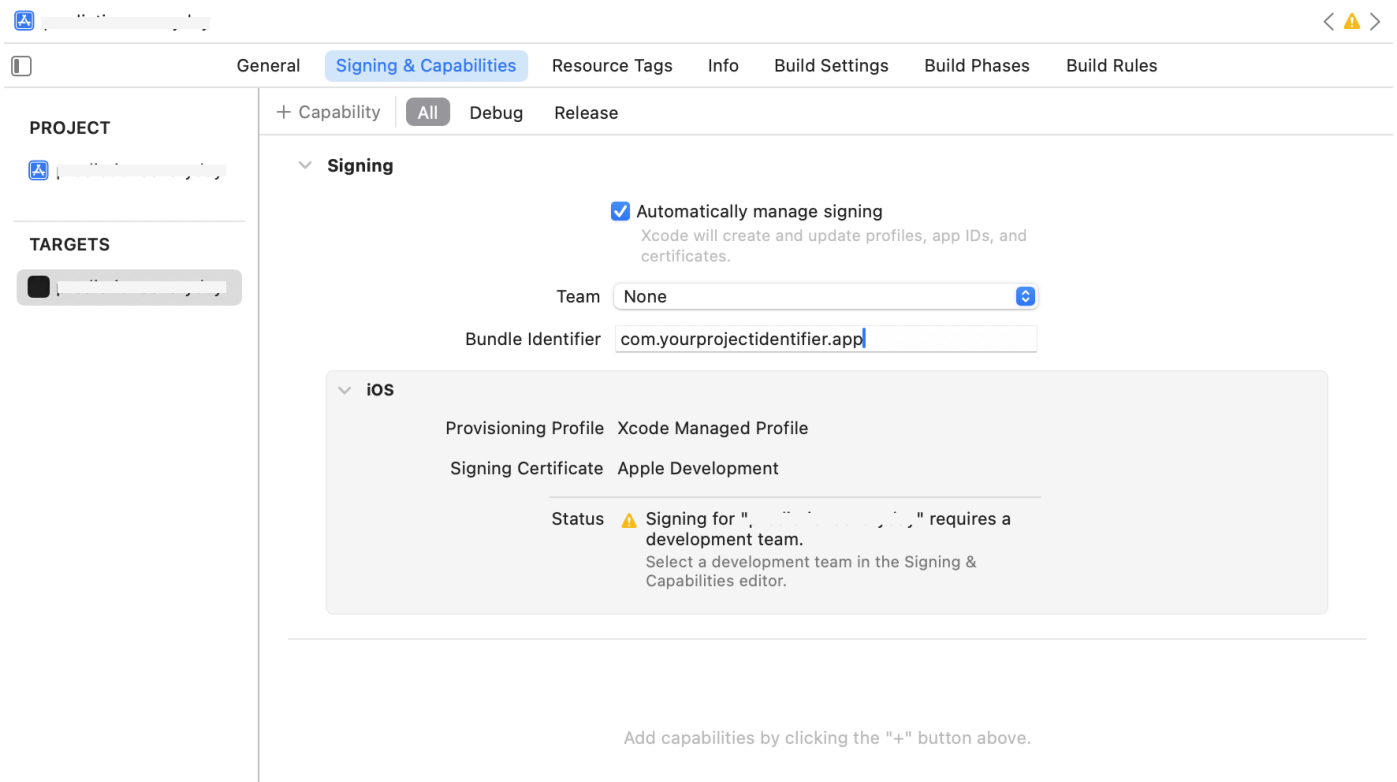


Open project with Xcode (<https://developer.apple.com/xcode/>)

Click `.xcodeproj` from the project archive to open it.

