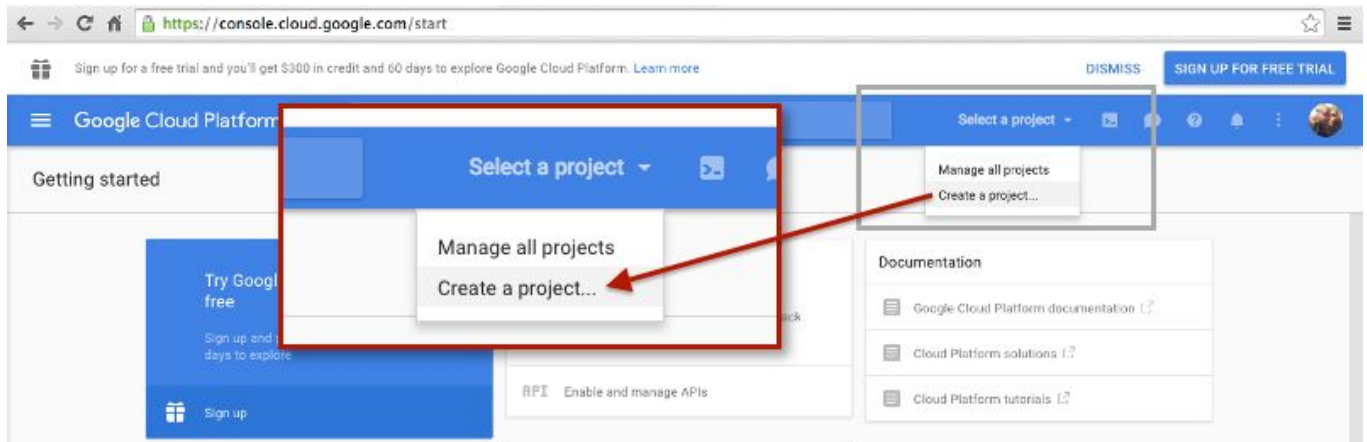


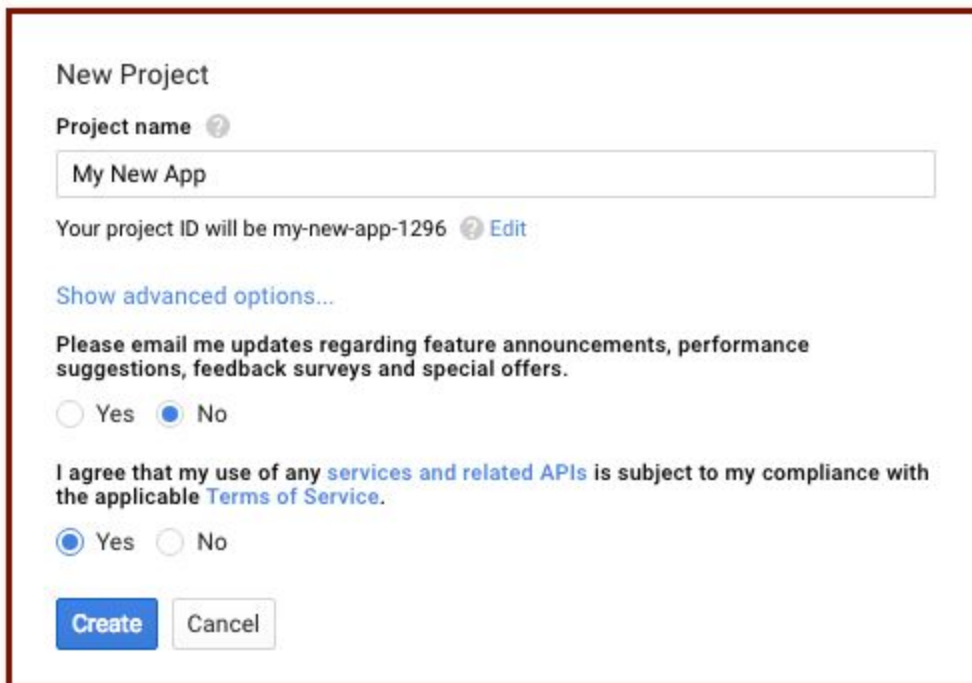
CREATING & SUBMITTING YOUR CUSTOM APP [GOOGLE PLAY STORE]

Start by creating your Project here <https://console.cloud.google.com> This will provide you with access to Google services such as push-notifications and Maps.

1. Go to > <https://console.cloud.google.com>, **Sign In - or - Sign Up**
2. Click on top menu (as show on screenshot below), choose **"Create a project..."**



