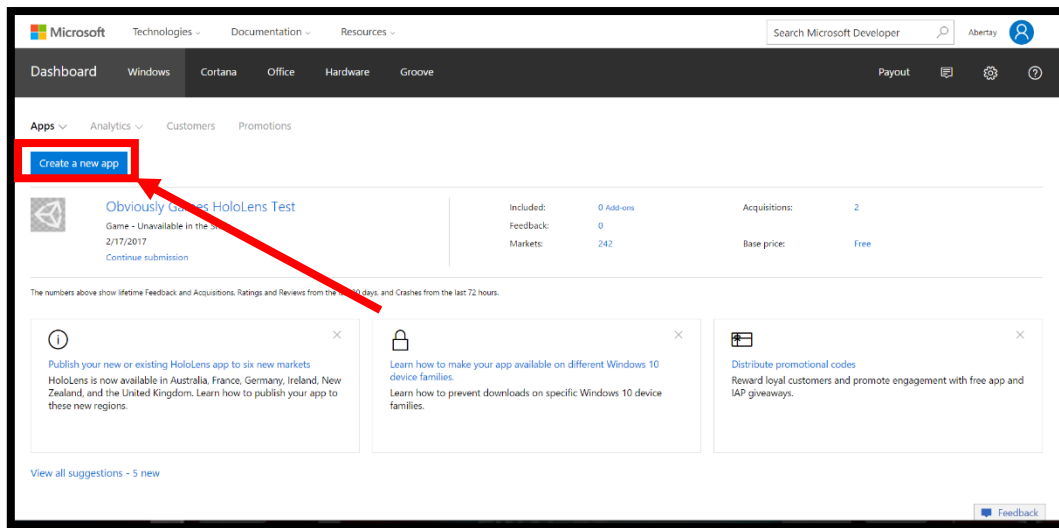


Uploading Builds to the Microsoft Store Guide:

A video of the process can be viewed online here: <https://www.youtube.com/watch?v=106D69c3L8E>

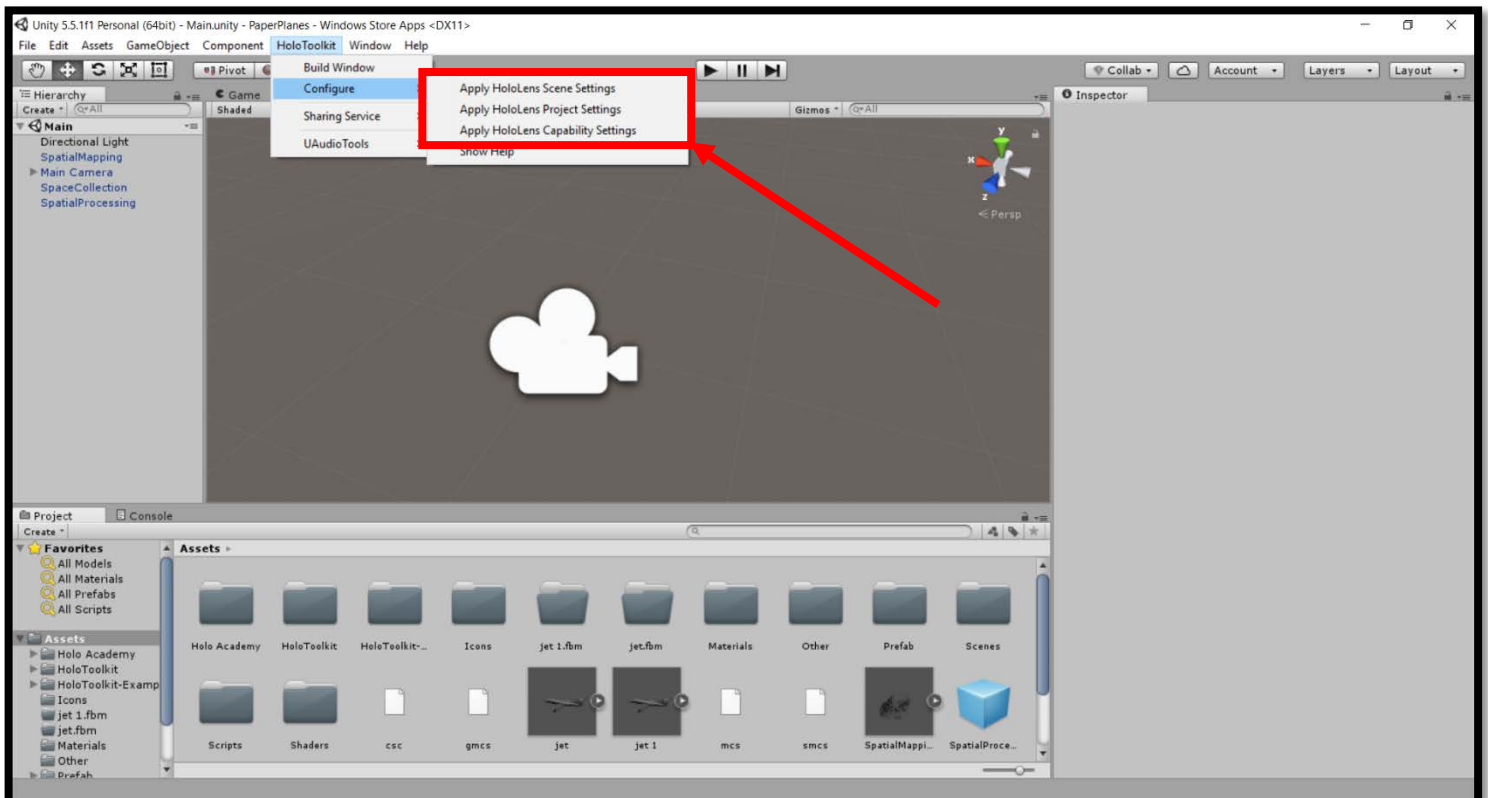
1. Create a new app on the developer website

Log into the Obviously Games developer account at <https://developer.microsoft.com/en-us/dashboard/apps/overview> and create a new app from the dashboard menu. If updating from a previous app this step can be ignored.



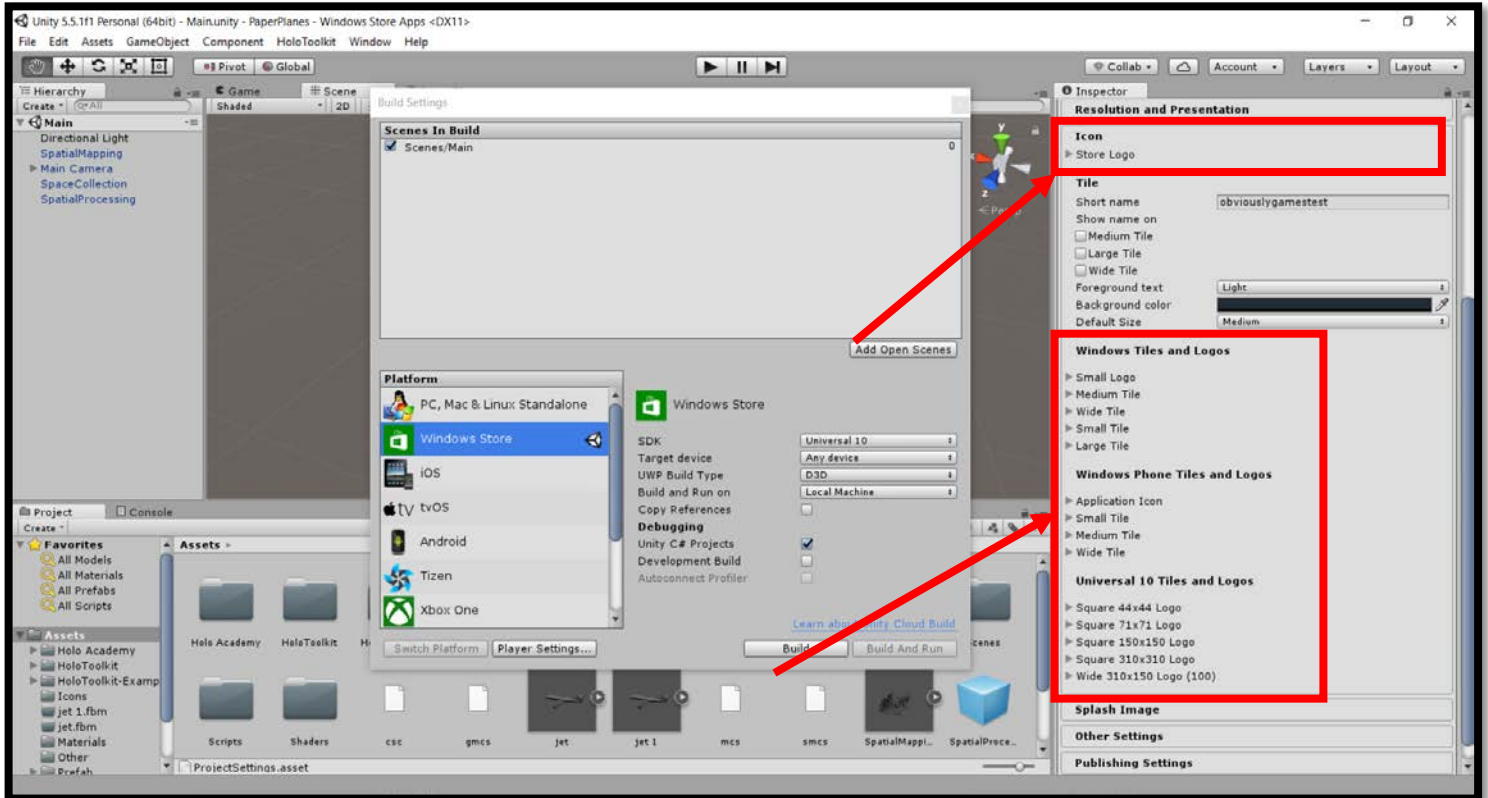
2. Apply HoloToolkit settings in Unity

Open the HoloToolkit tab within Unity and select the Configure section. Apply all 3 settings types to allow the project to be setup correctly for HoloLens.