Change the Display Name, Bundle Identifier and Team in Xcode



Add Firebase to your project

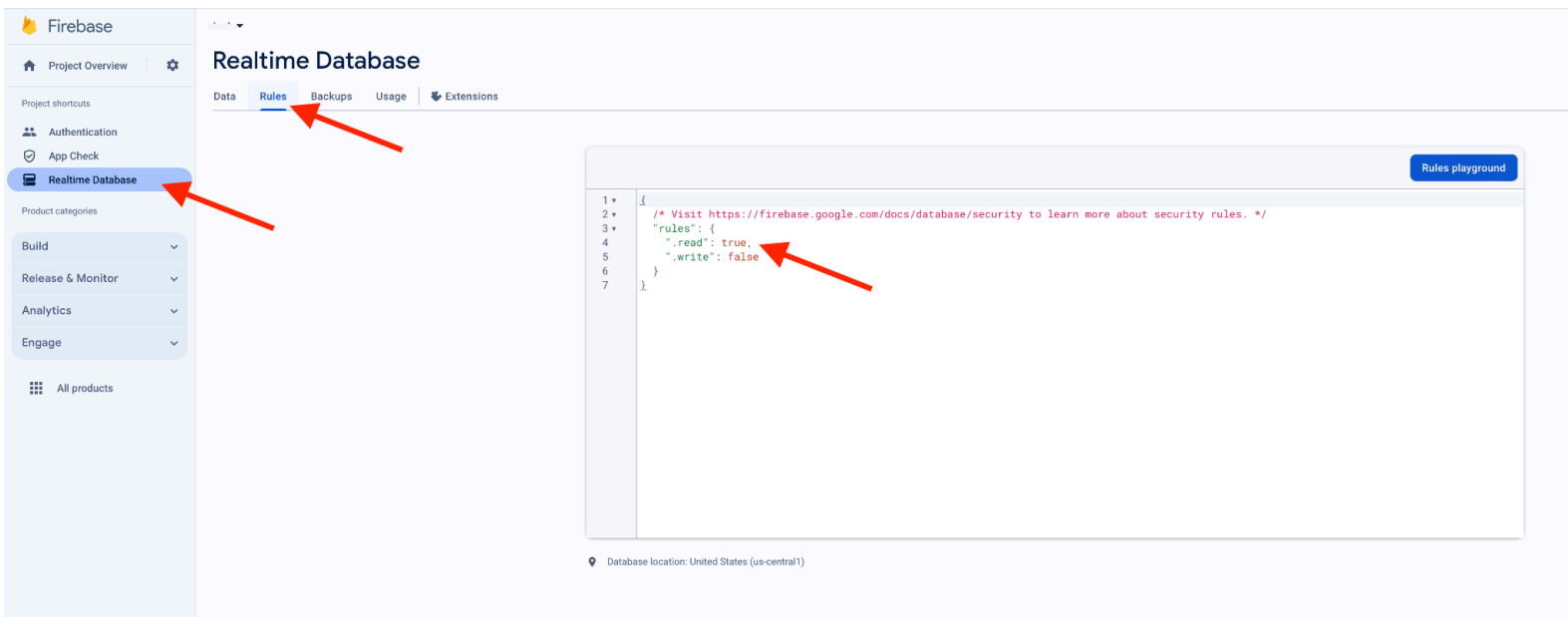
<https://firebase.google.com/docs/ios/setup>

Don't forget add `GoogleService-Info.plist` file to project.

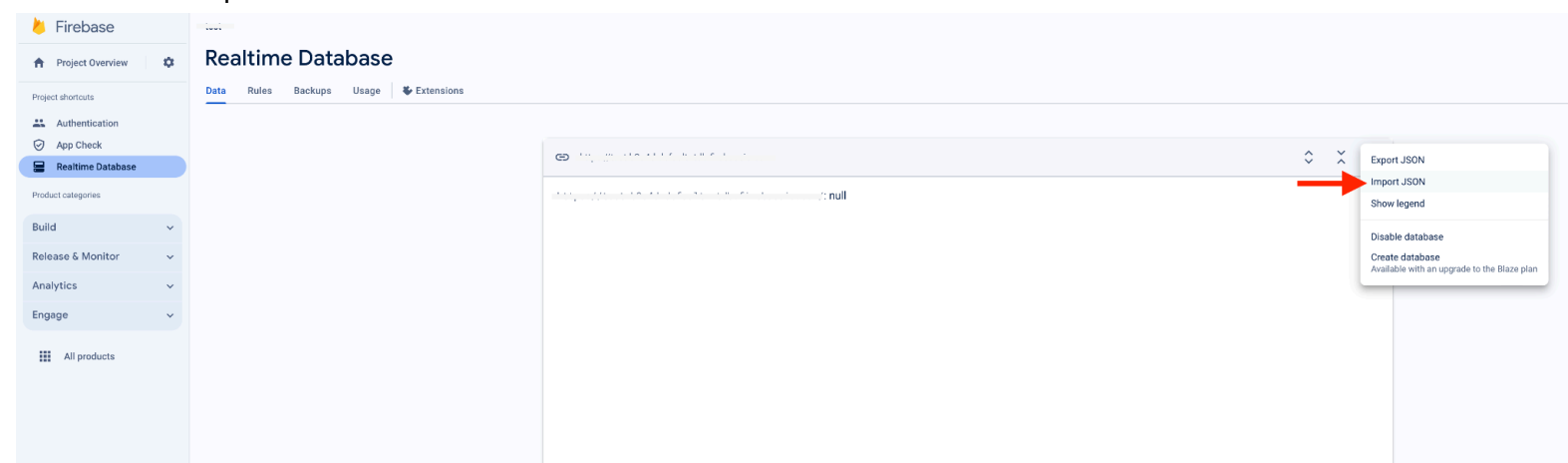
Enable Firebase Realtime Database

<https://firebase.google.com/docs/database/ios/start>

Then set database rules to "read":



Import database file to Firebase:



Make in-app purchases working

To make in-app purchases work, create them in the App Store and change shared secret and purchase IDs inside the app. In Xcode, find *com.yoursubscriptionid.premium* and replace it with your own ID. Also, find shared secret *yoursharedsecretkey* and replace it with value from AppStore Connect.

Launch a project to test it

Reskin the app before the AppStore submission to avoid rejection from Apple

I can do the reskin for you. You can order reskin on the page where you bought this application.

Submit the app to the AppStore (<https://developer.apple.com/ios/submit/>)

Text me, if you have any questions (<https://www.codester.com/andriibashta/>)