

ABSTRAK

App Store adalah sebuah layanan distribusi konten digital yang disediakan oleh Apple. Pengguna App Store dapat *mendownload* aplikasi iOS untuk iPhone, iPod touch, dan iPad yang dibuat menggunakan *iOS Software Development Kit*.

Apple mengizinkan siapapun mendistribusikan aplikasi di App Store jika mendapatkan *approval* dari Apple. Aplikasi yang akan didistribusikan di App Store harus melalui serangkaian proses *submission* dan *review* untuk mendapatkan *approval*. Permasalahannya adalah bagaimana caranya membuat *game* iOS yang memenuhi standar untuk didistribusikan di App Store.

ABSTRACT

App Store is a digital distribution platform for iOS applications, developed and strictly regulated by Apple. The service allows users to browse and download iOS applications for iPhone, iPod touch, and iPad devices that were developed with the iOS Software Development Kit and published through Apple.

Apple allows anyone to publish applications in the App Store, with any application being a subject to approval by Apple and will only be published after passing a series of submission and review process. The problem is how to make an iOS game that is suitable to be published in the App Store.

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