## iPhone Application Design

By Jason Conn

	iPł	none Application Design Checklist	
		IPhone applications are complex, and it's important to keep your eye on both the style and the function of your product.	
	When you inspect your application, check the following aspects		
		No broken links in application, internal or external	
		Removed the word "beta" from anywhere in application or documentation	
		Any accessories to be used with the application are authorized by Apple	
		Application interface follows Apple Human Interface Guidelines	
		No long load times	
		Loads are covered by a graphical loading image or animation	
		Resource utilization is well within bounds and doesn't make platform laggy	
		Application is sufficiently different from pre-existing applications	
		Application doesn't duplicate functionality of Apple applications	
		Application doesn't use trademarks of other companies (or similar names)	
		Application doesn't interfere with iPhone function (such as draining battery life)	
	Metadata Checklist for Creating iPhone Applications		
		For an iPhone application to function, it needs to check all the boxes for metadata.	
	Fo	llow these rules to make your metadata functional and helpful	
		Primary language chosen	
		Company name defined	
		SKU number is defined; use UPC if available	
		Application name and description are set	
		Application description is concise but full and views well on the iPhone	
		Primary app category and subcategories chosen	
		Secondary app category and subcategories chosen	
		Copyright and version strings are defined	
	П	Application URL is defined valid and stable	

	Support URL is defined, valid, and stable
	Support email address is defined, valid, and receives e-mails
	EULA written and defined (if needed)
	EULA (if defined) is consistent with iTunes minimum terms and conditions
	If user must accept EULA, the app asks user within app itself
	Supported devices selected
	Game advisories defined
	Distribution regions chosen
	Payment information defined on iTunes Connect (Paid Applications contract)
	Price tier chosen
	Encryption: US Department of Commerce approval obtained if encryption is used for anything other than authentication
IPh	none Application Name Checklist
	Even if you have a great iPhone application idea, you need a great name that sells it.
Fol	llow a few simple rules to make your name memorable and successful:
	Can be found easily with appropriate search terms
	Is no longer than 20 characters
	No version number appears in app name
	No other brands (for example, "iPhone") in app name
	Is simple, concise, and relevant
	Is not too similar to the name of another product
Ch	ecklist for Making Screen Shots of Your iPhone Applications
	In the Apple store, you need to communicate the function and elegance of your application with smartly selected graphics.
	You can submit up to five screen shots for your listing.
Fo	llow these steps to make your graphics count:
	Created Primary screen shot
	Primary screen shot shows what app is and main functions
	(Optional) Created up to four additional screen shots
	Additional screen shots support primary screen shot
	All screen shots are high-quality and easily legible

	All screen shots are appropriate, both culturally and in terms of maturity
	Status bar removed from all screen shots (if present)
	Each screen shot has correct size:
	320x460 for Portrait, status bar removed
	320x480 for Portrait, full screen
	480x300 for Landscape, status bar removed
	480x320 for Landscape, full screen
Lo	calization Checklist for Creating iPhone Applications
	An iPhone application may be designed in one country and distributed in many.
	For maximum sales, you need to consider the language and cultural preferences of every country where you hope to make sales.
Ch	eck these design and language aspects of your application
	Languages chosen for localization
	The following elements are localized in all languages
	Application name
	Application description
	Application URL
	Support URL
	Support email
	Screen shot(s)
	App binary
	All localizations are professional (they aren't just word-for-word translations)
	All elements in a given language are appropriate to all cultures that use that language
	All localized elements are also tailored to target culture