Fitbit Publishing Checklist

This sample checklist can be used prior to publishing initial releases and updates. Tailor it to suit your needs.

Complete	Task
	Legal Requirements 1. You must have the rights to use all of the content used to create your app.
	Performance Requirements **1.** App does not terminate unexpectedly. 2. App does not cause the device to reboot. 3. App does not use any undocumented APIs. 4. API user authorisation is obtained when required. 5. App does not abuse system resources (*eg*, battery, network, CPU, memory). 6. App starts within five seconds. 7. App does not block for more than one second. 8. Loading indicators are shown during slow processes. 9. App works in all supported Fitbit OS device combinations.
	User Feedback 1. Have you addressed previous issues raised by users and testers?
	Always-On Display (AOD) *(if applicable)* 1. AOD mode complies with Fitbit requirements. 2. Test all combinations of: ○ AOD and non-AOD devices ○ AOD setting before starting app: on and off ○ AOD setting after starting app: on and off ○ display: on and AOD/off. 3. In each case: ○ check worst-case percentage pixels lit (AOD only) ○ check AOD-related animations (if any) run when they should and not when they shouldn't

	○ check sensors turned on/off.
	Screenshots 1. Capture screenshots for all target devices 2. Animate screenshots *(if beneficial)* (500kb maximum)
	App Type 1. Check that the app type is correct in the package.json (CLOCK/APP).[1]
	Code Check 1. Address all necessary *//TODO* items and other comment tags. 2. Address all github issues and task list entries.
	App Icon 1. Create 80x80px icon.png (apps only). 2. Place the icon in the /resources folder.
	Name Matching 1. Does the name in the package.json match the name in GAM
	Payment System (if used)[2] 1. Integrate payment system files. 2. Ensure AOD version is used if appropriate. 3. Ensure TEST mode is deactivated

	Clean[3]
	
	1. Remove or hide:
	    ○ unnecessary files (eg, images)
	    ○ console output statements; eg, console.log(...)
	    ○ non-essential memory checks
	    ○ other non-production code.[4]

Final Tests

1. Fresh install.
2. Upgrade from the previous version of app/clock face (eg, compatibility and migration of file formats).
3. Behaviour if permissions are not granted.
4. Behaviour with stale or missing sensor data (eg, heart rate).
5. Wear it for a day or two, test it in real life conditions.
6. Range of devices:
   - simulator (will be used to evaluate AOD)
   - device without all relevant sensors (eg, Versa Lite).

Update package.json

Check name and appDisplayName.

Set/update version.

Set SDK dependencies:

- low for maximum distribution and minimum memory usage (but check Fitbit's SDK deprecation policy)
- high to use new features and fixes.

Set buildTargets:

- all relevant devices

Set permissions:

- payment system: KiezelPay needs *access_internet*, *access_app_cluster_storage*
- AOD: *access_aod*
- others as required.

Production Build

If using CLI, npm -i[5]

Configure payment system for production:

	● KiezelPay: app/kpay/kpay_config.js KPAY_TEST_MODE = false Build.

	Fitbit GAM Page
	
	1. Ensure product name matches package.json name.
	2. Tags: don't overuse or misuse
	3. Upload Screenshot(s) (press Save)
	4. Trial and payment details are [valid](#) and consistent with the app
	5. Description (up to 1000 characters); consider:
	    ○ features (including AOD if applicable)
	    ○ controls
	    ○ settings
	    ○ limitations
	    ○ cost (including bundles)
	    ○ keywords (tags) for search
	    ○ link to website
	    ○ link to video.

	Payment System 1. Enter/update product data. 2. Create 100% discount promo code for reviewers, or check currency and applicability of existing code.
	Interim Webpage 1. If an app includes a link to a webpage, or if a webpage is necessary for review, create it.

	Submission
	
	1. Upload .fba
	2. Provide 'notes for reviewers':
	    ○ changes in this version
	    ○ how to test (if it isn't obvious)
	    ○ if product is AOD-capable, include required para

	○ if a significant upgrade, state that gallery description and/or screenshots will be updated after approval so customers won't be misled in the meantime ○ if similar to another product, explain what makes this one distinctive ○ if not free, provide payment system discount promo code. 3. Submit for review
	Version Control 1. Archive a backup of this version (don't need node_modules). 2. Update business/project status documentation.

	Publishing
	
	1. Await approval.
	2. GAM:
	    ○ update description
	    ○ update screenshots.
	    ○ publish
	3. Payment system:
	    ○ add to bundle(s)?
	    ○ add to shop?
	4. Website:
	    ○ product info
	    ○ link to product page in Fitbit gallery
	    ○ acknowledge image and other intellectual property sources.
	5. Post twitter #Made4fitbit.
	6. Post link in Fitbit Discord forum #gam-links.
	7. Post in other social media.
	8. Email previous customers who have expressed interest.

1   Apps can be quicker to install than clock faces on real devices, so developing and testing as an app can save time.

2   eg, KiezelPay, PayPal donation.

3   The build process will do some of these steps automatically, but keeping your code base tidy can help with maintenance. It will also result in smaller and faster products.

4   It may be necessary to retain some sim-specific code to allow AOD review; eg, to allow the app to function on the simulator despite the missing accelerometer.

5   ...or yarn.