3. Enter your **Project Name**, agree to their terms, then click **"Create"**

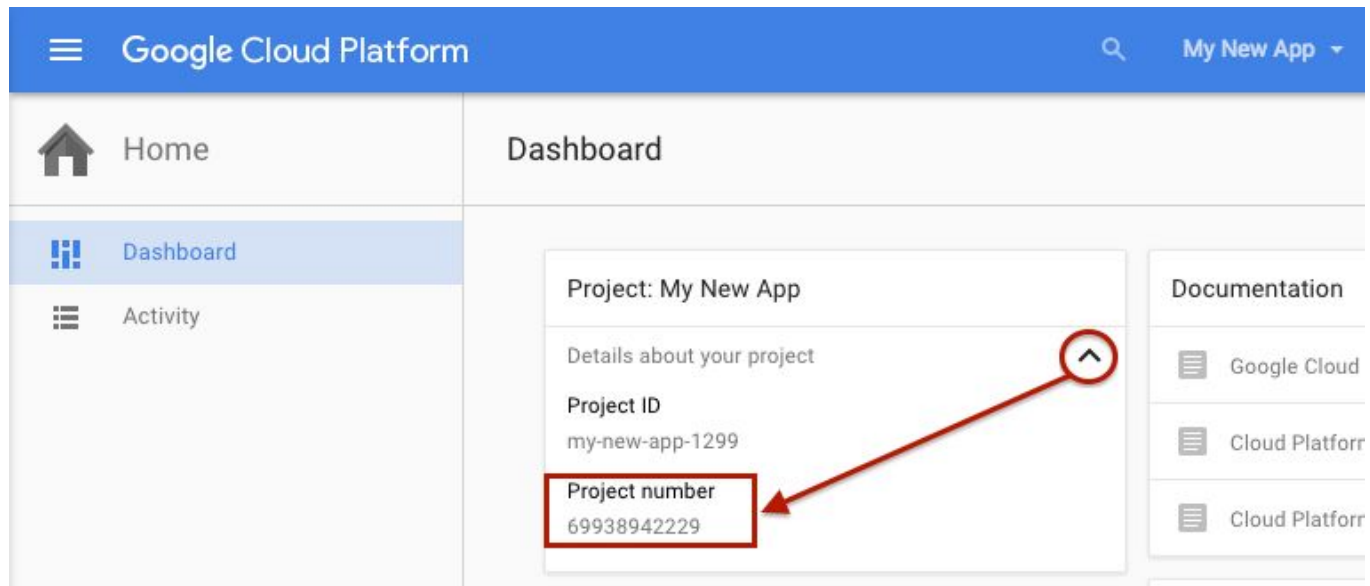
A screenshot of the 'New Project' form in the Google Cloud Platform console. The form is titled 'New Project' and contains the following fields and options:

- Project name**: A text input field containing 'My New App'.
- Your project ID will be my-new-app-1296**: A text label with a question mark icon and an 'Edit' link.
- Show advanced options...**: A blue link.
- Please email me updates regarding feature announcements, performance suggestions, feedback surveys and special offers.**: A text label with two radio buttons: 'Yes' (unselected) and 'No' (selected).
- I agree that my use of any services and related APIs is subject to my compliance with the applicable Terms of Service.**: A text label with two radio buttons: 'Yes' (selected) and 'No' (unselected).
- Create**: A blue button.
- Cancel**: A white button with a grey border.

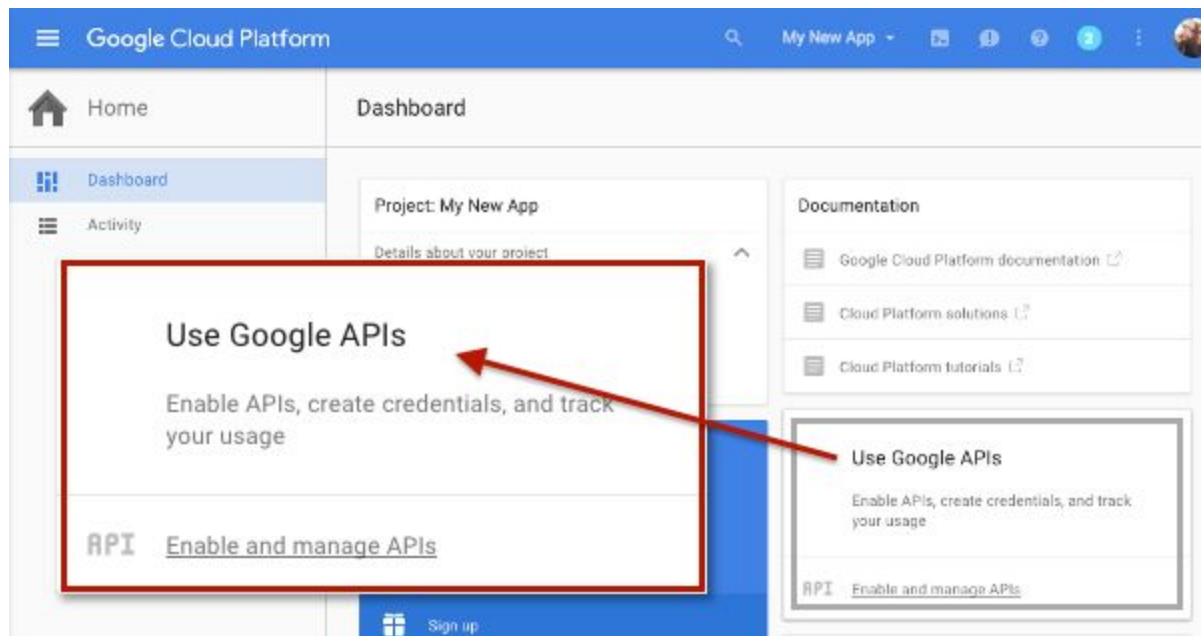
[Note: some of the screenshots in this tutorial may not be exactly as they appear on your system.]

4. Click on Arrow (as indicated in screenshot) to see Project number. This Project number will be pasted into the **Studio -> App Manager page -> Android APP -> Project number** field.

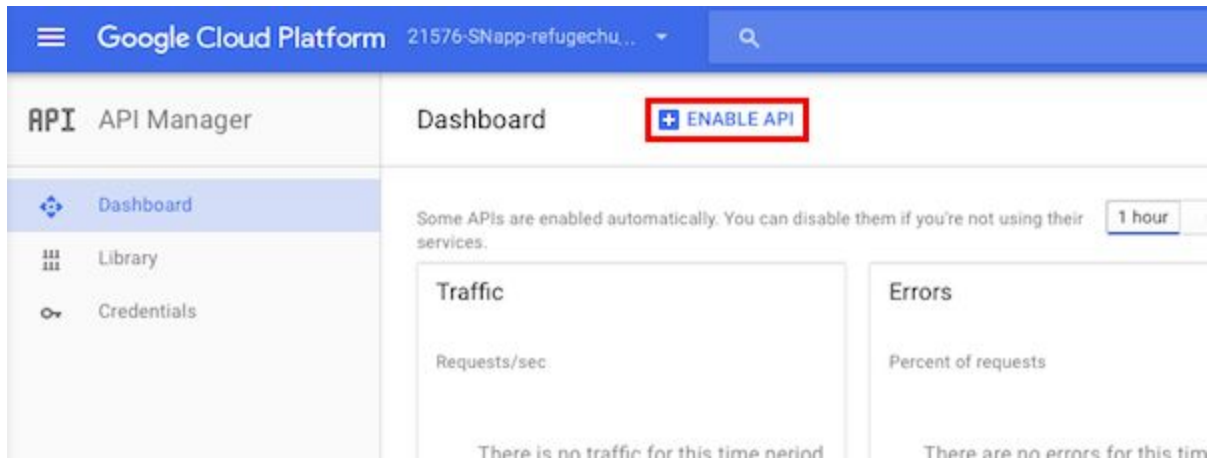
NOTE: COPY THIS NUMBER AND PASTE INTO A REFERENCE DOC FOR LATER.



