How to request to build your Premium Mobile app

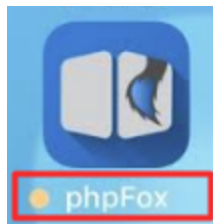**Table of Content**

ⓘ **Requirements**

- Please follow carefully and provide us with all required information for app building process as follow.
- If any information or asset is invalid upon verification, we are unable to proceed you to the app building process and you are required to provide us with valid pieces again.

⚠️ **Note on image requirements**

Please send us only **1 version** for each required image with the right size (in **pixels**) and format (in **PNG**).

---

1. App Title

Anatomy of the
PERFECT APP TITLE

brand name

Chatagram- instant photo chat

1 - 3 relevant keywords

✔ is clear and unique

✔ doesn't show other brand names

✔ tells what the app is about

✔ is within the 30* characters limit *(Apple App Store)

✔ is within the 50* characters limit *(Google Play Store)

✔ includes brand / app name

✔ represents main message of app

App Radar
© 2017 | App Radar by appers

2. App Icons

A. Main app icon (displayed on Home screen or App listing)

- Size: **1024 x 1024 pixels** (square image doesn't have rounded corners)
- Format: **PNG**

B. Push notification icon (for Android)

- Size: **1024 x 1024 pixels**
- Format: **PNG**
- Image needs to have logo in **white** color and transparent background

C. Foreground app icon

- Size: 1024 x 1024 pixels
- Format: PNG
- Image needs to have logo and transparent background. See the image below for reference.
- In order for your app icon to display well on Android devices, please follow Google Guidance to design at https://medium.com/google-design/designing-adaptive-icons-515af294c783
    - Width and Height of the main logo image should be 50% - 60% Off the width and height of the foreground image

D. Background app icon

- Size: 1024 x 1024 pixels
- Format: PNG
- Image needs to have only background. See the image below for reference.

3. Logo and Background on Login Page

A. Background: **1280 x 1920 pixels**
- Ideally, we highly recommend you design your Background image as a **plain image (which doesn't have text or logo on it)**. Because the logo will be attached to this background, any pre-designed logo on the background will cause the output to look improperly.

B. Logo: **960 x 260** pixels
Background of the image should be *transparent* so that when it's attached to the background, it will look more properly.

The logo should include the *app icon* and *app name*.

Here is an example of the logo of phpFox mobile app. Please note that this example phpFox logo has a transparent background and the app name is in white color so you can click on it to check.

Format: Both are in **PNG**

You can see how the example phpFox Logo displays on the Login Screen of mobile app below

4. Splash/Launch Screen Image

The image for Launch Screen will be displayed as the background along with your logo while loading your app. Without given Launch screen, your app will show the white screen with the loading icon.

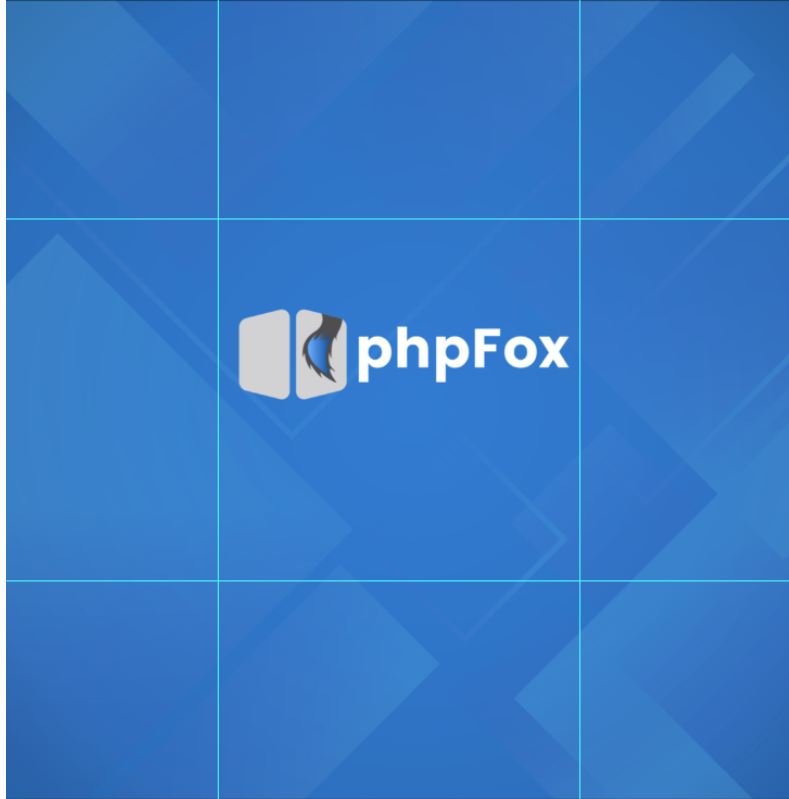Here is the sample of Splash image for phpFox app

Depends on each mobile OS and device's screen sizes, we will require several different images with different sizes.

