

Windows 10 Development for Absolute Beginners

Based on the video series originally recorded by

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UWP-056 - UWP SoundBoard - Submitting to the Windows Store

Now we will complete the process of submitting the app to the Windows Store. Begin by navigating to dev.windows.com and it will take you to the correct page relative to the country you are in.

While there, find and click on the link that says "Submit your app."



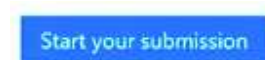
The link, as well as the other steps taken in this lesson, may not look exactly like this because web pages often change. However, you should be able to find it if you look for a link that let's you submit your app. From here, you may have to go through some additional registration steps. After that, select "Create a new app."



Once you sign into your Microsoft account you can reserve the app name (hoping that nobody else has taken it ahead of you).



Then, select "Start your submission"



Which should lead you to a series of steps that track your progress



Begin by clicking on “Pricing and availability.” Here you can set your apps price, as well as you allow a free trial, as well as more detailed sales options.



Here you can also change the visibility for the distribution of our app. This might be useful if you’re only distributing it to a small, known clientel - but not just anybody, only our customers or people that we already know. We could also change the device families on which our app can run. Go ahead and let it run on desktop and mobile. I’m also going to let Microsoft decide whether to make it available for future device families.



You can set Organizational Licensing if you plan to sell to large corporations, etc, so we can safely ignore that right now. Next, set the publication date for as soon as the app passes certification, and click save to complete that part of the process.



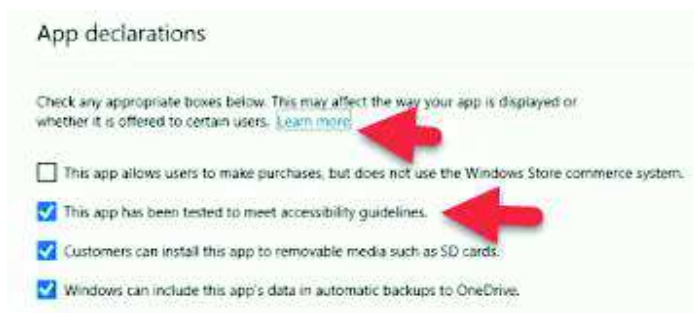
Moving on to the App Properties submission step, select the category (in this case, “Entertainment”).



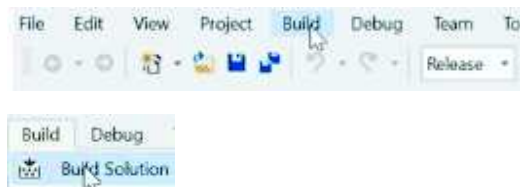
And set the age rating to 3+



Next, set the App declarations as follows (making sure your app has been fully tested, of course). You can learn more about these options by clicking on “Learn more.” Once these settings are in place, click “save” to move on.



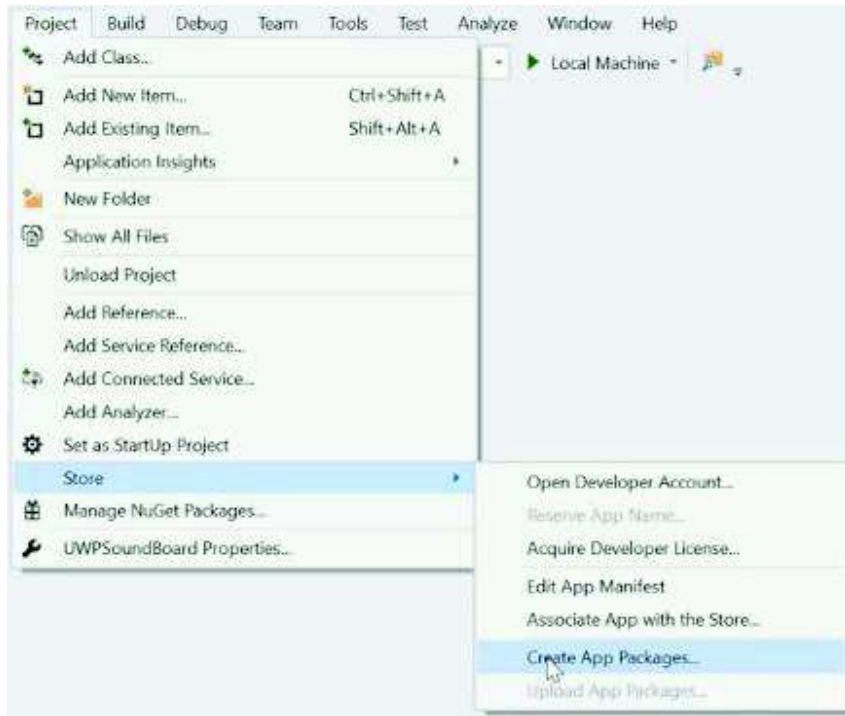
Now, going back to the project in Visual Studio let's change the version to a Release version, and build that solution.



