

Preparation Guide for Locatify Branded Apps 2021

Table of Contents

1. Complete prior to app delivery	1
1.1 Provide the app branding assets	1
2. Prepare Apple and Google App Stores	2
2.1 Setup Apple's App Store	2
2.2 Setup Google's Play Store	2
3. Apply for a Google Maps API Key	3
4. Firebase Analytics Setup (optional)	3
5. In-App Sales Setup (optional)	3
5.1 In-App sales for Android apps	4
5.2 In-app sales for iOS apps	4
6. Publish a Tour or Game for sale from the CMS	4

1. Complete prior to app delivery

Some preparations are required in order for Locatify to deliver the branded app to the customer. Please complete the tasks described in this section and send to your Locatify sales representative for further processing.



1.1 Branded App Design Choices

The [branding guidelines](#) document explains in detail the branding options and required assets to produce an app. This includes: app home page and content templates, colour scheme and other media assets required to produce your app.

Visit: [Locatify App Branding Guidelines 2021](#)

2. Prepare App Store and Google Play Stores for your app

In order for Locatify to distribute your app, developer accounts are required for both Apple and Google. Both store accounts need to be prepared and the app registered in their respective stores.

- A free Google Maps API key should be requested from Google.
- Then inform Locatify about the app store credentials, the app bundle IDs used and the Google Maps API key.

2.1 Setup Apple's App Store

- [Access AppStore Connect](#) and create an account if you don't already have one.
- [Register the app](#) in the AppStore Connect console.
- Inform Locatify of the bundle ID used and invite dev@locatify.com to your account as admin in order for Locatify to sign your app and upload it to the app Store.
- After Locatify uploads your app, you can prepare it for [testing](#) before submitting it for [release](#) approval.

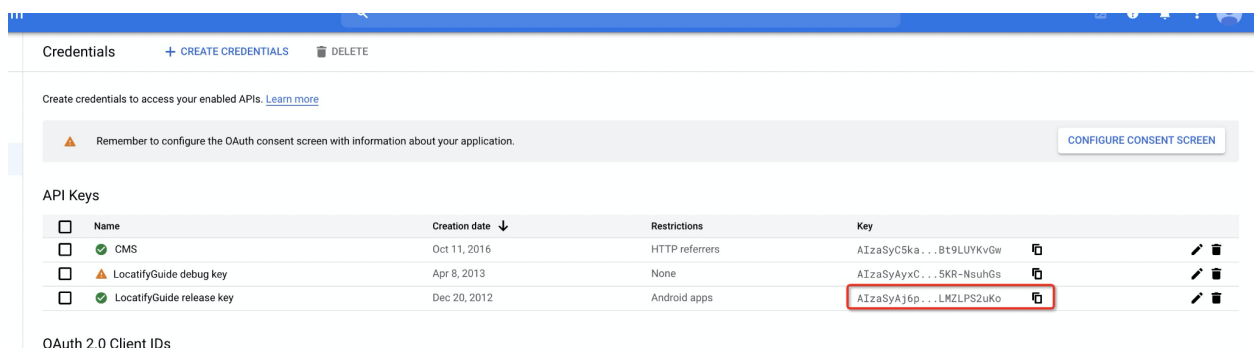
2.2 Setup Google's Play Store

- Access the [Google Play Developer Console](#) and
- Create a [developer account](#) if you don't already have one.
- Register the app and fill in the necessary information.
- Inform Locatify with the bundle ID used and invite jackfengji@locatify.com to your account as admin in order for Locatify to sign your app and upload it to the app store.
- After Locatify uploads your app, you can prepare it for internal or external testing before submitting it for release approval. The [launch checklist](#) is useful for that purpose.

3. Apply for a Google Maps API Key

Register your own Google Maps API key for rendering them in the app. The Google Maps API key is free to use for most but a credit card needs to be registered.

1. [Register](#) the account in Google Cloud Platform
2. Follow the [guide](#) provided by Google to generate a Google Maps API key
3. Send the API key to Locatify



4. Firebase Analytics Setup (optional)

Locatify apps include standard usage analytics such as downloads and device information. In order to use Firebase Analytics for more detailed analytics, the app needs to be registered with Firebase and the Firebase APP key provided to Locatify.

- [Register](#) the app in Firebase.
- Define the iOS version and download the GoogleService-Info.plist to send to Locatify
- Define the Android version and download the google-services.json file to send to Locatify.
- Email to dev@locatify.com the GoogleServices-Info.plist and google-services.json files. They will be embedded in the released app.

5. In-App Sales (optional)

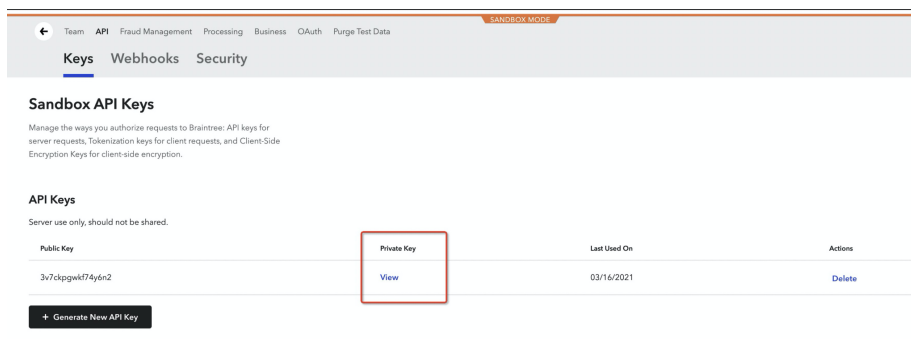
If the app will sell tours or games from within the app, then in-app purchases need to be configured for both Android and iOS.

Android apps use the Braintree payment service that supports various payment methods and iOS apps use Apple's AppStore payment service.

5.1 In-app sales for Android apps

The Android app uses the [Braintree](#) payment service as it can handle most payment methods. Please follow these instructions how to setup a Braintree account and start monetising your content:

- Contact [Braintree sales](#) to get a production account.
- If you want to sell in multiple currencies, apply for [multiple merchant accounts](#).
- Go to "Settings" > API section > Press view:



- Get public key, private key and merchant ID:

Client Library Key

Public Key	Private Key	Environment	Merchant ID
3v7ckpgwkf74y6n2	8c36c60adb7fecf53cfdda3cc0f932af	sandbox	dvqmj6jh2cmj74ny

- Setup [Google Pay](#) (Optional).
- Set the price for your tour or game under tour/game settings in the CMS.

5.2 In-app sales from the iOS app

All iOS in-app sales are handled by Apple's AppStore as it can handle a wide variety of payment methods.

- Review [Apple's In-app purchase guide](#).
- Access your app page in [AppStoreConnect](#).
- Create a "non-consumable in-app-purchase product" in your developer account. We only support "non-consumable" in app purchase products.
- Select "Manage" under "In-app purchases" in the App's page in App Store Connect to create the products.
- Create one product per sold game or per price tier. Each product has a unique Product ID you enter. The price is set by selecting the price tier.

6. Publish a tour or game for sale from the Locatify Creator CMS

Before proceeding, make sure to have created the in-app sale product entries, as explained above, in AppStoreConnect for iOS and configure Braintree payment for Android.

In the [Locatify Creator CMS](#), open the tour or game being sold, go to Settings, Monetise your app, select for sale, enter the price for Android and the in-app purchase identifier string which is the same as the in-app identifier string entered when creating the in-app purchase.

The price for iOS is set in AppStoreConnect while the price for Android is the price entered in the CMS.