ⓘ

A. Images for iOS app (Size & Filename)

Format: **PNG**

```
640 x 1136 pixels (Default-568h@2x.png)
750 x 1334 pixels (Default-667h@2x.png)
2208 x 1242 pixels (Default-Landscape-736h@3x.png)
2436 x 1125 pixels (Default-Landscape-812h@3x.png)
1024 x 768 pixels (Default-Landscape.png)
2048 x 1536 pixels (Default-Landscape@2x.png)
1242 x 2208 pixels (Default-Portrait-736h@3x.png)
1125 x 2436 pixels (Default-Portrait-812h@3x.png)
768 x 1024 pixels (Default-Portrait.png)
1536 x 2048 pixels (Default-Portrait@2x.png)
640 x 960 pixels (Default@2x.png)
```

B. Images for Android app (Size & Filename)

Format: **PNG**

```
1280 x 1920 pixels (1280x1920.png)
800 x 480 pixels (800x480.png)
320 x 240 pixels (320x240.png)
480 x 320 pixels (480x320.png)
1280 x 720 pixels (1280x720.png)
1600 x 960 pixels (1600x960.png)
1920 x 1280 pixels (1920x1280.png)
480 x 800 pixels (480x800.png)
240 x 320 pixels (240x320.png)
320 x 480 pixels (320x480.png)
720 x 1280 pixels (720x1280.png)
960 x 1600 pixels (960x1600.png)
```

5. Default Colors

Give us **a primary color code** of your mobile app. This color code will be the main color which reflects the theme of your mobile app. Below is the example of our default color code.

```
// Primary Color Code primary: '#2681D5'
```

6. Google Developer Account

You need to enroll in Google Developer program. Please refer to the Guide to register for a Google Developer account.
Make sure your developer subscription on your account is <u>activated</u>. To check the status of your enrollment, sign in to your account on the developer website with the Google ID you used to enroll.

> ⓘ **We need 2 invitations from your Google account**
>
> #### A. Publish the app after building
>
> We will need you to invite us to be **Developer** role on your Google developer account for this task. Please follow the instruction here and invite us with email: *mobile.phpfox4@gmail.com*
>
> #### B. Setup push notification using Firebase
>
> You will have 2 options to fulfill this requirement:
> - You can *create a new Google account* and give us the credentials of this new account, we will generate Firebase info for you on this account.
> **OR**
> - You can invite us to be **Owner** on your Firebase project by following this guide.

7. Apple Developer Account

You need to enroll in Apple Developer Program. Please refer to the guide Guide to register for an Apple Developer account.
Make sure your developer subscription on your account is <u>activated</u>. To check the status of your enrollment, sign in to your account on the developer website with the Apple ID you used to enroll.

> ⓘ **We need 2 invitations from your Apple account**
>
> #### A. App Building Process
>
> - If your Apple Developer account is **Personal** subscription, you **have to give us the credentials to access**. Otherwise, we are unable to proceed to build your iOS app.
>
> - If your Apple Developer account is **Organization** type, you will need to invite us to be **Developer** role on your Apple developer account. Please follow the instruction here to invite us using email mobile-dev@phpfox.net
>
> *Tips*: *Convert your Apple Developer account program from Individual to Organization.*
>
> #### B. App Publishing after building
>
> You need to invite us on **Appstore (iTunes) Connect**. Please follow the guide How to Invite Users to your App Store Connect Account.

8. Facebook App Invitation

Please invite us as **Developer** on your Facebook app. Please follow the steps below to invite us.

- From **Facebook Developer page** >>> **My Apps** >>> **Add a New App**.
- From there, you can choose any option (Let's choose **WWW** and we will help to configure later).
- Type your website URL into the text field and follow the on-screen instruction.
- After finishing, click on "**Roles**" on the left-side menu then click on "**Add Developers**". Input *"paul.kell.353"* and then **Submit**.

> ⚠️ **Reuse Facebook app**
>
> 1. In case you don't want to create a new Facebook app to host your phpFox app, and you would like to re-use your current Facebook app to preserve all data and reports on your Facebook app. You will need to notify us and give us permissions to overwrite our data to your current Facebook app. Also, be ready to give us the keystore or certification on your Facebook app (You might need to request 3rd-party developer who previously developed the app), so we can overwrite our data.
>
> 2. Please also note that there is a high chance that once we overwrite our data, any instances which connect to use your current Facebook app will not work anymore. Have the plan to backup prior to allowing us, we will not be responsible for any failure from other apps after overwritten our data.

9. Site Info

Please provide us with 3 important information about your site:

- **Site URL**

- **Admin login account**

- **FTP access to your server**

10. Google Admob App ID

If you want your mobile apps to support ads of Google Admob, please register Google Admob and provide us **Admob App ID**