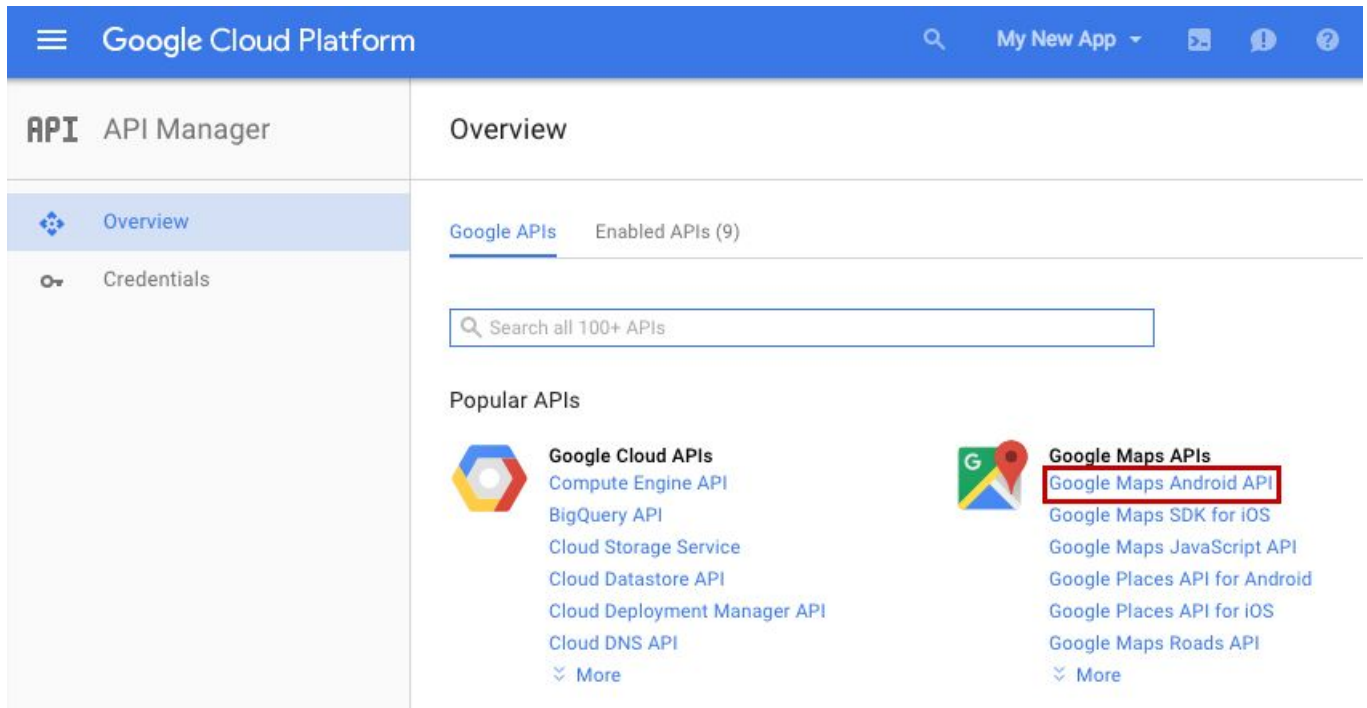
5. From the Dashboard, click on "Use Google APIs"



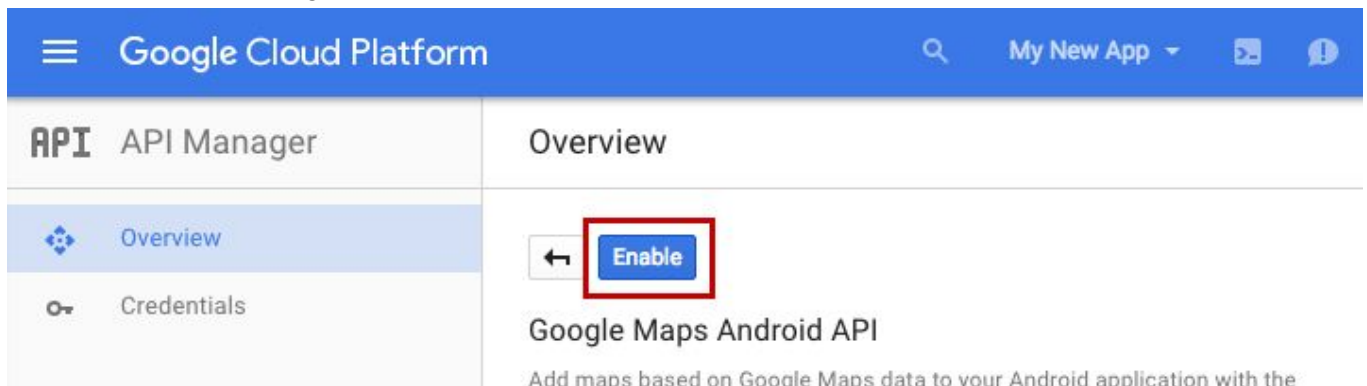
6. Click on "ENABLE API"



