Uploading Builds to the Microsoft Store Guide:

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

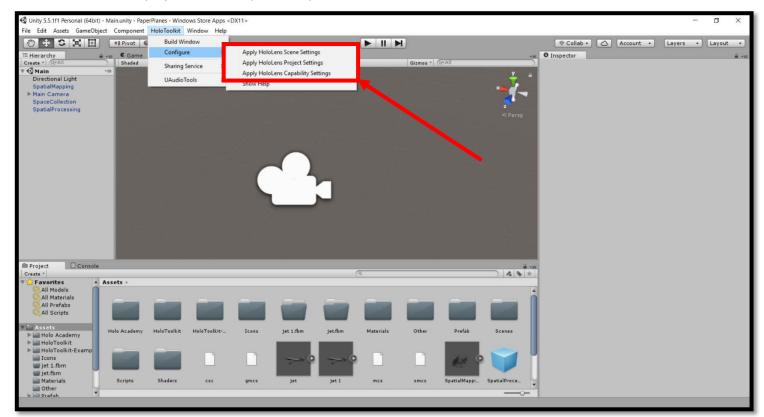
1. Create a new app on the developer website

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

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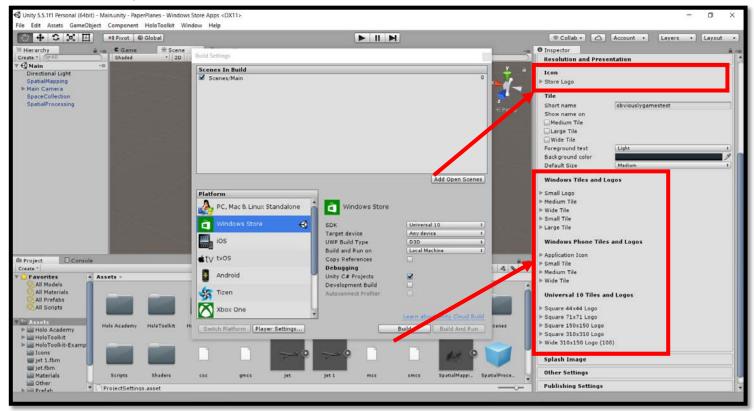
2. Apply HoloToolkit settings in Unity

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.

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5. Open the SLN file in Visual Studio

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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.

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7. Ensure the build type is configured correctly

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

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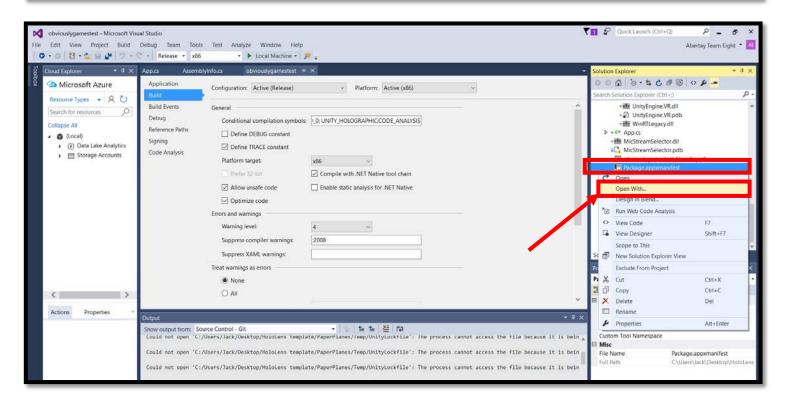
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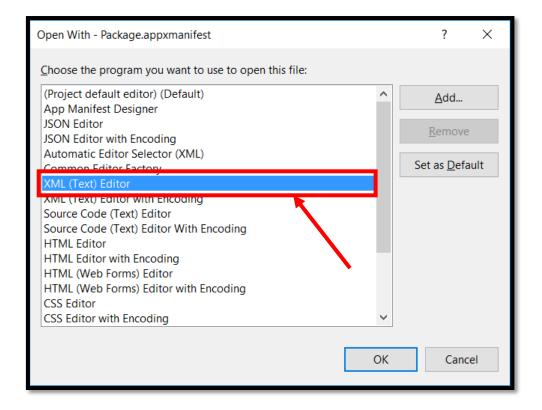
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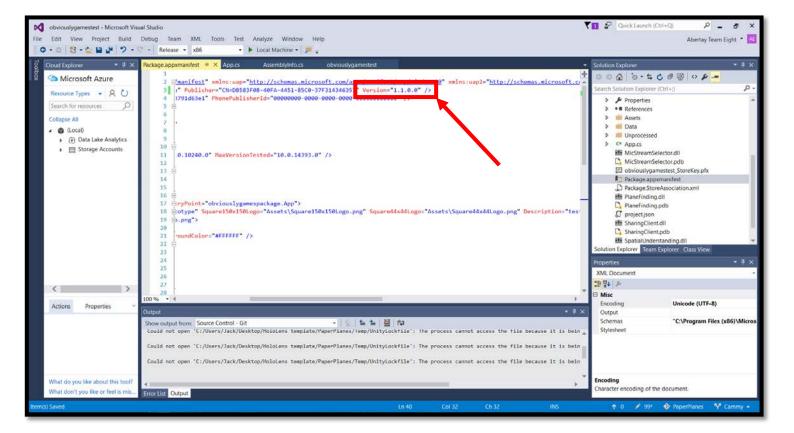
9. Ensure the version number is correct

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.

