

DELIVERABLE · CONTRACT REVIEW ITEM #2 · EXHIBIT B #12

360° SCD Hub — Software List & Build / Publish Runbook

The software needed to compile the app and the instructions to build and publish it for both the Apple (iOS) and Android versions.

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(consolidated re-package; originally delivered April 2024)

IN SHORT: The 360° SCD Hub is not a hand-coded native app — it is generated from a managed WordPress + BuddyBoss platform. The native iOS and Android binaries are produced by the BuddyBoss App build service, not compiled locally. This runbook lists the software and accounts required and the exact steps to produce and publish a build for each store.

1 · What This App Is (Architecture)

The 360° SCD Hub mirrors the Force for Health architecture: a WordPress core running the BuddyBoss Platform (community, courses, gamification) with supporting plugins, wrapped into native iOS and Android apps by the BuddyBoss App plugin. The living functionality — content, courses, community, trackers, gamification — is maintained in the WordPress/plugin layer; the native apps are thin wrappers the BuddyBoss build service regenerates on demand. That is why a traditional “source repository that changes constantly” is not how this platform is built or maintained.

2 · Software & Accounts Required

The “list of software needed to compile the app,” mapped to this platform:

Component	Purpose	Required for
WordPress site + hosting	The back-end/content platform (hosted on the SCFA server). Holds all content, courses, members, and configuration.	Both
BuddyBoss Platform plugin	Community, profiles, groups, activity — the social/learning core the app surfaces.	Both
BuddyBoss App plugin	The build engine. Configures the native apps and requests cloud builds (the .ipa / .aab). No local Xcode/Android Studio compile is required for standard releases.	Both
Supporting plugins	LearnDash (courses), GamiPress (coins/achievements), and other licensed plugins that provide app features.	Both
Apple Developer account	App Store Connect access, iOS Distribution certificate + provisioning profile, app Bundle ID, push (APNs) key.	iOS
Google Play Console account	Play App Signing + upload key, Play Console app entry (package com.scfaz.scdhub).	Android
Xcode / Android Studio	Optional — only needed for manual native customization outside BuddyBoss. Not required for standard builds.	Optional

3 · Build & Publish — Apple (iOS)

1. In WordPress Admin, open **BuddyBoss App** → **Configure** and confirm app name, icons, splash, Bundle ID, and push certificate.
2. Go to **BuddyBoss App** → **Build** → **Request Build**. Choose the iOS / Release App build, set Build Settings (Step 1), review (Step 2), and click **Send Build Request**.
3. BuddyBoss generates the build and delivers the **.ipa** (or pushes it to App Store Connect via their service).
4. Upload to **App Store Connect** (Apple Transporter), assign it to **TestFlight** for testing, then submit for App Review and release.

4 · Build & Publish — Android

1. In WordPress Admin, open **BuddyBoss App** → **Configure** and confirm app identity, icons, and push setup.
2. Go to **BuddyBoss App** → **Build** → **Request Build**, choose Android / Release App, and set the **Build Version** and **Build Version Code** (the code MUST be higher than the version currently live on Google Play, or the upload is rejected).
3. Review **Advanced Settings** → **Android Permissions** (e.g., Foreground Services), then click **Send Build Request**. BuddyBoss delivers the **.aab** (Android App Bundle).
4. In **Google Play Console** → **Test and release**, choose Production (or a testing track) → **Create new release** → upload the **.aab** → add release notes → review → roll out.

5 · Versioning, Signing & Credentials

- **Version codes** must increase with every Android release; iOS uses build numbers that must increase per App Store Connect upload.
- **Signing** — Android uses Google Play App Signing (upload key on file); iOS uses the Apple Distribution certificate + provisioning profile in the Apple Developer account.
- **Credentials** — the Apple Developer and Google Play Console accounts, signing keys, and BuddyBoss license are held by SCFA / the platform administrator and are required for any build or release.
- **Platform compliance updates** (e.g., Google Play's 16 KB page-size requirement) are delivered by BuddyBoss in their app builder; once released, regenerate and re-upload using the steps above.

Note

These build-and-publish instructions were provided to SCFA at the April 2024 move-to-maintenance handoff and are documented in the in-app Knowledge Base. This document is a single consolidated re-package for the contract record (Exhibit B #12). Exact menu labels may vary slightly with BuddyBoss plugin updates.