7. Choose "Google Maps Android API"

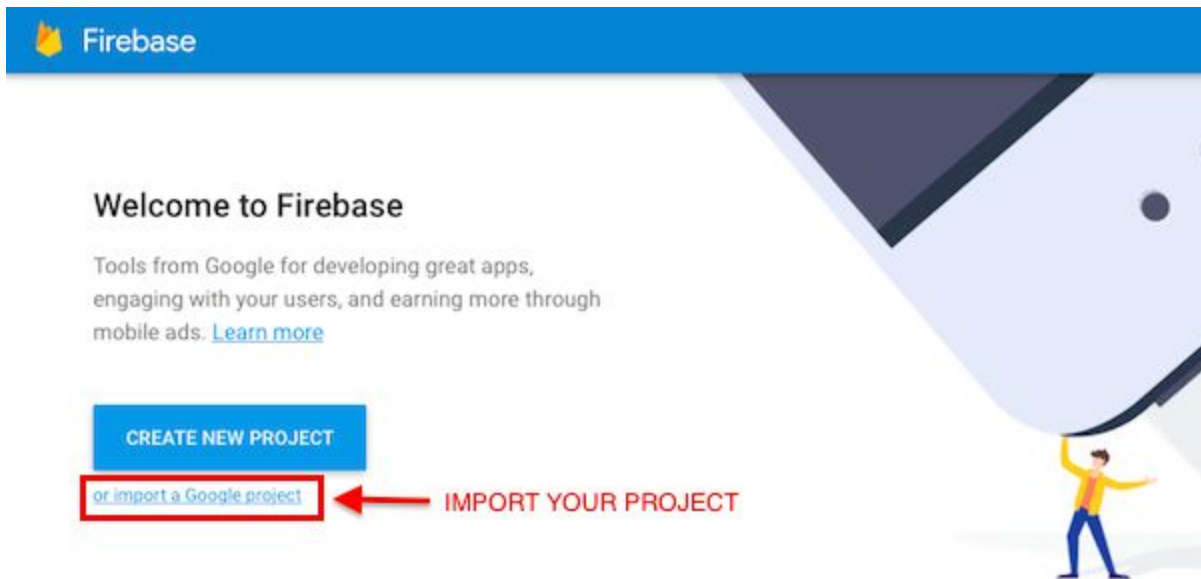


8. Click on "Enable" (Google Maps)

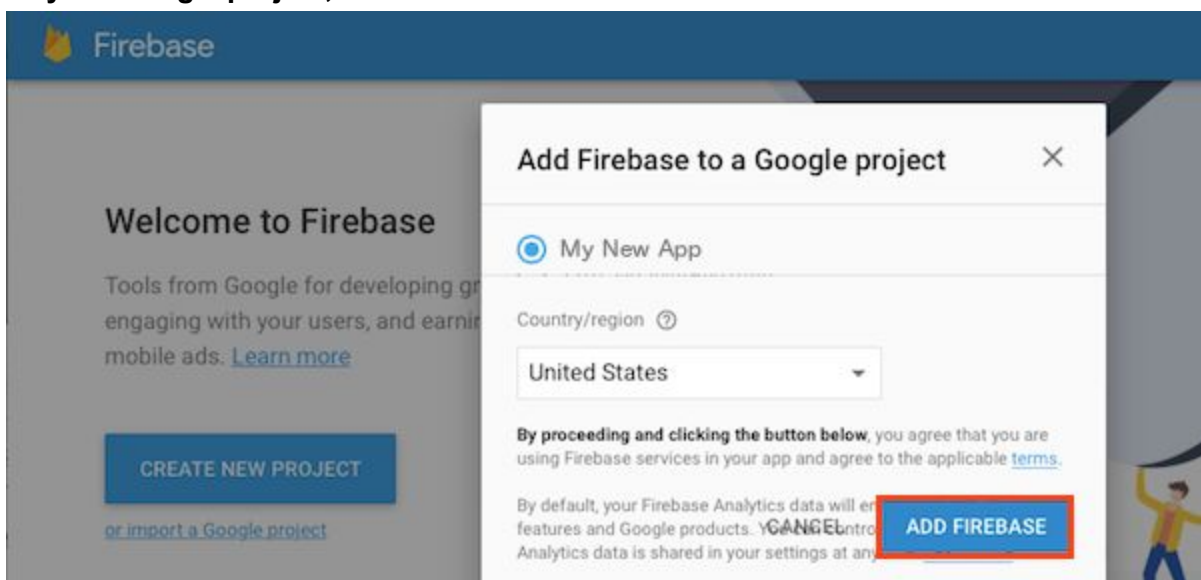


9. Now, go to Google's FIREBASE CONSOLE and IMPORT your Project

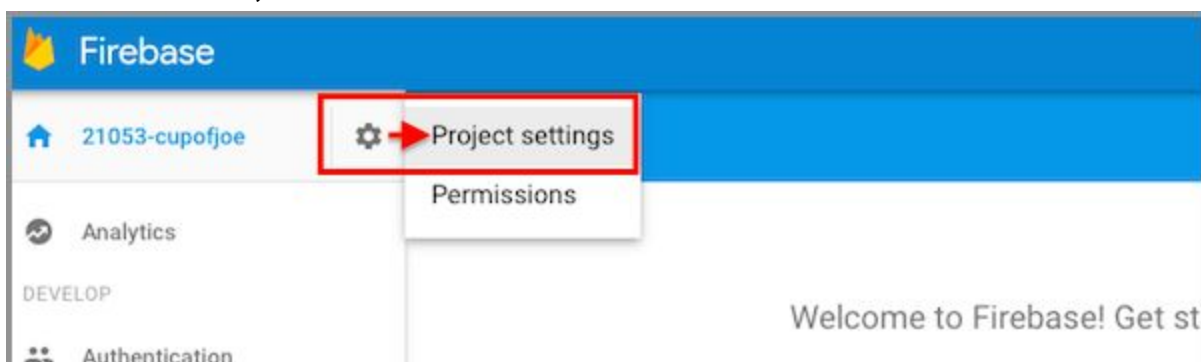
- <https://console.firebase.google.com/>



