Intel® HTML5 Development Environment

Tutorial – Building a Google Chrome Web Store* App

v1.03 : 03.18.2013

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1.0 Purpose

The purpose of this documentation is to outline the steps a developer should follow to convert an HTML5 application to a Google Chrome* web application, and then successfully publish it to the Google Chrome Web Store*.

2.0 Creating Your Web App

The first step to building a Chrome web app is to write the code for the web app. The web app could be written using any HTML development tools you are currently familiar with. It should include a root HTML file named *index.html*. Developers might consider using the Intel® XDK tool to help build and test their web app since Intel's App Dev Center build system is linked directly from it. For more information on installing and using the Intel XDK, reference the following links:

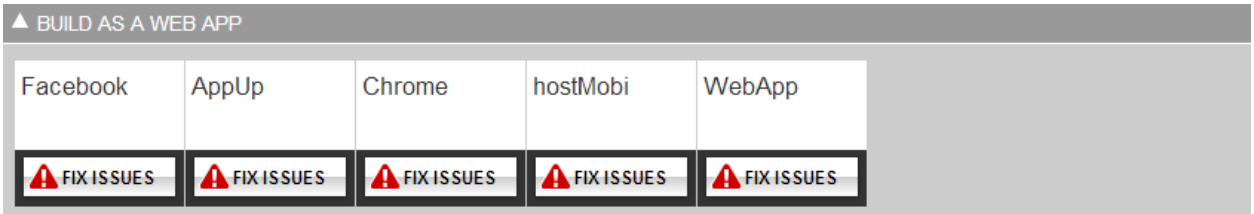
http://www.html5dev-software.intel.com/documentation/index.php?DOC=TUTORIAL_GETTING_STARTED

http://www.youtube.com/watch?v=HNFatutl9QQ

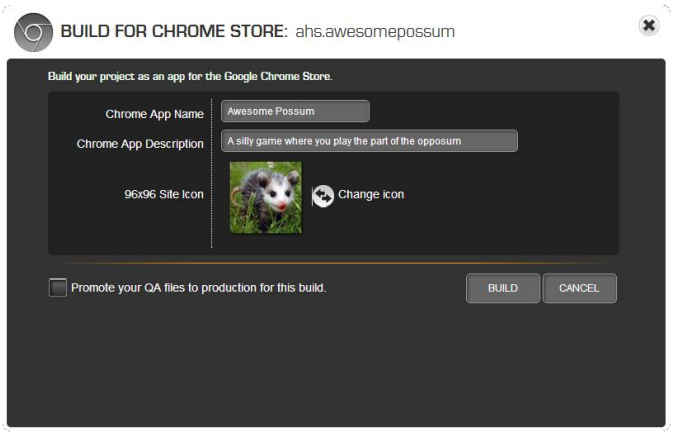
3.0 Building Your Chrome Web Store App

Once your web application has been created to your satisfaction, follow these step by step instructions to build the application and prepare it for publishing to the Chrome Web Store.

- Open the App Dev Center website either through the Intel XDK or by opening your web browser to http://appcenter.html5tools-software.intel.com.
- Select the application to build in the *Control Center*.
- Under the *Build As A Web App* section of the application, and select the build settings for Chrome

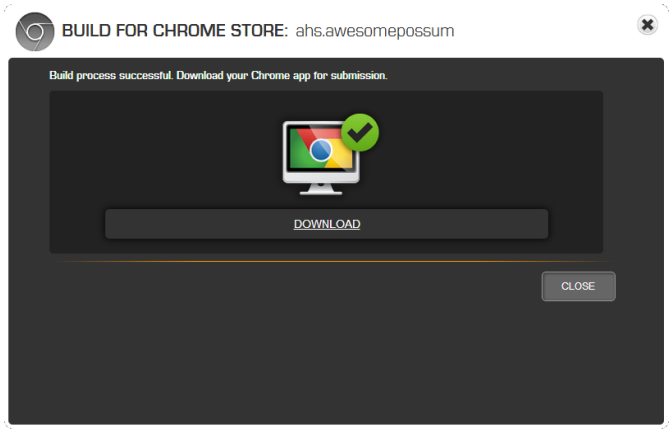


- Enter an application name and a brief description as well as a 96x96 image to serve as the Chrome Web Store icon.



- Select the *Build* button to start the build process.

- Download the application ZIP file once the build is complete.



4.0 Publishing Your Chrome Web Store App

Publishing your completed application to the Chrome Web Store requires you to interact with the Google Developers* site. For a comprehensive overview of publishing your app, see the Chrome Web Store's instructions here:

https://developers.google.com/chrome/web-store/docs/publish

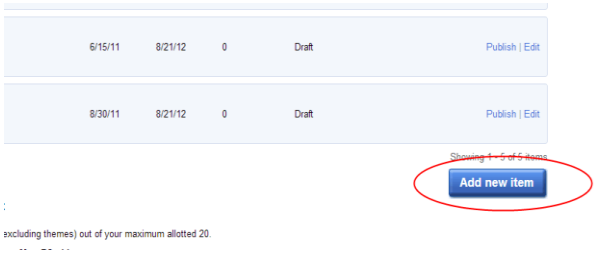
A one-time developer registration fee of US $5.00 is required to verify your account and publish items. You'll be asked to confirm some developer credentials before being able to publish apps. To get started publishing your Chrome Web Store app, head to the Google Developers dashboard at this URL:

https://chrome.google.com/webstore/developer/dashboard

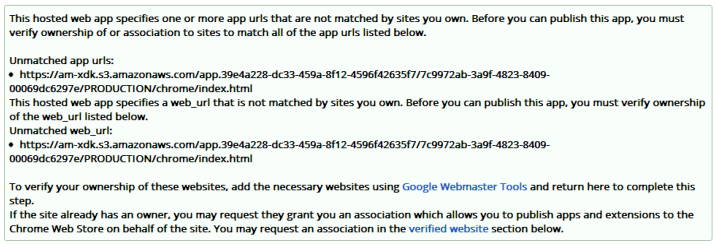
4.1 Instructions for Publishing your Chrome Web Store App

Follow these step by step instructions for publishing the Chrome Web Store app once you have built your app from App Dev Center.