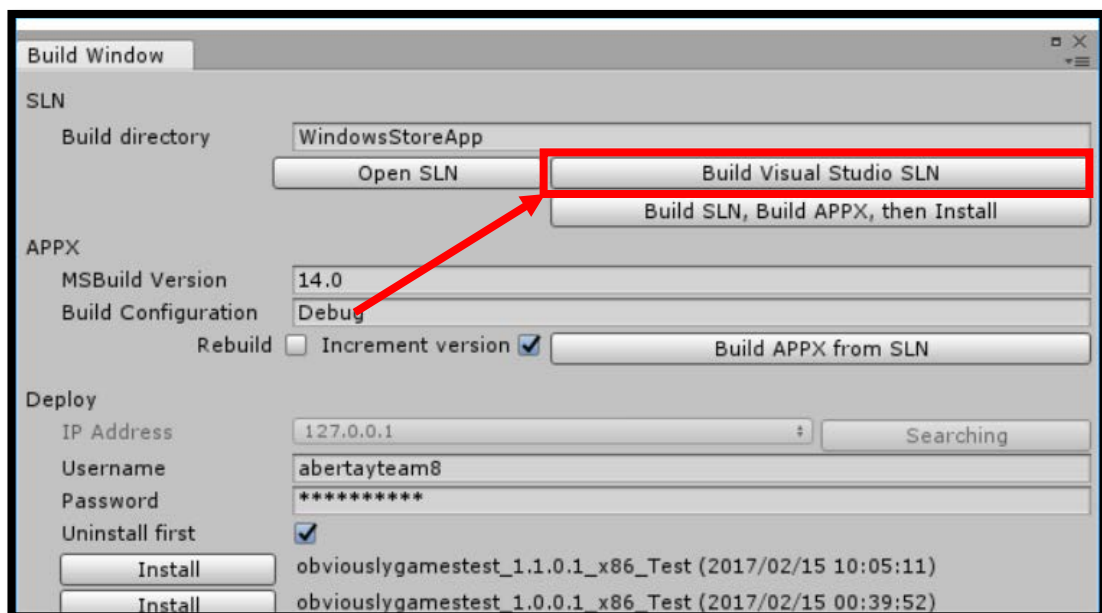
3. Add icon images within Unity

Before uploading to the store, icons for the app are required. Add these by going to File>Build Settings>Player Settings and then the “Icon” drop down on the right. Here you should add a logo for each dropdown menu.



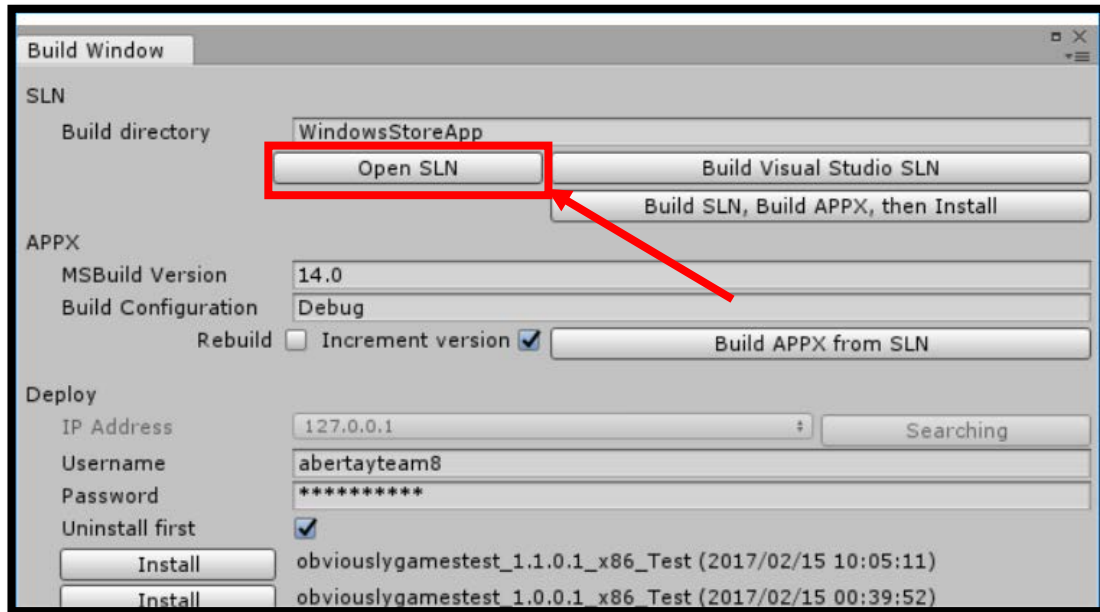
4. Build a Visual Studio SLN file

In the HoloToolkit menu select “Build Window” to open the menu to create a build. Next, select the “Build Visual Studio SLN” option.



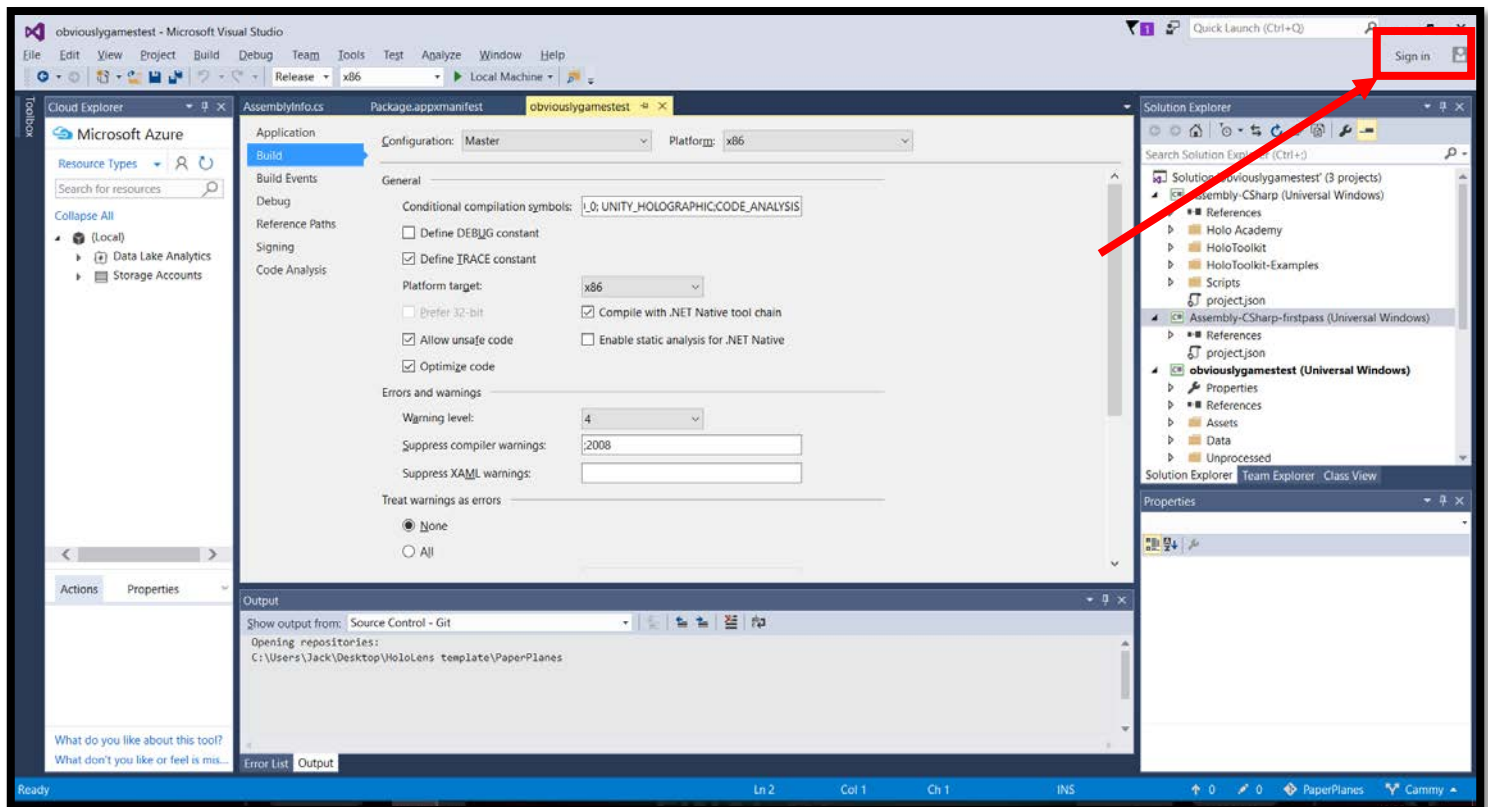
5. Open the SLN file in Visual Studio

Once the build has succeeded select the “Open SLN” button to open the build inside Visual Studio.