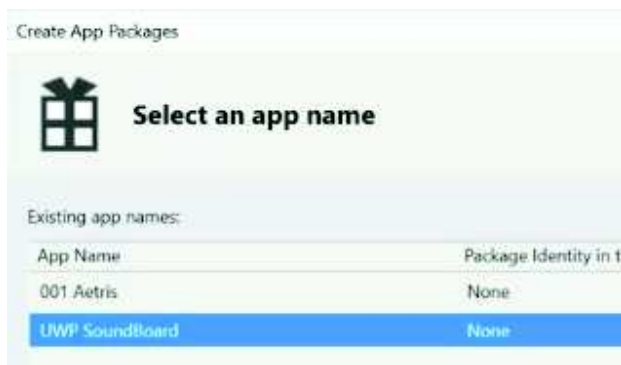
Next, with the project selected in the Solution Explorer



Go to Project > Store > Create App Packages...

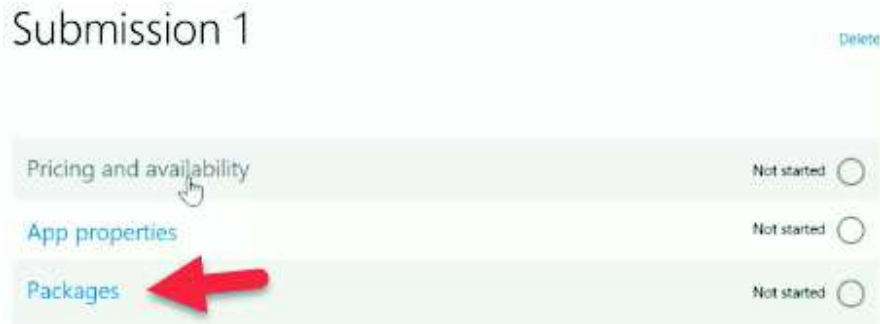


Click “Yes” on the next screen to build the app Packages and sign into the Store with your Microsoft account if it asks you to. It will then ask you for an authentication Code which you can have sent to you ask a text message or an email. Once you’re signed in select the existing app name you set for your package, and click “Next.”



After that, leave the current settings as they are and click on “Create.” Visual Studio will then go through the requisite steps and, if there are no errors, give you a message that the task was completed successfully.

Going back to the browser where you were in the middle of completing your submission, click on “Packages.”



And then click on “browse your files”



Navigating through your directories to locate your builds, you can upload your app Packages. In this case there are two Packages (ARM, x64) for different devices. Once your Packages are uploaded click on “Save” to complete this step.



Next, create a description for the app and add screenshots if you wish.



App features

Play built in sounds

Drag and drop your custom sounds to play them

[Add more](#)

Recommended hardware

[Add more](#)

Keywords

sound board

mp3 wav

Once that is all done, continue on to “Notes for certification” at the Submission page. Include here any non-obvious feature you think would be interesting to note for the certification process.

Notes for certification

Provide any info that helps testers use and understand your app. Customers won't see this info.

Include the following (if applicable):


- Username and password for a test account
- Steps to access hidden or locked features
- Steps to verify background audio usage

Supports drag and drop ... drag an MP3 or WAV file from the desktop to the SoundBoard.

With all of the steps completed, click on “Submit to the store,” and all that is left to do is wait and see if your app is accepted!

Pricing and availability

Free and available to customers.

Complete 


App properties

Entertainment, 3+

Complete 

Packages

| | |
|-----------------------------------|-----------|
| UWPSoundBoard_1.1.0.0_x64.appx... | Validated |
| UWPSoundBoard_1.1.0.0_ARM.appx... | Validated |

Complete 

Descriptions

| | |
|-------------------------|----------|
| English (United States) | Complete |
|-------------------------|----------|

Complete 

Notes for certification

Complete 

[Submit to the Store](#)