10. Select your Google project, and click ADD FIREBASE

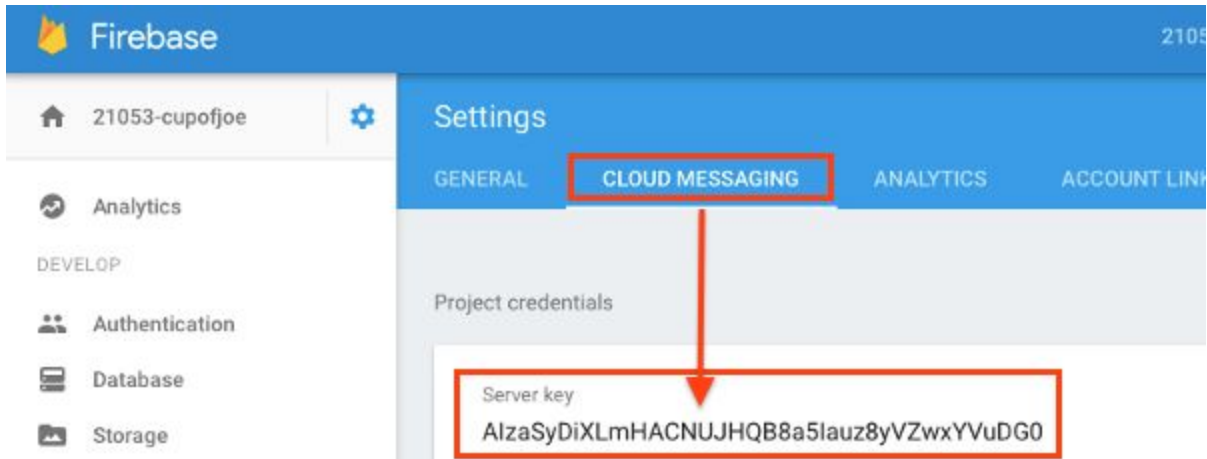


11. Within the GEAR icon, click on PROJECT SETTINGS



12. Click on **CLOUD MESSAGING**, then Copy the "**LEGACY Server key**". This code must be copied and pasted into the **Studio -> App Manager page -> Android APP -> Api Key** field.

NOTE: COPY THIS NUMBER & PASTE INTO YOUR REFERENCE DOCUMENT FOR LATER. MAKE SURE YOU COPY THE LEGACY SERVER KEY.



Your APIs are now ready to go. Next, log-in to your Sermon Studio to generate the App.

(...scroll down to continue)

Open Studio -> App Manager Page -> Custom App -> Android

Android ▲

Upload your App Icon and Launch Screen image:

App Icon
Image for icon must be greater than 192x192px, png (recommended size is 512 x 512 32-bit PNG (with alpha))

App Launch Screen Image
Image for launch screen must be 1080x1920px, png

Application Id

Application name

First Name

Last Name

Organization unit

Organization

Country

State

City

Project Number

API key

13. Upload **App Icon** - recommended size is 512 x 512 px, .png
14. Upload **App Launch Screen** - 1080 x 1920 px, .png
15. Enter **Application ID** - pre-populated information
16. Enter **Application Name** - this text will be displayed below your App's Icon (viewer's device)
17. **First Name / Last Name**
18. **Organization Unit / Organization** - this can be the same as your Organization
19. **Address**
20. **Project Number** - you should have pasted this information to your reference document, or you can obtain it from <https://console.cloud.google.com> - > Dashboard (see *step.4*)
21. **ANDROID API key** - from your reference document, or you can obtain it from <https://console.cloud.google.com> (see *step.12*)

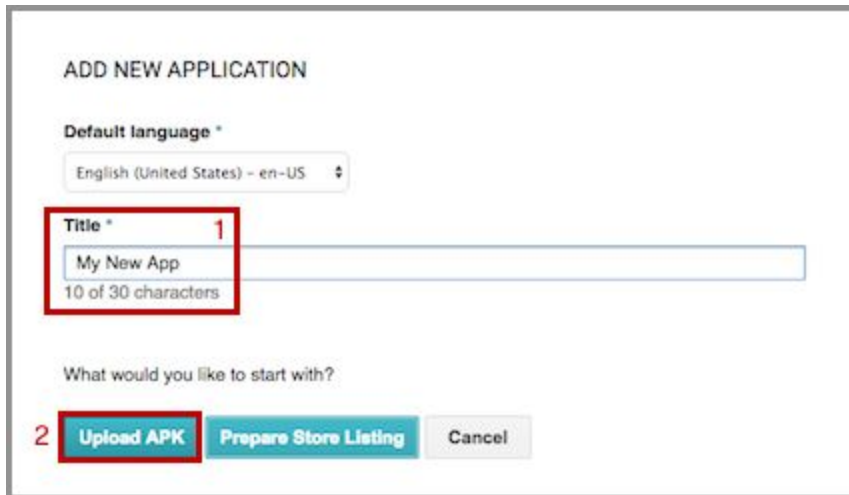
Once all fields are completed, click "Submit" then click "Create Now". Within 10 minutes your .APK file will be available to download from your Studio's > Media Bank.

22. Download your .apk file (from your Media Bank), and go/login to <https://play.google.com/apps/publish/> to upload your custom App!