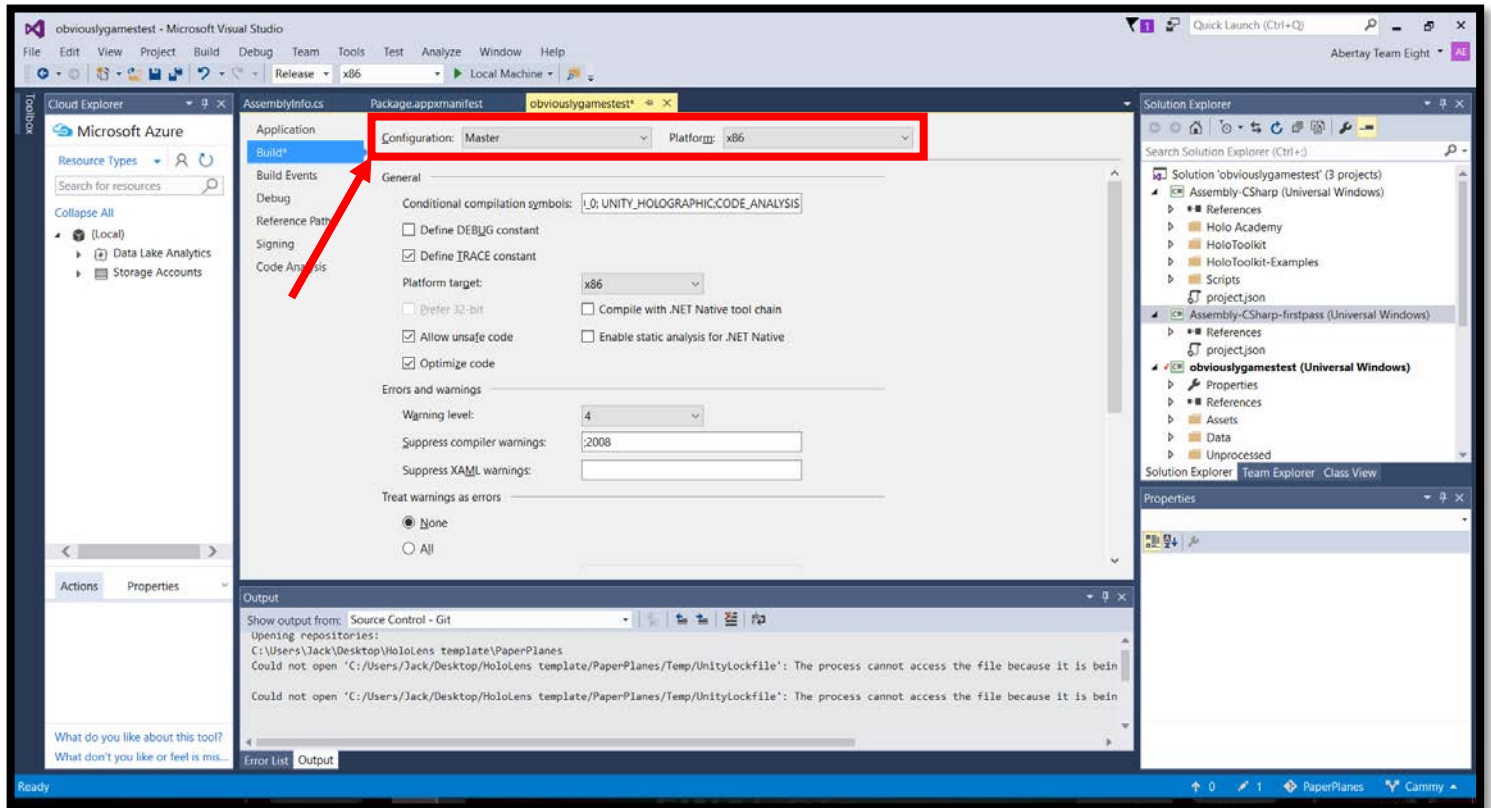
6. Sign into the Obviously Games developer account

Once the SLN file has been opened, sign into the Obviously Games developer account by clicking on the sign in button in the top right.



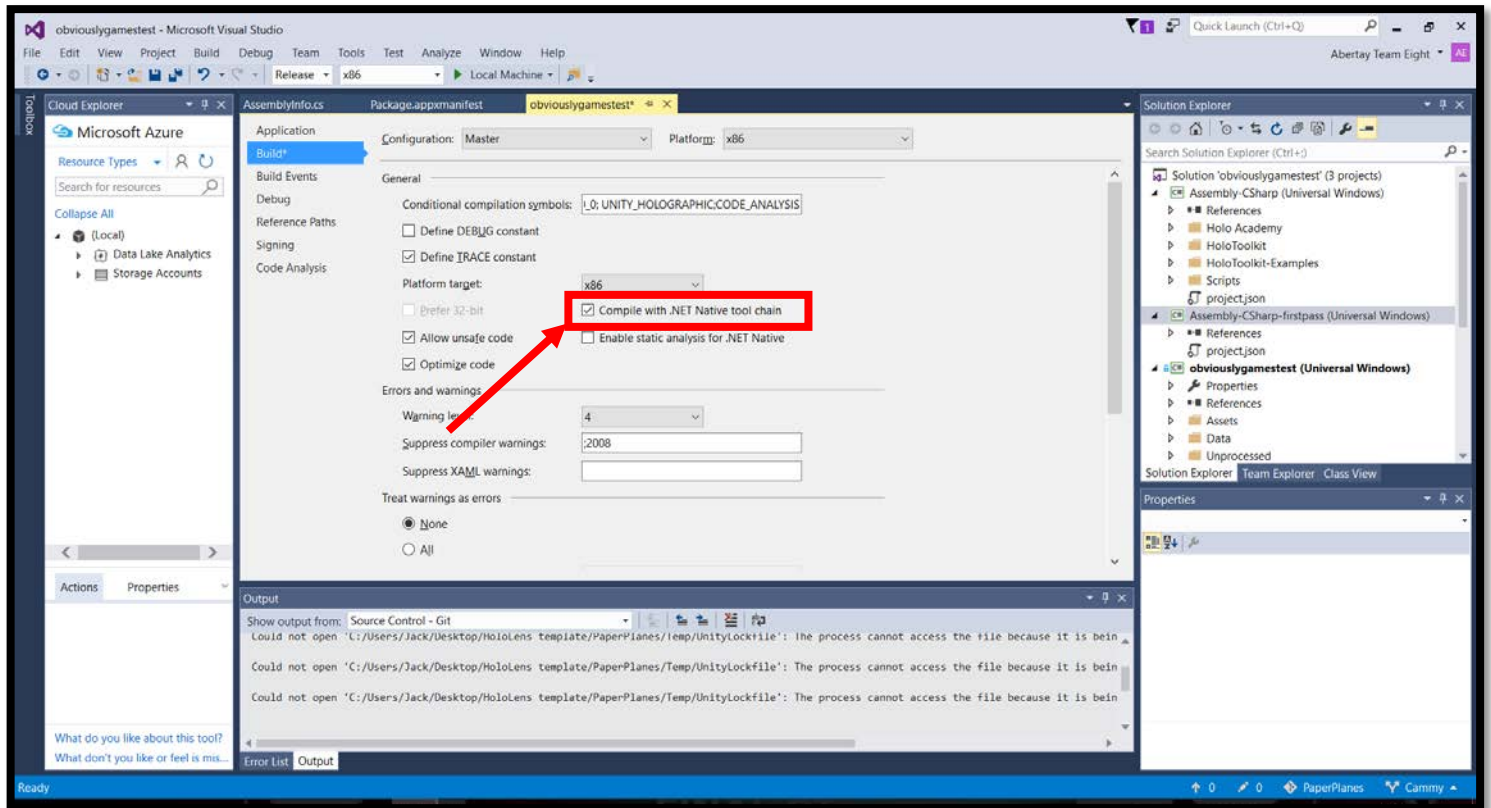
7. Ensure the build type is configured correctly

When opening the build, ensure the configuration is set to “Master” and the platform is “x86”.



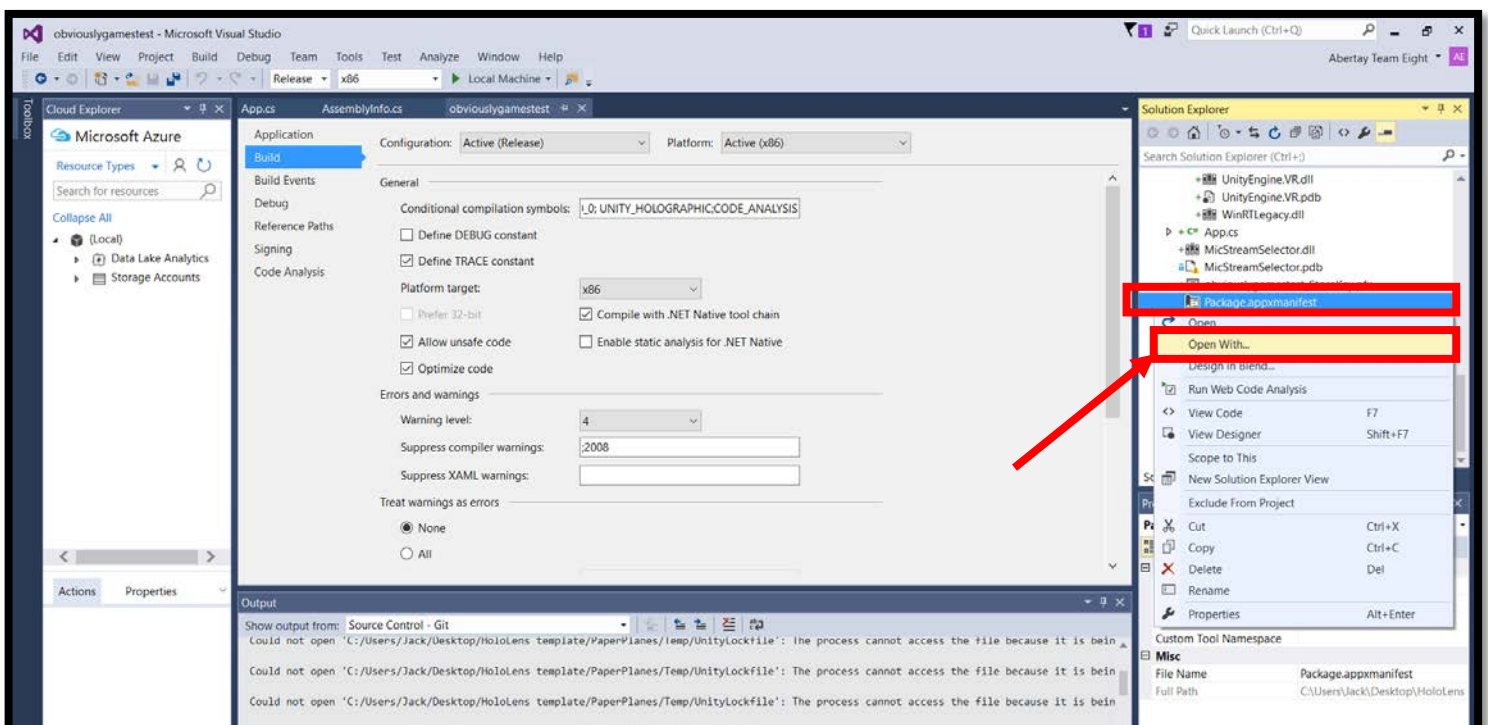
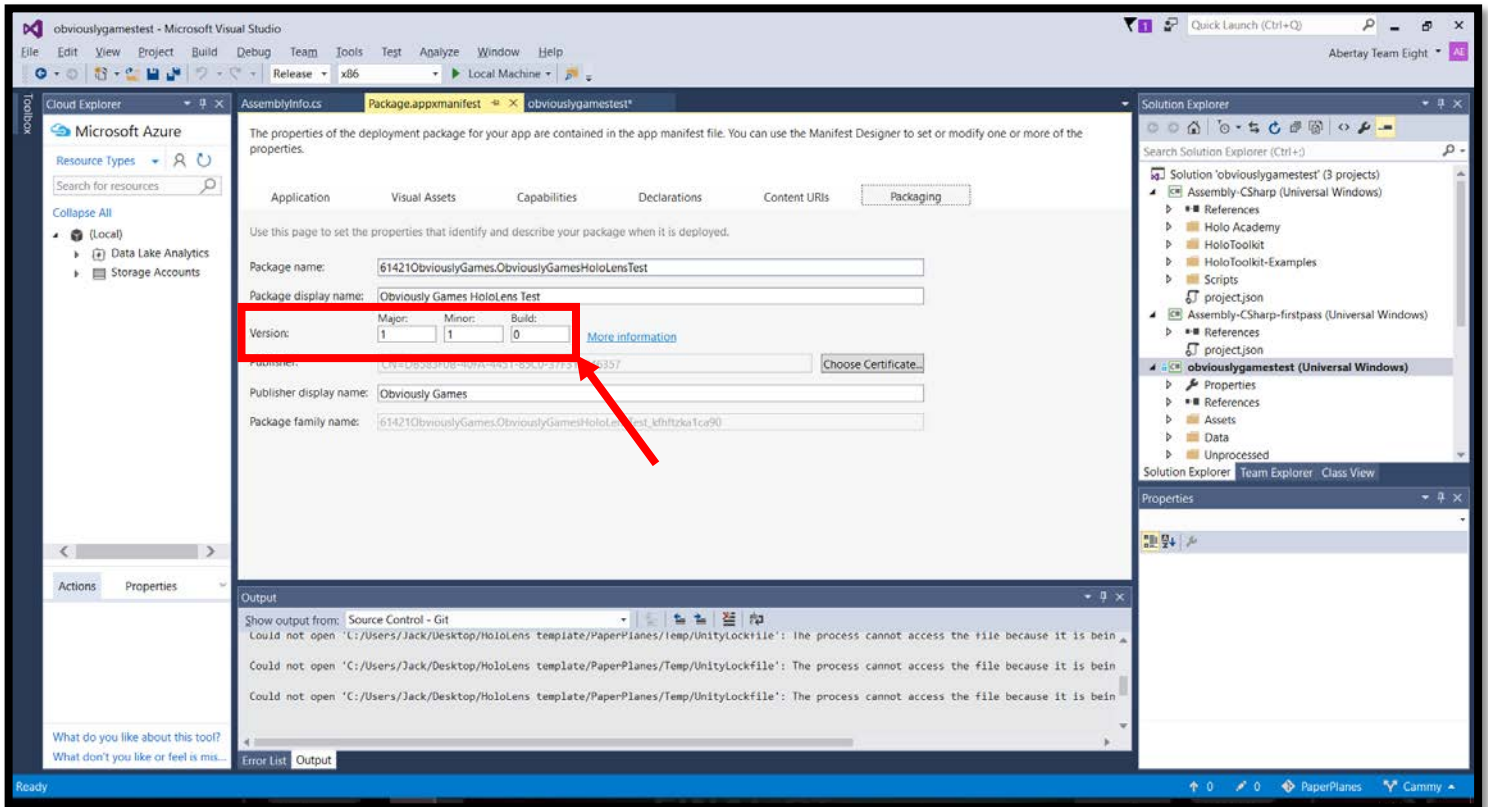
8. Activate the .NET tool chain