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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".

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11. Create the app package for the store

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

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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.

Create App Packages	? ×
Select an app name	
	abertayteam8@hotmail.com
Existing app names:	Include app names that already have packages Refresh
App Name	Package Identity in the Windows Store
Obviously Games HoloLens Test	None
Reserve a new app name:	Beserve
	Distance
	Previous Next Cancel

13. Ensure the version number is correct again

b	H Sele	ect and Configure Packag	jes
Qutp	ut location:		2
C:\U	sers\Jack\Desk	top\HoloLens template\PaperPlanes\Wir	indowsStoreApp\obviouslygamestest\AppPackages\
Gene		•	
What	t the package	bundle.mean? s to create and the solution configuration	
What	t the package Architecture	s to create and the solution configuration Solution Configuration	The Windows Store will only accept the generated .appxupload package. Any other .appx packages are created for testing
Selec	t the package Architecture Neutral	s to create and the solution configuration Solution Configuration None	The Windows Store will only accept the generated .appxupload
Selec	t the package Architecture Neutral x86	s to create and the solution configuration Solution Configuration None Release (x86)	The Windows Store will only accept the generated .appxupload package. Any other .appx packages are created for testing
Selec	t the package Architecture Neutral	s to create and the solution configuration Solution Configuration None	The Windows Store will only accept the generated .appxupload package. Any other .appx packages are created for testing

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".

reate	App Package	5	?	×
Ē	Sele	ect and Configure Packa	iges	
Qutp	ut location:			
C:\U	sers\Jack\Desk	top\HoloLens template\PaperPlanes\\	WindowsStoreApp\obviouslygamestest\AppPackages\	
Alwa	erate app <u>b</u> und ays t does an app	•		
Selec	t the package	s to create and the solution configurat		
	Architecture	Solution Configuration	The Windows Store will only accept the generated .appxuplo package. Any other .appx packages are created for testing	ad
	Neutral	None	purposes only.	
•	x86	Release (x86)		
	x64	Release (x64)		
	ARM	Release (ARM)	•	
In In	nclude full PDB	symbol files, if any, to enable crash ar	halytics for the pp. Learn More	
			Previous Create Cancel	

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.

ate App Packages		
Package Creation Completed		
Output location:		
C:\Users\Jack\Desktop\HoloLens_template\PaperPlanes\WindowsStoreApp\obviouslygamestest\AppPackages\		
To test whether your app complies with the Windows Store requirements, click "Launch Windows App Certification Kit."		
Select a target device to run validation:		
Local machine		
Remote machine: Test Connection		
Package that will be validated:		
C\Users\Jack\Desktop\HoloLens_template\PaperPlanes\WindowsStoreApp\obviouslygamestest\AppPackages		
\obviouslygamestest 1.1.0.1 x86 Test\obviouslygamestest 1.1.0.1 x86 appx		
Validation might take a few minutes or longer depending on the size of your app.		
1 One or more tests require the app to run in full screen.		
Do not interact with the machine until you see the test results.		
1 The existing version of your app on the local machine will be removed.		
Caunch Windows App Certification Kit	Close	

16. Open the app page on the Windows Developer website

Open the app page at <u>https://developer.microsoft.com/en-us/dashboard/apps/overview</u> 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 - Documenta	tion ~ Resources ~		Search Microsoft Developer	,O Ab	ertay ጰ Î
Dashboard Windows Cortana Offi	ce Hardware Groove		Payout	₽	\$ 0
Apps \lor Analytics \lor Customers Promotion	s				
Obviously Games - AR Prototype	App overview				
App overview Analytics V	Submissions Continue working on a submission in progress, or click Update to create a app. Learn more	new submission for a publishe	d		
Submissions Add-ons	Submission	Status	Last modified (UTC)		Action
Monetization \checkmark Services \checkmark	Submission 1 Add-ons	Not submitted	2/21/2017		Delete
App management V	This app doesn't have any add-ons. Learn more				
← Dashboard overview	Create a new add-on Acquisitions				See full report
					oce 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?	2/17/2017	Update
	View latest certification report		

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.

Obviously Games - AR Prototype	Submission 1	Delete
App overview	Pricing and availability	Not started
Analytics \checkmark	Properties	Not started
Submissions Submission 1	Age ratings	Not started
Add-ons	Packages	Not started
Monetization \checkmark	Store listings Add/remove languages	Not started
App management 🗸	Notes for certification	Optional O
\leftarrow Dashboard overview		

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.

