

Google Play Console App Publishing Guide

Step 1: Set Up a Google Play Developer Account

1. Go to <https://play.google.com/console>
2. Sign in with your Google account.
3. Register as a developer by paying the one-time \$25 fee.
4. Complete account details and wait for approval (usually within 48 hours).

Step 2: Create a New Application

1. On the dashboard, click 'All apps' > 'Create app'.
2. Fill out app name, default language, app/game type, free/paid status.
3. Agree to Google policies and click 'Create app'.

Step 3: Set Up Your App's Store Listing

1. Fill in your app's details like name, short/long descriptions.
2. Upload high-quality images (icon, feature graphic, screenshots).
3. Provide contact details and privacy policy URL.

Step 4: Prepare and Build Your AAB File

1. Open your Flutter project.
2. Run: `flutter build appbundle`
3. AAB file will be generated at: `build/app/outputs/bundle/release/app-release.aab`

Step 5: Upload AAB to Play Console

1. Go to Release > Production > Create new release.
2. Upload the AAB file and fill release details.
3. Save the release.

Step 6: Set Up App Content

1. Navigate to 'App content'.
2. Complete sections: App Access, Ads, Content Rating, Target Audience, Data Safety.

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Step 7: Review and Publish

1. Return to the Production release page.
2. Click 'Review release', fix issues if any.
3. Click 'Start rollout to production' > 'Rollout'.