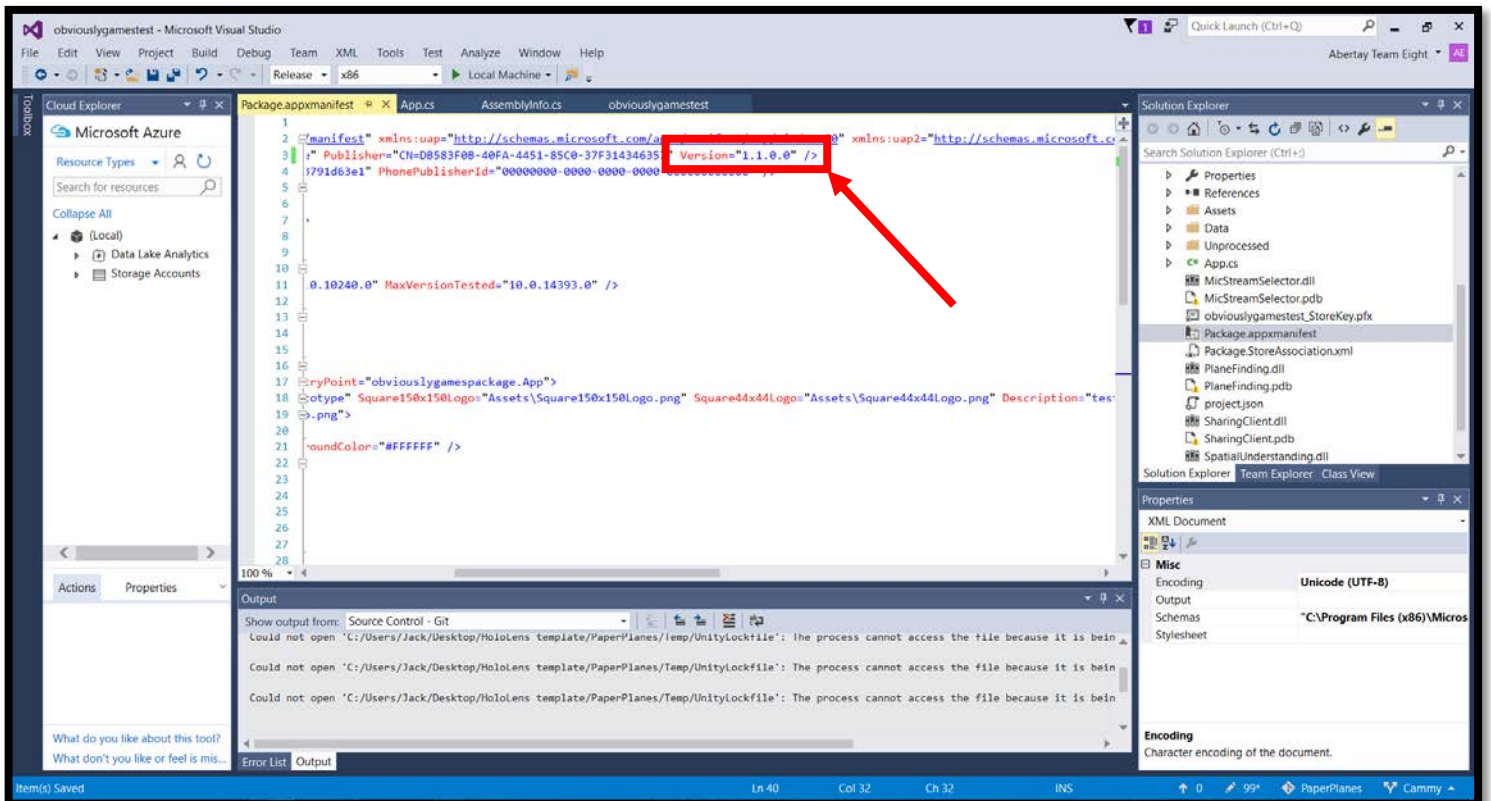
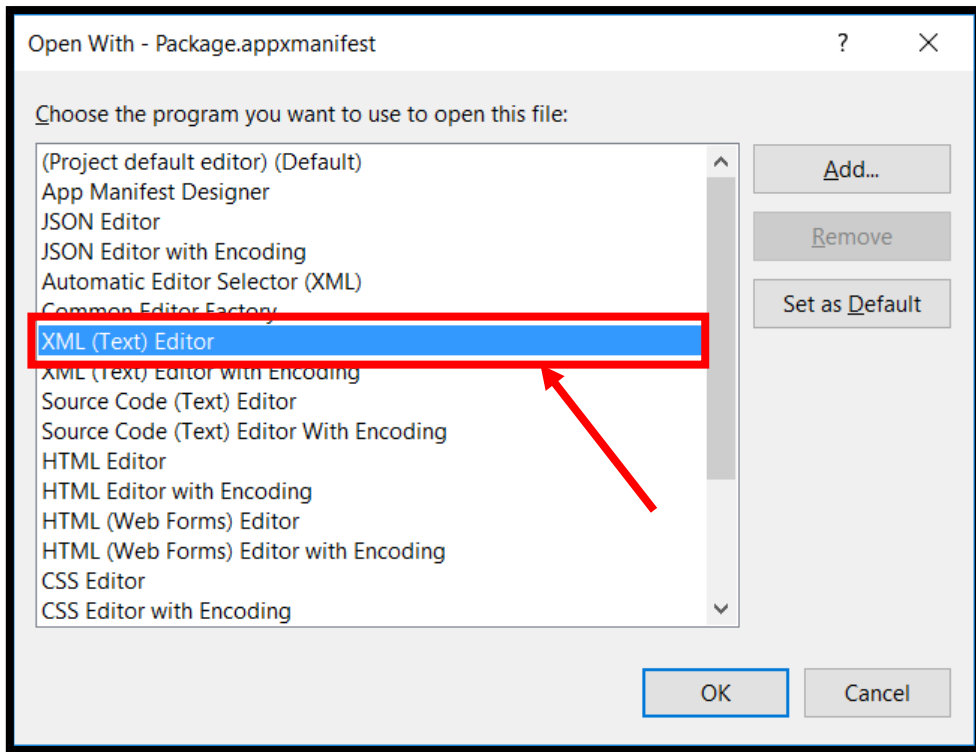
Ensure the box labelled “Compile with .NET Native Tool Chain” is ticked.