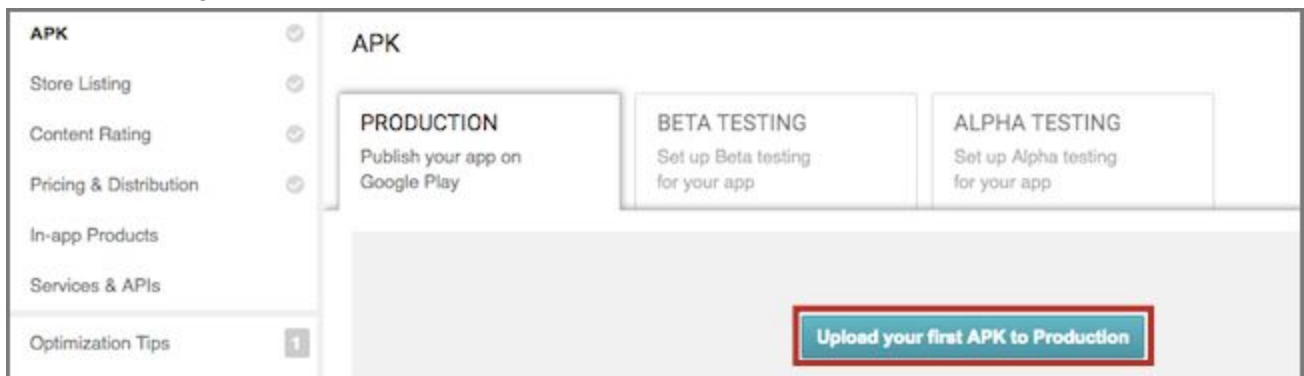
23. Select **Publish and Android App on Google Play**



24. Enter the **Title** of your App, then select **Upload APK**

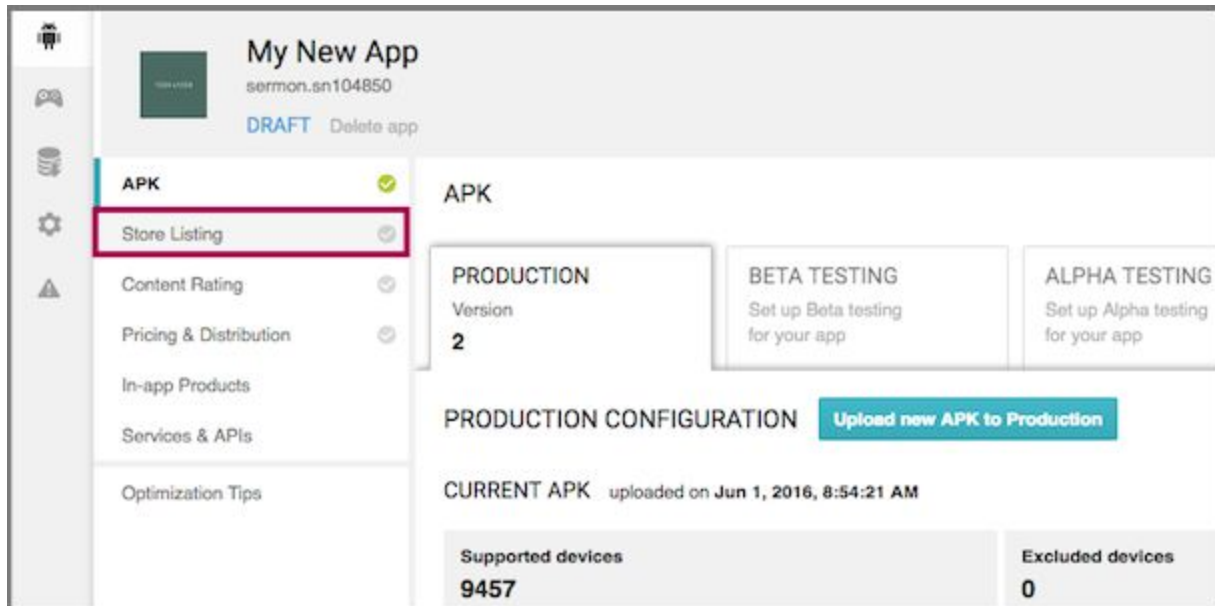


Select **Upload your first APK to Production**



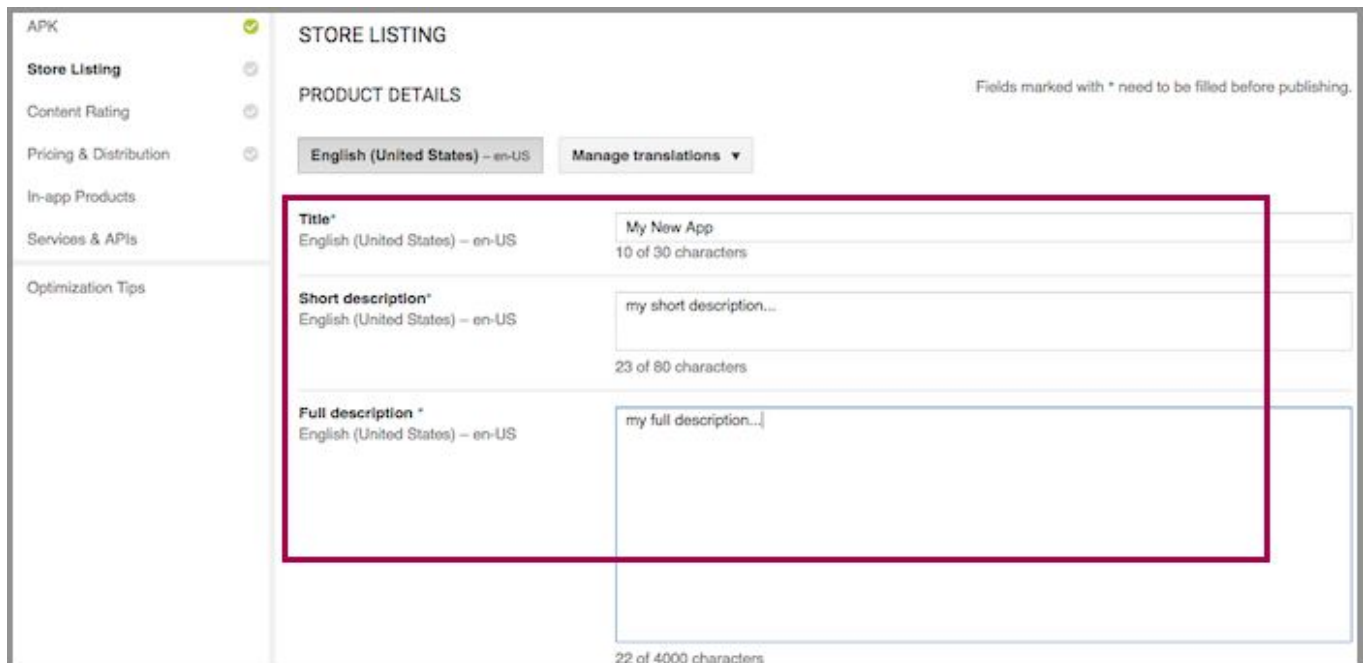
* Browse your system to locate the APK file you downloaded from your Studio, and Upload it.

