

Apple App Store Submission - CarlosVR

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
2	App Name - This is the name as it will appear in the App Store	
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	0
	a) Cartoon or Fantasy Violence	0
	b) Realistic Violence	0
	c) Sexual Content or Nudity	0
	d) Profanity or Crude Humor	0
	e) Alcohol, Tobacco, or Drug Use or References	0
	f) Mature / Suggestive Themes	0
	g) Simulated Gambling	0
	h) Horror / Fear Themes	0
	i) Prolonged Graphic or Sadistic Realistic Violence	0
	j) Graphic Sexual Content and Nudity	0
13	Description - A description of the app you are adding, detailing features and functionality. Descriptions cannot be longer than 4000 characters	
14	Keywords - One or more keywords that describe the app you are adding. When users search the App Store, the terms they enter are matched with keywords to return more accurate results. Separate multiple keywords with commas. Keywords cannot be edited once your binary is in review and cannot be longer than 100 bytes.	

15	Support URL	
16	Marketing URL (optional)	
17	Privacy Policy URL (optional)	
18	Contact Information	
	a) First Name	
	b) Last Name	
	c) Email Address	
	d) Phone Number	
19	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	
20	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	
21	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	
22	<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
23	<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
24	<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

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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