9. Ensure the version number is correct

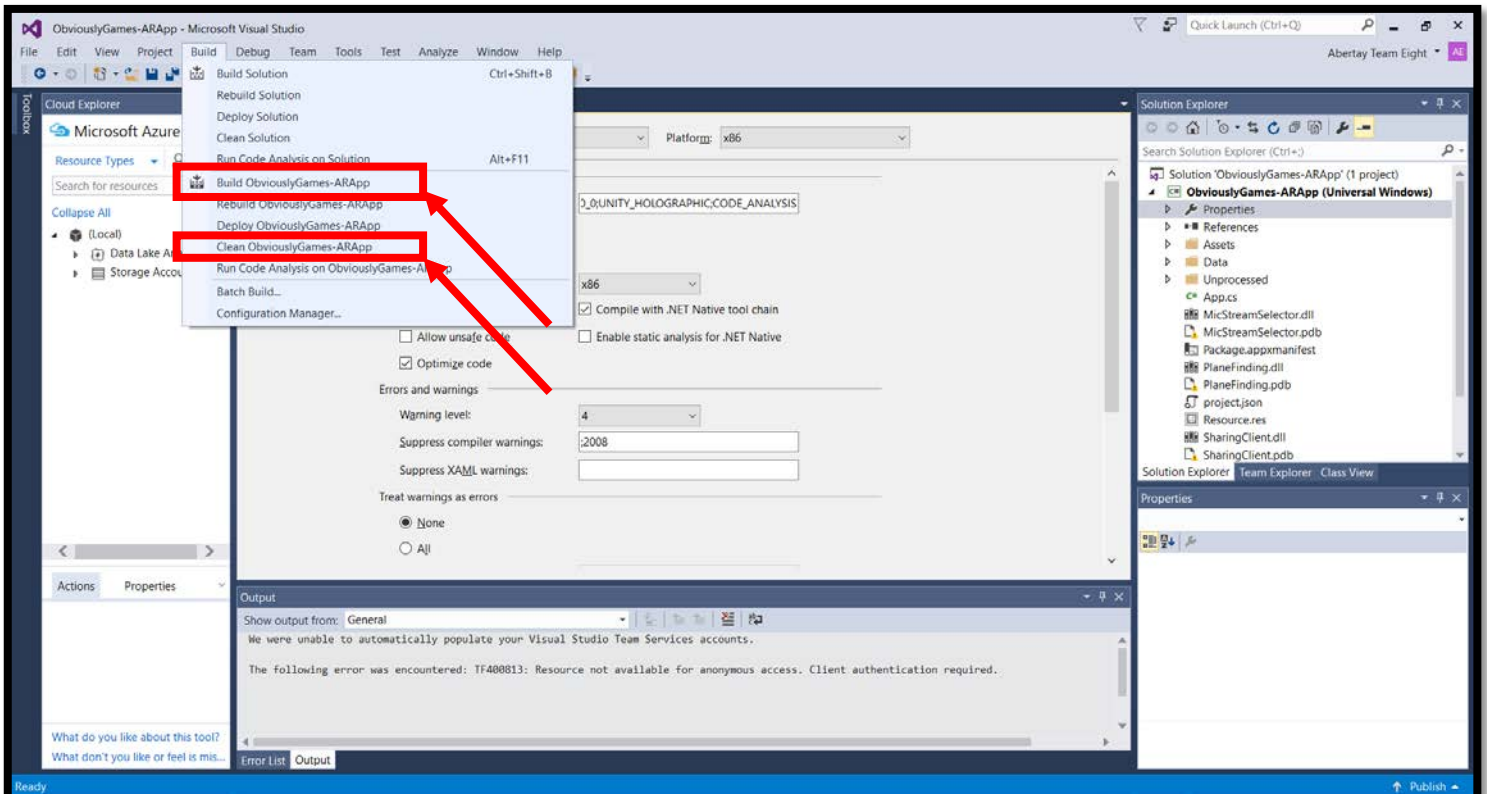
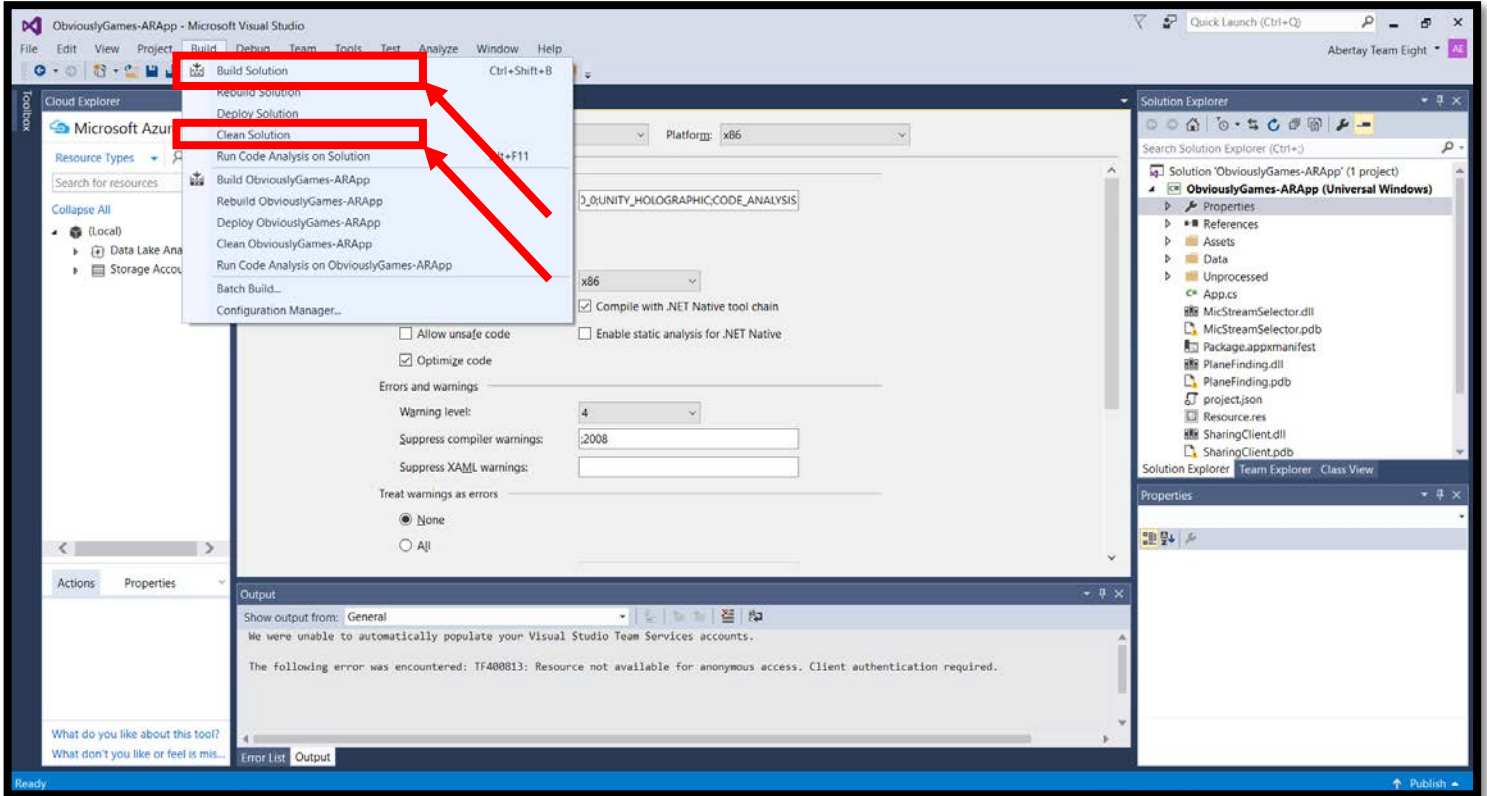
Select the tab ending in “.appxmanifest” and select the packaging dropdown. Here ensure that the version number ends in a 0 as otherwise the app will be rejected by the Windows Store. After this, you also need to open the .appxmanifest file by right clicking on it in the solution explorer and opening it with the XML (Text) Editor. Once this opens ensure line 3 of the code features a version number ending in 0.





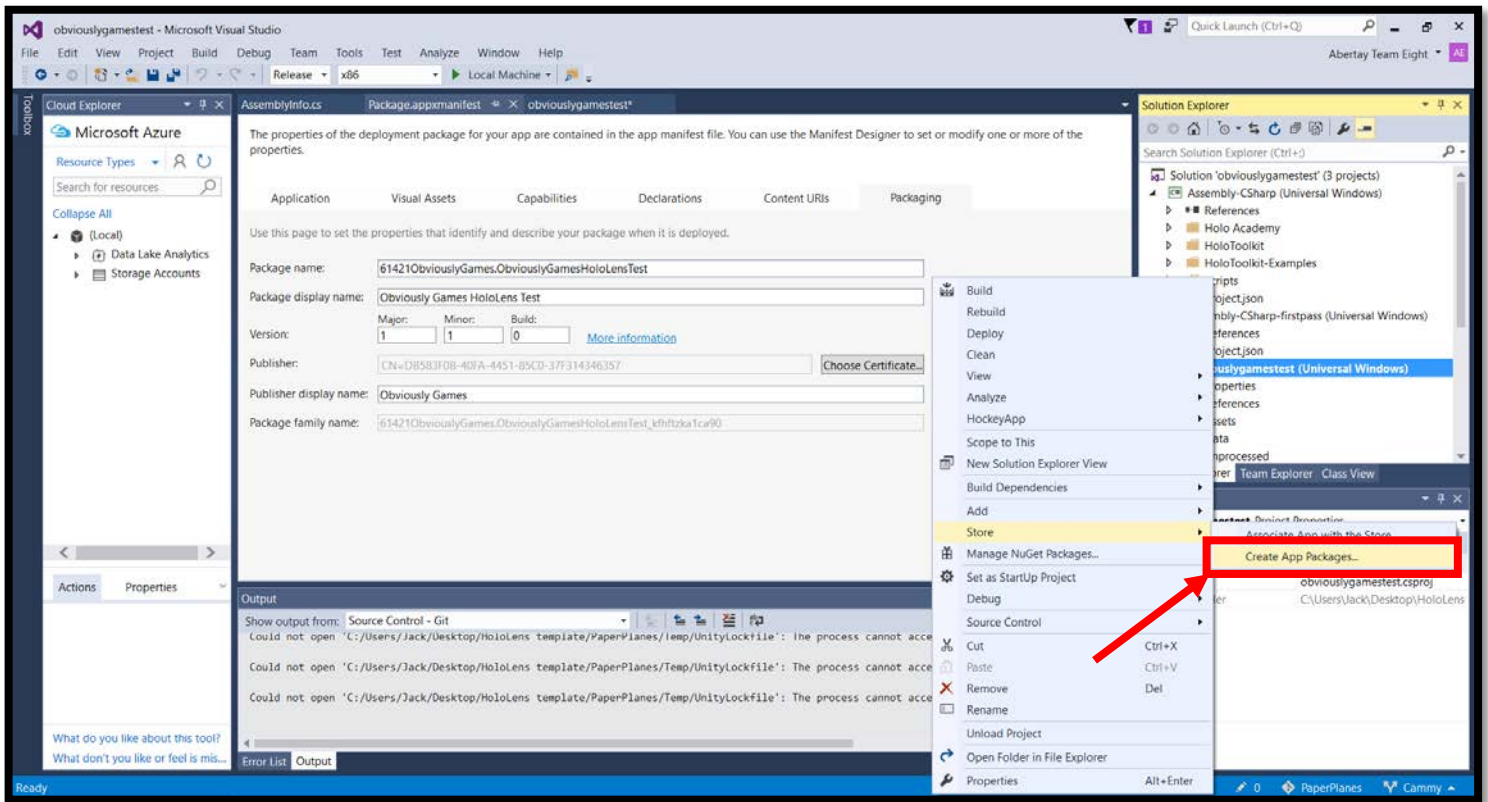
10. Clean and build the solution and app