25. Select **Store Listing** on the left.



26. Scroll down and complete the fields within the **Store Listing** page.

Product Details...



Graphic Assets...

APK

Store Listing

Content Rating

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

STORE LISTING

English (United States) - en-US [Manage translations](#)

Phone Tablet Android TV Android Wear

+

Add screenshot

Drop image here.

Hi-res icon *
Default - English (United States) - en-US
512 x 512
32-bit PNG (with alpha)

Feature Graphic *
Default - English (United States) - en-US
1024 w x 500 h
JPG or 24-bit PNG (no alpha)

512 x 512

1024 x 500

1) 2x Phone Screenshots = 1080 x 1920 2) 1x Hi-res icon - 512 x 512 3) 1x Feature Graphic - 1024 x 500

Categorization...

CATEGORIZATION

Application type * Applications

Category * Books & Reference

Content rating * Low Maturity
[Learn more about content rating.](#)

New content rating * You need to fill a rating questionnaire and apply a [content rating](#).

CONTACT DETAILS

Website http://sermon.net

Email * info@sermon.net
Please provide an email address where you may be contacted. This is your app.

Phone

PRIVACY POLICY *

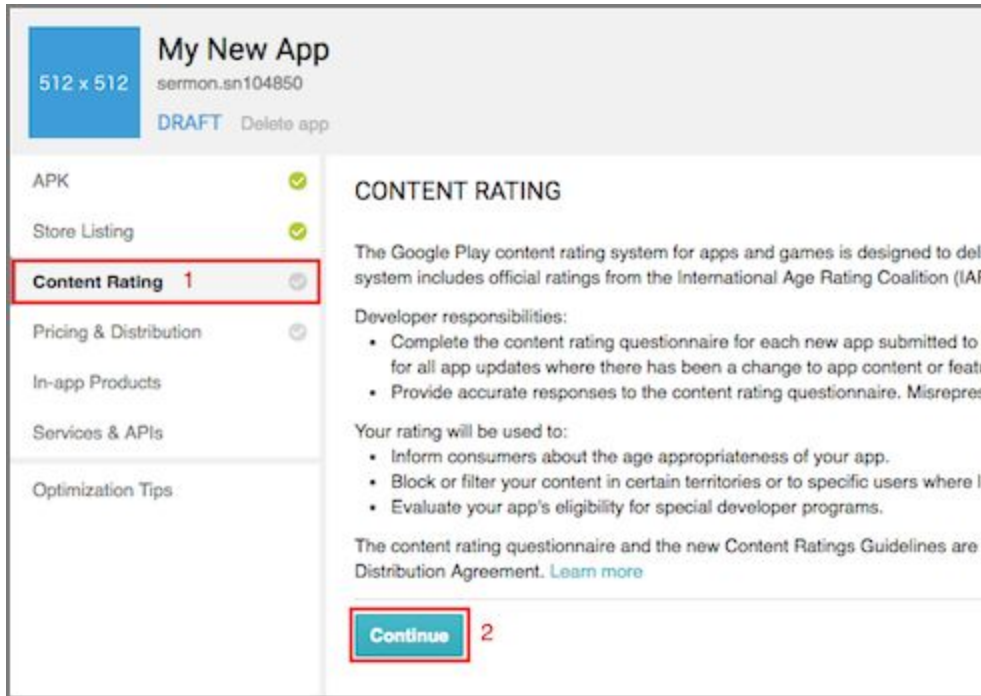
If you wish to provide a privacy policy URL for this application, please enter it below. Also, please check out our [Use violations](#).

Privacy Policy http://...
 Not submitting a privacy policy URL at this time. [Learn more](#)

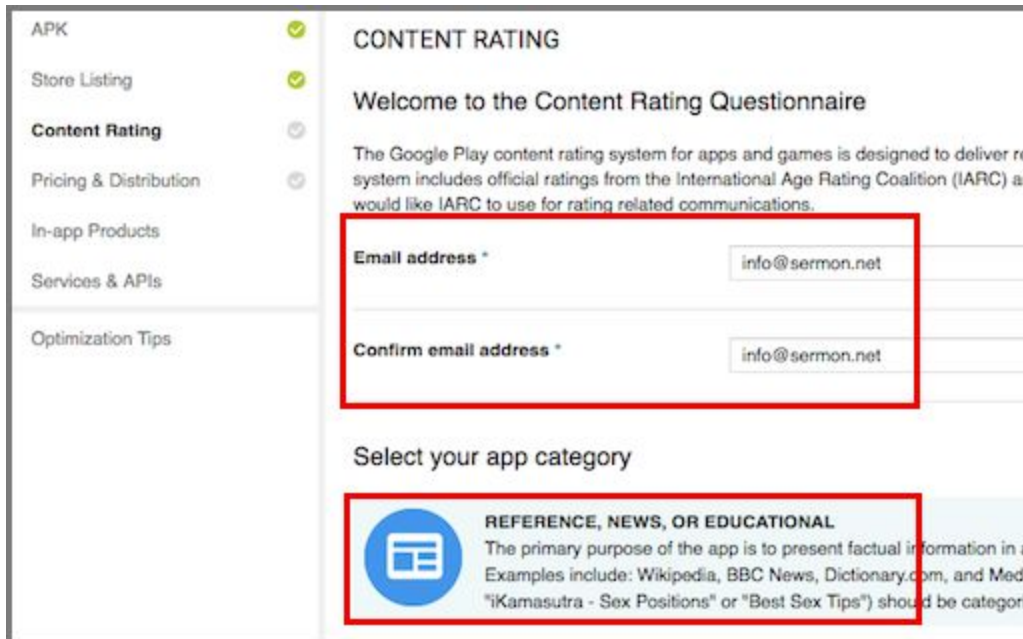
27. Once all **Store Listing** requirements are in place, press **Save Draft** (upper right).



