing features and functionality.	
2e	(required) Include one or more keywords that describe your app. Keywords make App Store search results more accurate. Separate keywords with an English comma, Chinese comma, or a mix of both.	
3	Availability Date - The date that the app will appear in the App Store if approved by Apple	
4	Price - How much are you going to charge for your app (enter cost and default to free)	
5	Educational Discount - Do you want offer a discount to educational institutions when they purchase more than a single version?	
6	Worldwide Availability - By default apps are available in all countries. Specify what countries this should be available in if you are choosing to restrict your app	
7	Version Number - A public version number, can be different than internal, strictly for use in the App Store accounting.	
8	If this is a new version of an app already in the App Store, provide some "what's new" verbiage. e.g., "bug fixes and new features" (For Update)	
9	Copyright - The name of the person or entity that owns the exclusive rights to the app, preceded by the year the rights were obtained (for example, "2008 Acme Inc.")	
10	Primary Category - (Book, Business, Catalogs, Education, Entertainment, Finance, Food & Drink, Games, Health & Fitness, Lifestyle, Medical, Music, Navigation, News, Photo & Video, Productivity, Reference, Social Networking, Sports, Travel, Utilities, Weather)	
11	Secondary Category (Optional) - (Book, Business, Catalogs, Education, Entertainment, Finance, Food & Drink, Games, Health & Fitness, Lifestyle, Medical, Music, Navigation, News, Photo & Video, Productivity, Reference, Social Networking, Sports, Travel, Utilities, Weather)	
12	For each of the following provide the frequency of occurrence in your app. Options are (0)None, (1)Infrequent/Mild, (2) Frequent/Intense	
	Cartoon or Fantasy Violence	
	Realistic Violence	
	Prolonged Graphic or Sadistic Realistic Violence	
	Profanity or Crude Humor	
	Mature/Suggestive Themes	
	Horror/Fear Themes	
	Medical/Treatment Information	
	Alcohol, Tobacco, or Drug Use or References	
	Simulated Gambling	
	Sexual Content or Nudity	

	Graphic Sexual Content and Nudity	
	Unrestricted Web Access (yes or no)	
	Gambling and Contests (yes or no)	
13	Privacy Policy URL (optional unless encryption is used, see Export Compliance)	
14	Support URL	http://ichoos.ekidney.emory.edu
15	Marketing URL (optional)	None
16	Contact Information	
	a) First Name	
	b) Last Name	
	c) Email Address	
	d) Phone Number (required)	
17	Review Notes (Optional) - Additional information about your app that can help during the review process. Include information that may be needed to test your app, such as app-specific settings and test registration or account details. The Review Notes field must not exceed 4000 bytes	
18	Demo Account Information (Optional) - The username and password for a full-access account. This account is used during the app review process and must not expire. Details for additional accounts should be included in the Review Notes field	
19	EULA - End User License Agreement	
	a) Will you use the default (http://www.apple.com/legal/itunes/appstore/dev/stdeula/) ?	
	b) If you are going to use a custom it must meet a minimum of http://www.apple.com/legal/itunes/appstore/dev/mintterms/ and be properly localized to meet local legal and language requirements.	
	c) Specify countries in which your custom EULA will be used. All countries not specified will use the default EULA	
20	<p>Large App Icon - Must be the following</p> <ul style="list-style-type: none"> • 1024 x 1024 pixels • minimum of 72 DPI • in RGB color space • must be .jpeg, .jpg, .tif, .tiff, or .png • flat artwork without rounded corners <p>NOTE: Apple guidelines change and sometimes we're unable to reflect those changes here in a timely manner. Therefore, it is recommended that you visit this page to confirm the latest requirements from Apple.</p>	Add=>Attachment a zipped file
21	<p>5.5 Inch Retina Display Screenshots - Must be the following</p> <ul style="list-style-type: none"> • 72 dpi, RGB, flattened, no transparency • High-quality JPEG or PNG image file format • 1242 x 2208 pixels for hi-res portrait • 2208 x 1242 pixels for hi-res landscape <p>NOTE: Apple guidelines change and sometimes we're unable to reflect those changes here in a timely manner. Therefore, it is recommended that you visit this page to confirm the latest requirements from Apple.</p>	Add=>Attachment a zipped file
22	<p>iPad Screenshots - Must be the following if the app runs on an iPad:</p> <p>Screenshot requirements are:</p> <ul style="list-style-type: none"> • 72 dpi, RGB, flattened, no transparency • High-quality JPEG or PNG image file format • 2048 x 2732 pixels for hi-res portrait • 2732 x 2048 pixels for hi-res landscape <p>NOTE: Apple guidelines change and sometimes we're unable to reflect those changes here in a timely manner. Therefore, it is recommended that you visit this page to confirm the latest requirements from Apple.</p>	Add=>Attachment a zipped file

23	<p>Routing App Coverage File (Optional) - Routing app coverage files are .geojson files which specify the geographic regions supported by your app. The file can have only one MultiPolygon element. MultiPolygon elements consist of at least one Polygon. Polygons contain at least four coordinate points. Polygon start and end coordinate points must be the same</p>	
24	<p>Does this app use Apple Push Notifications? (yes or no)</p>	
25	<p>Export Compliance:</p> <ul style="list-style-type: none"> Does your app use encryption? Answer Yes even if your app only uses the standard encryption in iOS and macOS. <p>if YES:</p> <p>Does your app qualify for any of the exemptions provided in Category 5, Part 2 of the U.S. Export Administration Regulations?</p> <p>Pick one: YES or NO</p> <p>Make sure that your app meets the criteria of the exemption listed below. You are responsible for the proper classification of your product. Incorrectly classifying your app may lead to you being in violation of U.S. export laws and could make you subject to penalties, including your app being removed from the App Store. Read the FAQ thoroughly before answering this question.</p> <p>You can select Yes for this question if the encryption of your app is:</p> <ul style="list-style-type: none"> (a) Specially designed for medical end-use (b) Limited to intellectual property and copyright protection (c) Limited to authentication, digital signature, or the decryption of data or files (d) Specially designed and limited for banking use or "money transactions"; or (e) Limited to "fixed" data compression or coding techniques <p>You can also select Yes if your app meets the descriptions provided in Note 4 for Category 5, Part 2 of the U.S. Export Administration Regulations.</p> <p>If NO:</p> <p>Does your app implement any encryption algorithms that are proprietary or yet-to-be-accepted as standards by international standard bodies (IEEE, IETF, ITU, etc.)?</p> <p>Pick one: YES or NO</p> <p>if NO:</p> <p>Does your app implement any standard encryption algorithms instead of, or in addition to, using or accessing the encryption in Apple's iOS or macOS?</p> <p>Pick one: YES or NO</p>	Yes or No
26	<p>Does your app use an advertising identifier (IDEA)? YES or NO</p>	
27	<p>Content Rights - Does your app contain, display, or access third-party content? YES or NO</p>	