Before building the app for the store you must clean and build the files within Visual Studio. Without this correct files for uploading will not be generated. To do this select Build > Clean Solution and then Build > Build Solution. This may take several minutes. Once building the solution is complete, do the same for the app itself. Select Build > Clean "appname" and then Build > Build "appname".



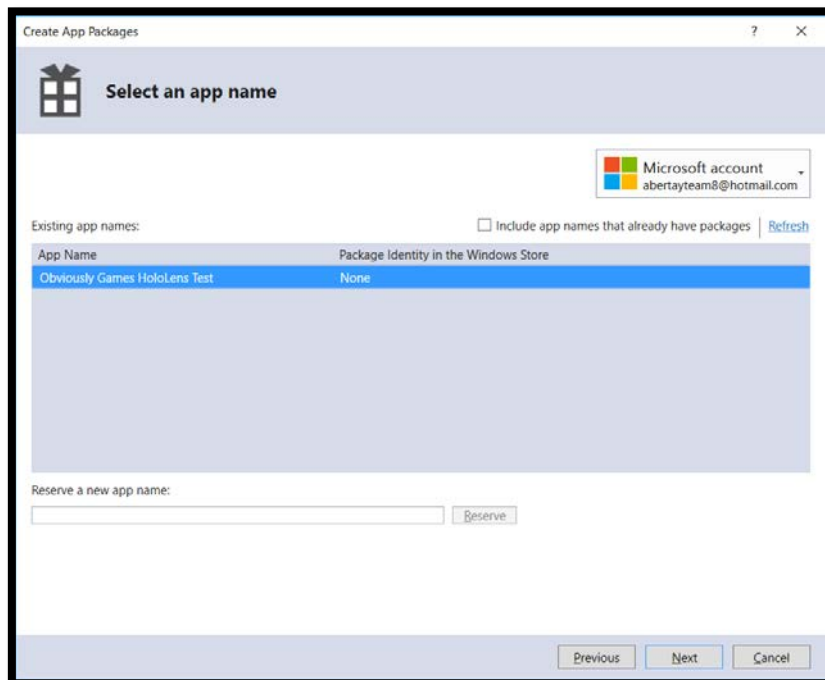
11. Create the app package for the store

Right-click on the build in the Solution Explorer and select Store>Create App Packages.



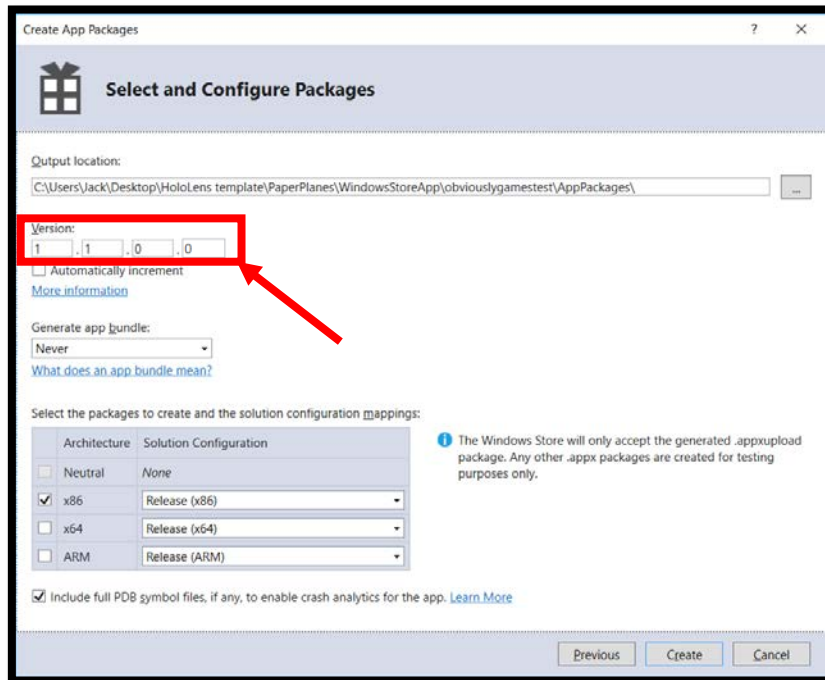
12. Select the correct app name

Select the correct app name from the list provided. Ensure the box labelled "Include app names that already have packages" is not ticked.



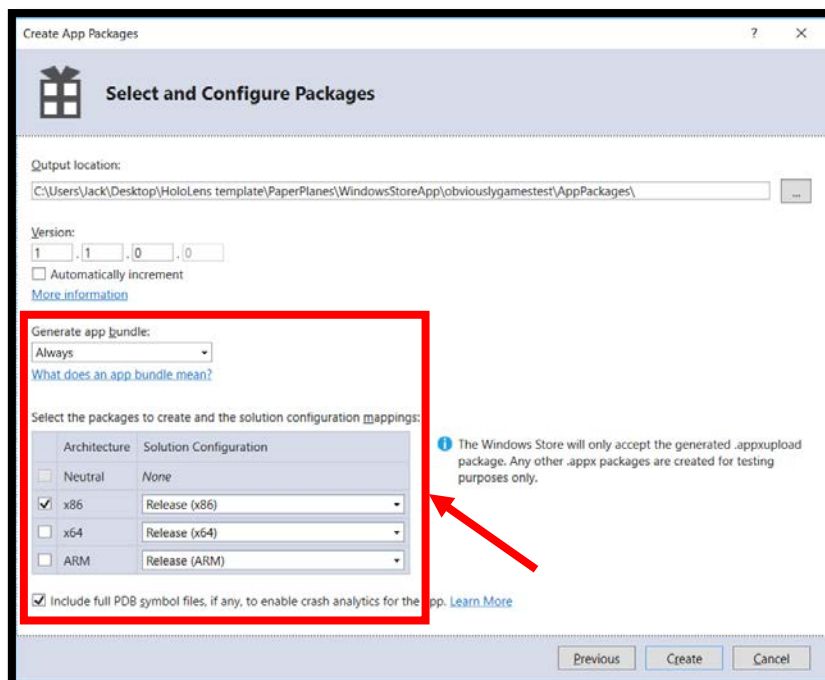
13. Ensure the version number is correct again

Once again ensure the version number listed ends in a 0.



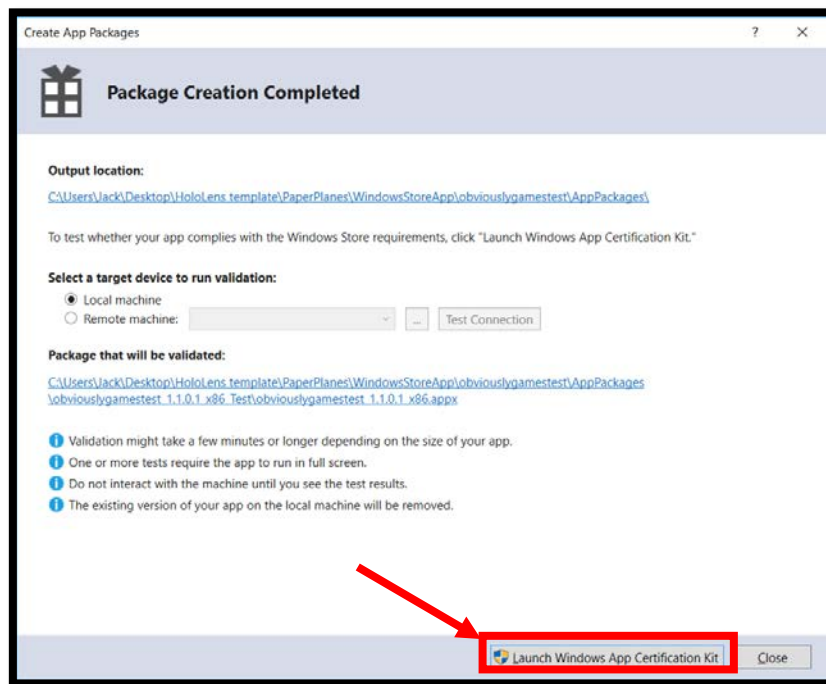
14. Ensure only the required build versions are selected

Set “Generate app bundle” to always and ensure that only the x86 architecture is selected. Also, ensure the box is ticked for “Include full PDB symbol files”.