28. Select **Content Rating** from the menu on the left, then click **Continue** (bottom).



29. Enter your **Email Address** and select **Reference, News or Educational** as the category.



30. Select **NO** for all **Content Rating** questions, then press **Save Questionnaire** (bottom).

APK

Store Listing

Content Rating

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

CONTENT RATING

Please complete the questionnaire so that we can calculate your app rating.

REFERENCE, NEWS, OR EDUCATIONAL
App is a news, reference, or educational app. [Edit Category](#)

VIOLENCE

Can the app contain violent material? [Learn more](#)
Please note that this question does not refer to user generated content.

Yes No

SEXUALITY

Can the app contain sexual material or nudity (except in a natural or scientific setting)? [Learn more](#)
Please note that this question does not refer to user generated content.

Yes No

LANGUAGE

Calculate rating **Save questionnaire** IARC

31. Press **Calculate rating** (lower right)

Calculate rating Saved IARC

32. Press **Apply rating**

APK

Store Listing

Content Rating

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

CONTENT RATING

USK: All ages

IARC Generic
Rest of world

3+
Rated for 3+

Google Play
South Korea

A game unsuitable for minors younger than 18 may be removed from Google Play in Korea unless pre-rated by GRAC. Please see [here](#) for more detail.

3
Rated for 3+

- Please note that the calculated rating shown above may not be the rating we show to users on the Google Play store.
- Google may reject your app update or submission for misrepresentation of your app's content.
- Google may use your questionnaire responses to generate ratings for specific territories as required by local law.
- Rating authorities participating in IARC may change your app's rating after they review it.
- Google and IARC will share your contact information, questionnaire responses, ratings, developer support requests, and app details with participating rating authorities.
- Please review the [Help center](#) for more information about rating guidelines and processes.

Apply rating Go back IARC

33. Select **Pricing & Distribution** on the left,
 - select **ALL COUNTRIES**
 - select **No ads**, check the **Consent** boxes (below)

APK

Store Listing

Content Rating

Pricing & Distribution 1

In-app Products

Services & APIs

Optimization Tips

PRICING & DISTRIBUTION

CONTAINS ADS * Does your application have ads? Also, please check out our [Ads policy](#) to avoid common violations. If yes, users will be able to see the 'ads' label on your application in the Play Store. [Learn more](#)

Yes, it has ads

No, it has no ads 2

DEVICE CATEGORIES

Android Wear Distribute your app on Android Wear.

Extend your app to wearables with Android Wear. To submit your app for review, you need to add an Android Wear screenshot on your app's [Store listing page](#). To learn more, read the [Android Wear documentation](#) and [distribution guidelines](#).

Android TV Reimagine your app for the biggest screen in the house with Android TV. To submit your app for review, you need to include a [Leanback launcher intent](#) in your app. To learn more, read the [Android TV documentation](#) and [distribution guidelines](#).

Android Auto Bring your app to cars with Android Auto. To submit your app for review, you need to accept the [Android Auto terms and conditions](#). To learn more, read the [Android Auto documentation](#) and [distribution guidelines](#).

USER PROGRAMS

Designed for Families Opt-in to Designed for Families

This app is not eligible to apply for Designed for Families, a developer program for apps and games designed specifically for kids and family audiences. To enable opt-in, please make sure you've completed the following steps: (1) add a privacy policy on the Store Listing page, (2) update your content rating information, and (3) confirm the ads declaration on the Pricing & Distribution page. [Learn more](#)

Google Play for Work Free applications are always available to Android for Work customers through Google Play for Work.

Google Play for Education Distribute your app through Google Play for Education. [Learn more](#)

Checking this box submits this app for inclusion in the "educator recommended" section of Google Play for Education. The final decision on which apps to recommend is made by a 3rd party network of teachers. If your app is selected, we will notify you by e-mail. If not, your app will still be searchable in Google Play for Education.

Consent...

RESTRICT DISTRIBUTION

Only make this application available to users of my domain (sermon.net).

CONSENT

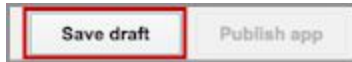
Marketing opt-out **3** Do not promote my application except in Google Play and in any Google-owned online or mobile properties. I understand that any changes to this preference may take sixty days to take effect.

Content guidelines * This application meets [Android Content Guidelines](#).

Please check out these [tips on how to create policy compliant app descriptions](#) to avoid some common reasons for app suspension. If your app or store listing is [eligible for advance notice](#) to the Google Play App Review team, [contact us](#) prior to publishing.

US export laws * I acknowledge that my software application may be subject to United States export laws, regardless of my location or nationality. I agree that I have complied with all such laws, including any requirements for software with encryption functions. I hereby certify that my application is authorized for export from the United States under these laws. [Learn more](#)

34. Once **Pricing & Distribution** requirements are in place, press **Save Draft** (upper right).



35. Click on **Publish App...**



That's it! If all went well, your Android App will be available with the Google Play Store within a day.

If you encounter any issues, please let us know and we will do all we can to assist. *Enjoy your new App!*