- Log into the Chrome Web Store developer dashboard.
- Add a new item.



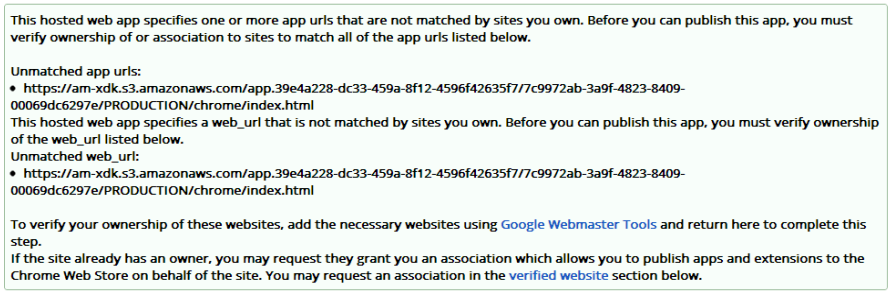
- If you get an error indicating that the hosted web app URL must be verified for ownership, you'll need to confirm ownership in the next few steps.



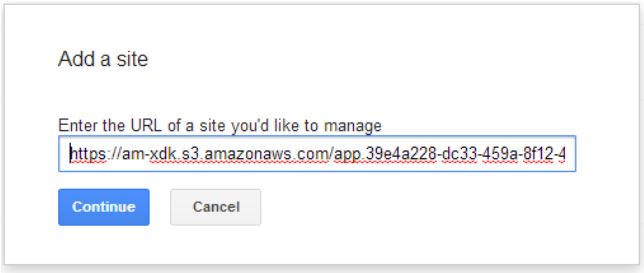
4.2 Confirming Ownership of Web App URLs

Follow the instructions in this section to verify ownership of your Chrome web app's base URL.

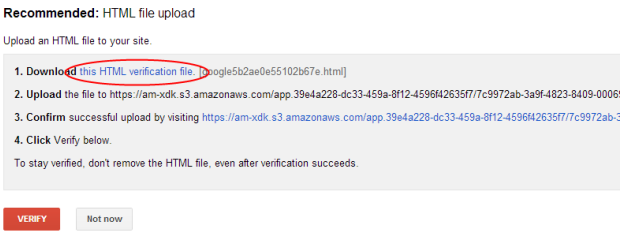
- First, copy the site URL all the way up to the final slash before the *index.html* file.



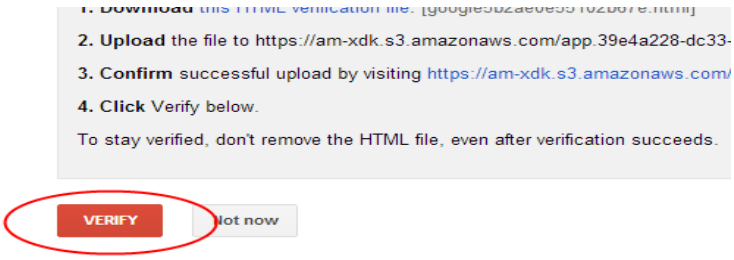
- Log in to the Google Webmaster* tools through the link in the error window pictured above. Paste the site URL you just copied to indicate that it is a site that you own. Click the *Continue* button to continue.



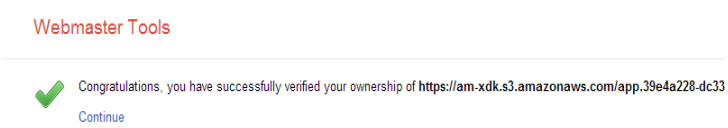
- Download the site verification file for the next step.



- Add the site verification file to the root of the web app.
  - If you are using the Intel XDK, add the file to the root of the application folder and rebuild the app.
  - If you are not using the Intel XDK, add the verification file to the root of the ZIP file and re-upload that ZIP file to QA.
- Promote the QA version of the application to production.
- Rebuild your Chrome app using App Dev Center, and re-submit the build to the Chrome Web Store.
- Return to the Webmaster tools and click *Verify Site*.

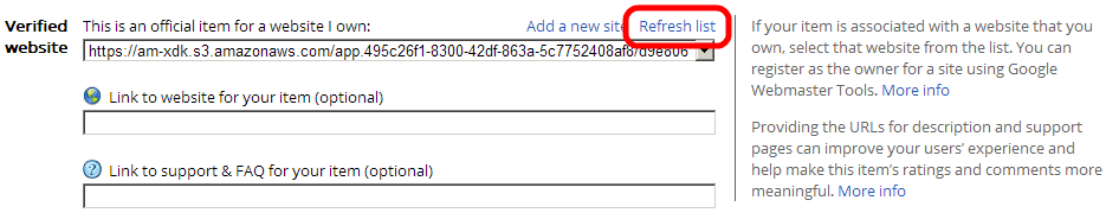


- You should now see this message.



4.3 Complete the Publishing to Chrome Web Store

- Include a detailed description.
- Be sure to upload at least one screenshot (1280x800 or 640x400) and a small tile promotional image (440x280).
- Refresh the list of verified websites in order to confirm that the website that hosts your web application is in fact owned by you.



- Choose your language.
- Publish your application.
- Be aware that your app may be published to either *Test Accounts* or published to the public. However, the app may not be published to both. It must be unpublished from one before publishing to the other.