15. Create the app and run the Windows App Certification Kit

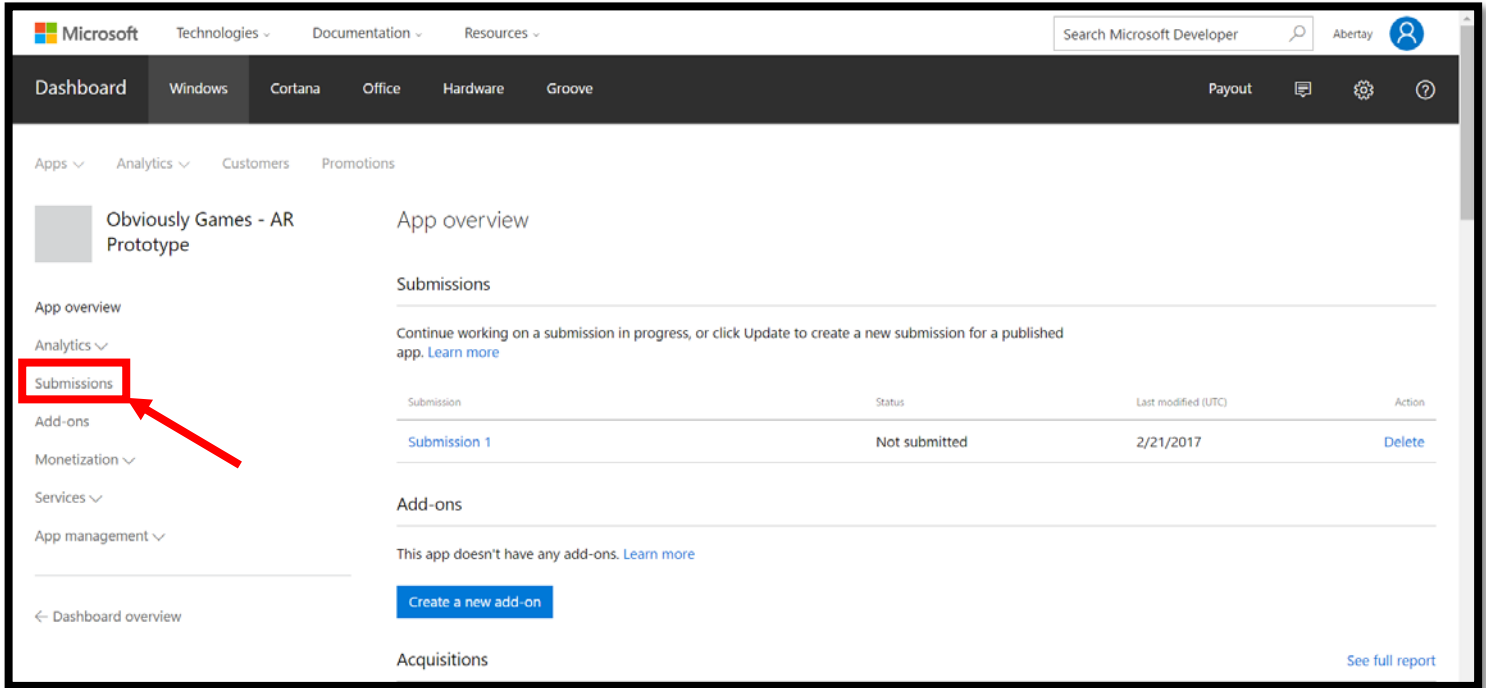
Once the settings are correct, select the “Create” button to build the app. Next, run the Windows App Certification Kit when prompted to ensure the build is ready for submission to the store.



16. Open the app page on the Windows Developer website

Open the app page at <https://developer.microsoft.com/en-us/dashboard/apps/overview> and navigate to the “Submissions menu”. Here you can begin a new app submission. If updating from a previous app you can simply select “Update” from the Action tab.

(if creating a new app)



Microsoft Technologies Documentation Resources Search Microsoft Developer Abertay

Dashboard Windows Cortana Office Hardware Groove Payout

Apps Analytics Customers Promotions

Obviously Games - AR Prototype App overview

Submissions

Continue working on a submission in progress, or click Update to create a new submission for a published app. [Learn more](#)

Submission	Status	Last modified (UTC)	Action
Submission 1	Not submitted	2/21/2017	Delete

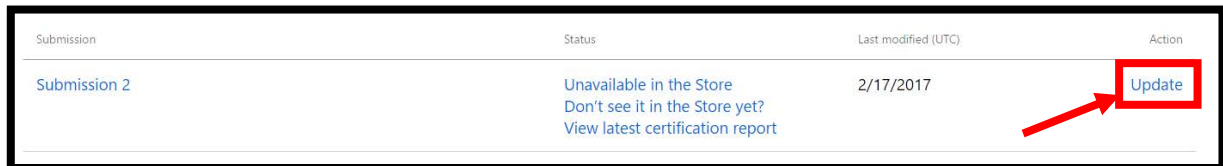
Add-ons

This app doesn't have any add-ons. [Learn more](#)

Create a new add-on

Acquisitions [See full report](#)

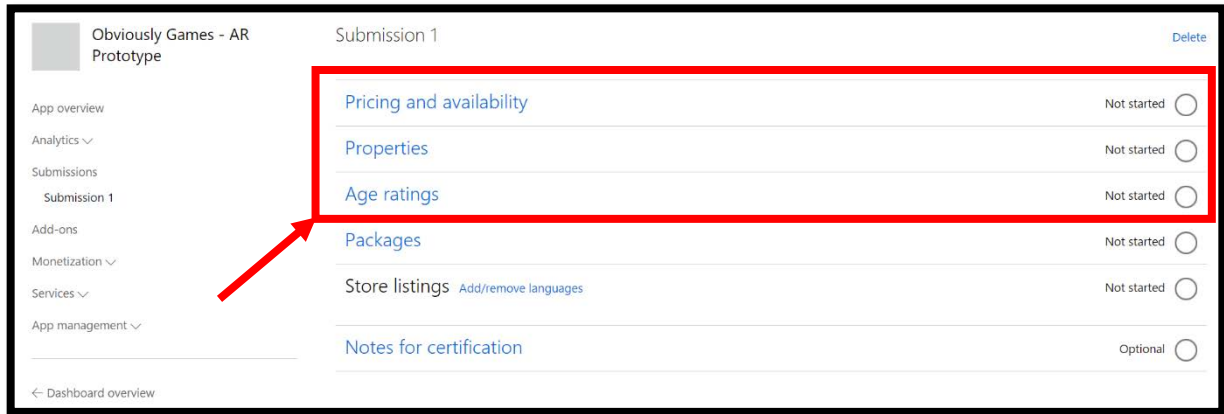
(if updating from a previous app)



Submission	Status	Last modified (UTC)	Action
Submission 2	Unavailable in the Store Don't see it in the Store yet? View latest certification report	2/17/2017	Update

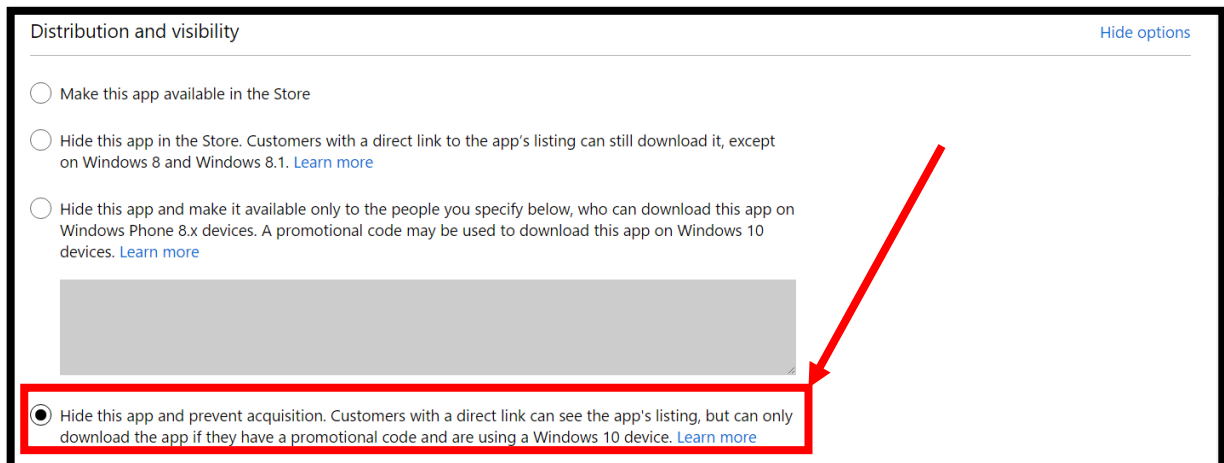
17. Fill in all the first 3 submission sections

Enter the submission page and fill out all the first 3 required sections. If updating from a previous app this will likely already have been done.



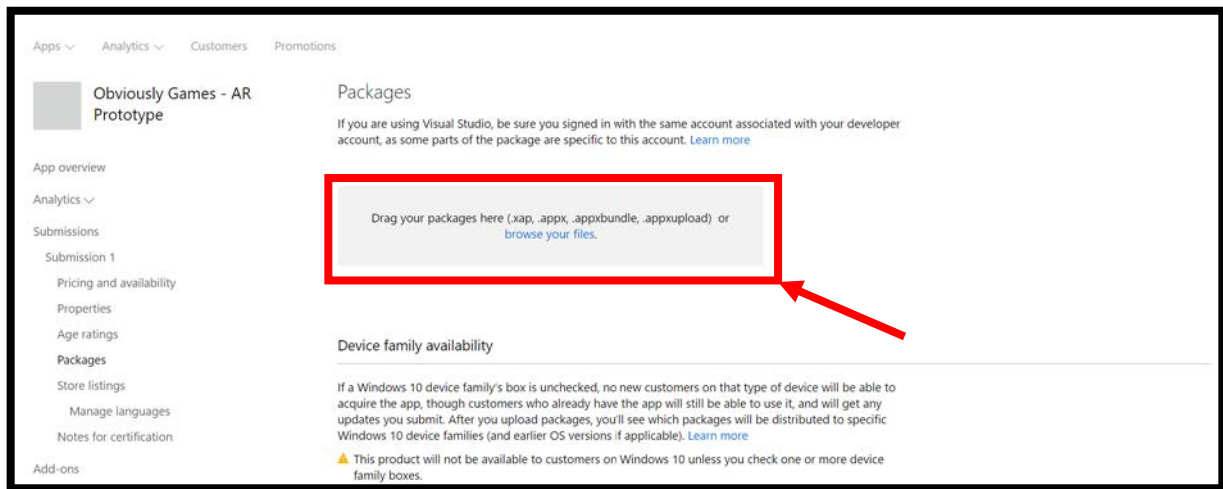
18. Make the app private on the store

In the “Pricing and availability” section navigate to the “distribution and availability” section and ensure the bottom box marked “Hide this app and prevent acquisition” is selected. This allows the game to only be accessible by people you choose.