Distribution and visibility	Hide options
 Make this app available in the Store Hide this app in the Store. Customers with a direct link to the app's listing can still download it, except on Windows 8 and Windows 8.1. Learn more 	
 Hide this app and make it available only to the people you specify below, who can download this app on Windows Phone 8.x devices. A promotional code may be used to download this app on Windows 10 devices. Learn more 	
Hide this app and prevent acquisition. Customers with a direct link can see the app's listing, but can only download the app if they have a promotional code and are using a Windows 10 device. Learn more	

19. Upload the build file

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

Apps ~ Analytics ~ Customers Pror	notions			
Obviously Games - AR	Packages			
Prototype	If you are using Visual Studio, be sure you signed in with the same account associated with your developer account, as some parts of the package are specific to this account. Learn more			
App overview				
Analytics \sim				
Submissions	Drag your packages here (xap, appx, appxbundle, appxupload) or browse your files.			
Submission 1				
Pricing and availability				
Properties				
Age ratings	Device family availability			
Packages	Device ranning avanability			
Store listings	If a Windows 10 device family's box is unchecked, no new customers on that type of device will be able to			
Manage languages	acquire the app, though customers who already have the app will still be able to use it, and will get any updates you submit. After you upload packages, you'll see which packages will be distributed to specific			
Notes for certification	Windows 10 device families (and earlier OS versions if applicable). Learn more			
Add-ons	This product will not be available to customers on Windows 10 unless you check one or more device family boxes.			

20. Select HoloLens as the desired platform

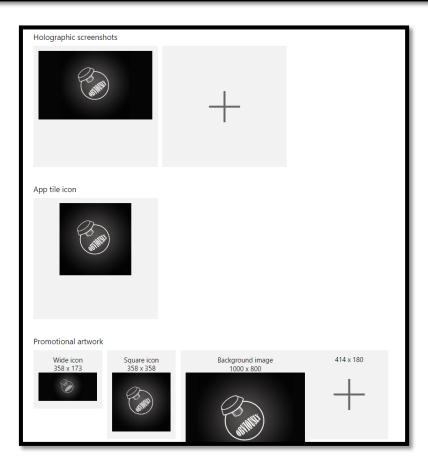
Once the build package has been uploaded, select HoloLens as the desired platform in the "Device family availability" section.

Device family availability									
This table shows which packages will be offered to specific Windows 10 device families (and earlier OS versions, if applicable) in ranked order. If a device family's box is unchecked, new customers on that type of device won't be able to acquire the app (though customers who already have the app can still use it, and will get any updates you submit). Learn more									
Let Microsoft decide whether to make this app available to any future					_				
Packages	Windows 10 Desktop	Windows 10 Mobile	Windows 10 Xbc	Windows 10 Holographic	Windows 8/8.1	Windows Phone 8.x and earlier			
obviouslygamestest_1.1.0.0_x86_bundle_Master.appxupload v1.1.0.0, Neutral				1					
1 Offered to this device family first.					•				
2+ Offered if a device can't support a higher-ranked package.									
To make packages available to this device family, check its box.									

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

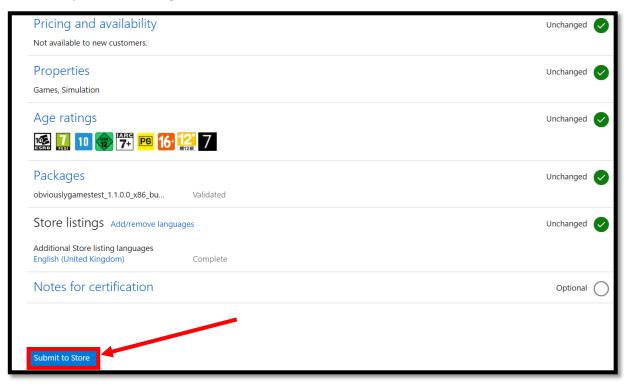
On the submission page, ensure the desired language has been added under "store listings" and then select the language to enter the details displayed on the store for the app. All icons **MUST** be added for each platform as well as app tile icons and promotional images as otherwise the game will not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

Submission 2	Date	Result	Link	
Add-ons	2/17/2017 11:04 PM	Fail	View report	
Monetization 🗸				
Services 🗸	Pricing and availability		Read-only	
App management \checkmark	Not available to new customers.			
	Properties		Read-only	
← Dashboard overview	Games, Simulation			
	Age ratings			
	s 🔝 🔝 1 😥 🔁 📴 🔀			
	Packages		Read-only	
	obviouslygamestest_1.1.0.0_x86_bundle Validated			
	Store listings Add/remove languages			
	Additional Store listing languages English (United Kingdom) Complete			
	Notes for certification		Read-only	



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.



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 Promot Obviously Games HoloLens Test Test	ions Promotional codes Distribute copies of your app fi	or review, promotion, or special	events. Learn more				
App overview Analytics ~ Submissions Add-ons	Order codes						
Monetization Monetize with ads Promote your app Promotional codes Sale pricing	Order name Obviously Games Downloa d Test	App or add-on Obviously Games HoloLens Test	Start date V 02/15/2017 10:50 PM	Expire date 08/15/2017 10:50 PM	Available 8	Redeemed 2	Download
Services 🗸 App management 🗸							

Video of above steps:

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

