

PROJECT BRIEF



PREPARED

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App Store Blitz — Multi-App Store Launch

A monorepo that ships a cross-promoting portfolio of games and utility apps to both the Apple App Store and Google Play from a single Dart/Flutter codebase with a shared monetization core and automated CI.

SIGNATURE CAPABILITY

22 pure-Dart engines and 20 Flutter apps in one monorepo, backed by 1,112 tests and a strict 95%+ coverage bar, launching to both stores for ~\$124 total cost.

OVERVIEW

All game and app logic is separated into pure-Dart engines (no Flutter or I/O imports, testable with plain dart test) wrapped by thin Flutter/Flame shell apps. Every app imports one shared blitz_core package that centralizes ads, in-app purchases, and analytics, so monetization is built once and inherited everywhere. The portfolio spans arcade and puzzle games (Sudoku, 2048, snake, minesweeper, match-3, a slither.io clone, a hole.io clone, a roguelike deckbuilder, a party game) plus a second wave of utility apps (private period tracker, envelope budgeting, a journal, a document scanner). Codemagic CI builds signed iOS artifacts per app, runs tests, and auto-submits to TestFlight.

TECHNOLOGY

Dart, Flutter, Flame, google_mobile_ads (AdMob), RevenueCat, Firebase, Codemagic CI, App Store Connect, Google Play Console.

HIGHLIGHTS

- ◆ **22 pure-Dart engines and 20 Flutter shell apps** in one monorepo, engines fully decoupled from Flutter for fast headless testing.

- ◆ **1,112 test cases across 74 test files** ; strict TDD with a **95%+ line-coverage bar** on every engine.
- ◆ A single shared **blitz_core** for ads, IAP, and analytics, so all apps inherit one monetization implementation.
- ◆ User-respecting model: unlimited player-initiated rewarded ads, a tip jar, and a one-off remove-ads unlock. **No energy systems, lives, or forced interstitials.**
- ◆ **Codemagic pipeline** builds signed artifacts per app and auto-ships to TestFlight, tag-triggered.
- ◆ Total cash cost to launch the whole portfolio is roughly **\$124** (Apple \$99/yr + Google \$25 once).

STATUS

Engine and app codebase largely built and heavily tested; launch is gated on Apple enrollment, Play Console setup, and the mandatory closed-test window rather than further engineering.