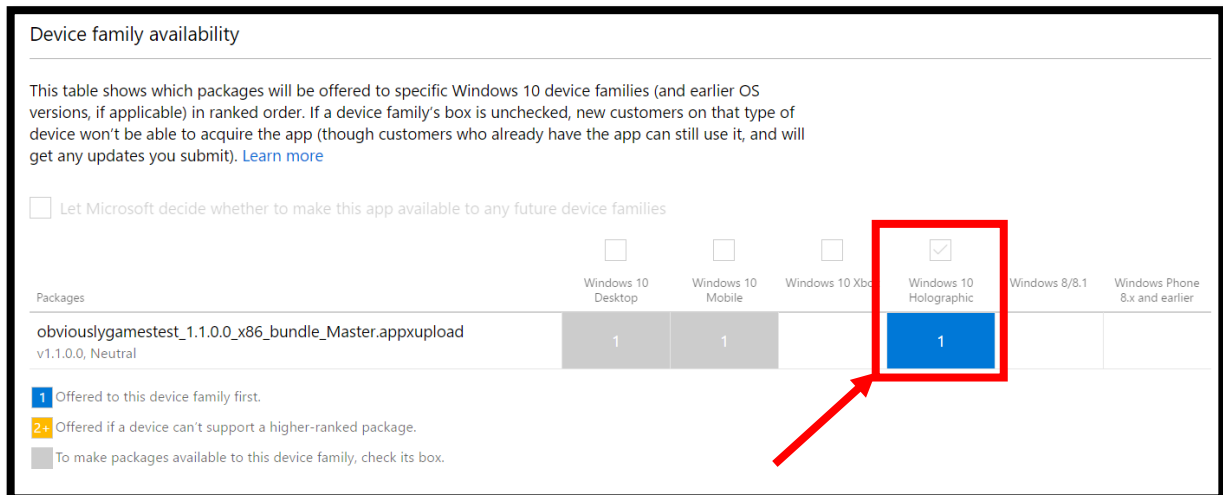
19. Upload the build file

Upload the .appxupload file created by Visual Studio by dragging it into the box on the “Packages” page.



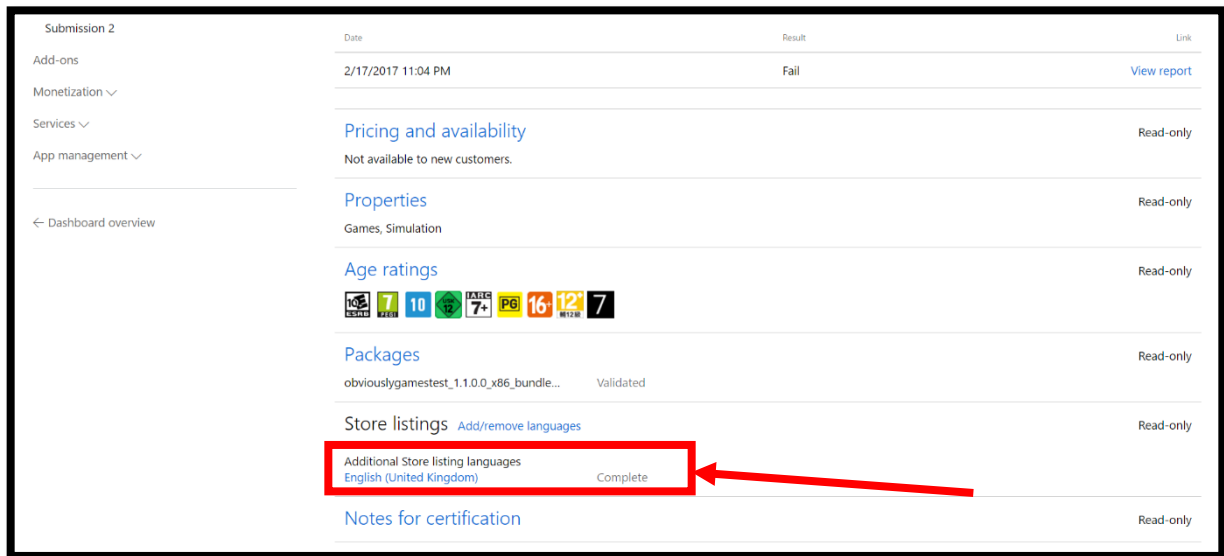
20. Select HoloLens as the desired platform

Once the build package has been uploaded, select HoloLens as the desired platform in the “Device family availability” section.



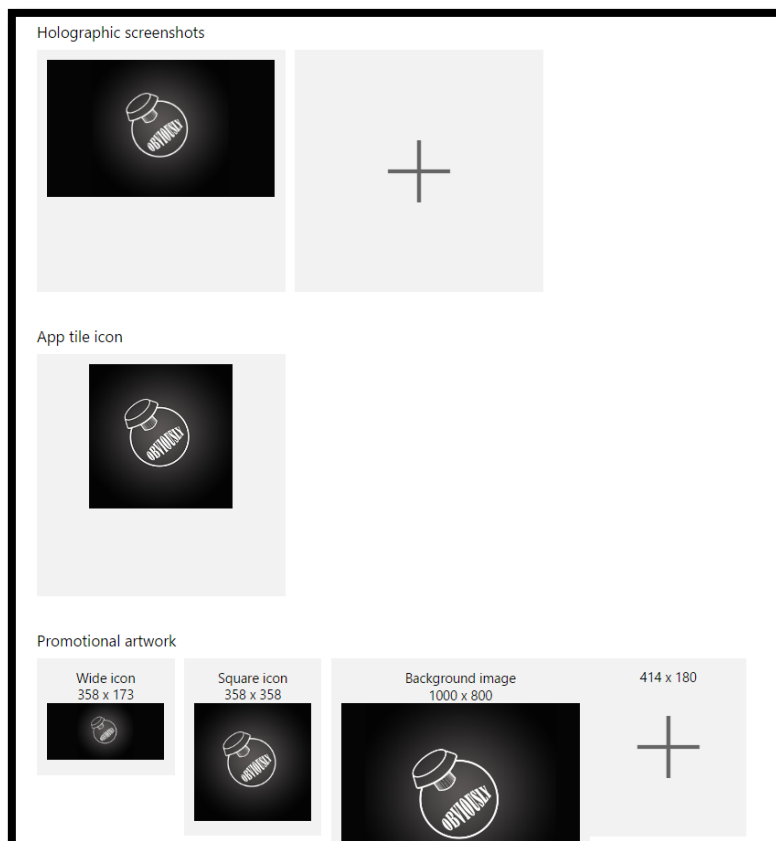
21. Add the details of the app for the store listing

On the submission page, ensure the desired language has been added under “store listings” and then select the language to enter the details displayed on the store for the app. All icons **MUST** be added for each platform as well as app tile icons and promotional images as otherwise the game will not be allowed on the store.



The screenshot shows the submission page for 'Submission 2'. The page is divided into several sections: 'Add-ons', 'Monetization', 'Services', and 'App management'. The 'Store listings' section is highlighted with a red box, and a red arrow points to the 'Additional Store listing languages' section, which shows 'English (United Kingdom)' as 'Complete'. The 'Store listings' section also includes a link to 'Add/remove languages'.

Submission 2	Date	Result	Link
Add-ons	2/17/2017 11:04 PM	Fail	View report
Monetization			
Services			
App management			
← Dashboard overview			
Pricing and availability			Read-only
Not available to new customers.			
Properties			Read-only
Games, Simulation			
Age ratings			Read-only
Packages			Read-only
obviouslygamestest_1.1.0.0_x86_bundle... Validated			
Store listings Add/remove languages			Read-only
Additional Store listing languages			
English (United Kingdom) Complete			
Notes for certification			Read-only



The screenshot shows the promotional artwork section of the submission page. It is divided into three main sections: 'Holographic screenshots', 'App tile icon', and 'Promotional artwork'. The 'Holographic screenshots' section shows a single screenshot of the game's logo and a plus sign. The 'App tile icon' section shows a single icon of the game's logo. The 'Promotional artwork' section shows three types of artwork: 'Wide icon' (358 x 173), 'Square icon' (358 x 358), and 'Background image' (1000 x 800). Each type of artwork is shown with a plus sign next to it, indicating that more can be added.

22. Submit the app to the store

Once all the required sections have been filled out, select the “submit to store” button on the submission page to publish the game. This process may take several hours or days for the app to be verified by Microsoft and go live.

Pricing and availability Unchanged ✓
Not available to new customers.

Properties Unchanged ✓
Games, Simulation

Age ratings Unchanged ✓
ESRB: 10, 7, 10, 12, 7+, PG, 16+, 12+, 7

Packages Unchanged ✓
obviouslygamestest_1.1.0.0_x86_bu... Validated

Store listings [Add/remove languages](#) Unchanged ✓
Additional Store listing languages
English (United Kingdom) Complete

Notes for certification Optional ○

Submit to Store

23. Generate codes to download the game

To invite people to download the game, promotional codes can be generated that can be redeemed on the store. To do this, on the app page, select the “Monetization” tab and choose “promotional codes”. Here you can select the “order codes” button to be given codes that can be exchanged for copies of the app.

Apps ▾ Analytics ▾ Customers Promotions

Obviously Games HoloLens Test

Promotional codes
Distribute copies of your app for review, promotion, or special events. [Learn more](#)

Order codes

Order name	App or add-on	Start date ▾	Expire date	Available	Redeemed	Download
Obviously Games Download Test	Obviously Games HoloLens Test	02/15/2017 10:50 PM	08/15/2017 10:50 PM	8	2	Download

App overview
Analytics ▾
Submissions
Add-ons
Monetization ▾
Monetize with ads
Promote your app
Promotional codes
Sale pricing
Services ▾
App management ▾

Video of above steps:

Click on the image below to view a video of the above tutorial

