CodeBlaze Production Ready

# Production readiness checklist

For apps built with Lovable, Cursor, Bolt, Replit, v0, FlutterFlow and similar tools. Tick what's done. Anything left open is a risk at store review, at launch or with your first real users.

## 1 Secrets and API keys

- [ ] No secret keys in the app or front-end code: payment secret keys, AI provider keys, database service keys
- [ ] Any key that was ever committed has been rotated, not just deleted (Git history keeps it)
- [ ] Each key is limited to what it needs: restricted keys, scopes, allowed domains
- [ ] .env files are kept out of the repository

## 2 Data and access rules

- [ ] Row-level security, or equivalent access rules, is on for every table
- [ ] Rules tested signed in as an ordinary user and signed out, not only as an admin
- [ ] File storage is private unless a file is meant to be public
- [ ] Admin actions check the user's role on the server, not only in the interface

## 3 Accounts and sign-in

- [ ] Password reset and email verification work end to end
- [ ] Sessions expire and tokens refresh
- [ ] Users can delete their account and its data from inside the app (Apple guideline 5.1.1(v))
- [ ] Google Play: a web link where people can request account deletion
- [ ] iOS: if you offer Google or another third-party sign-in, a privacy-focused option such as Sign in with Apple is offered too (guideline 4.8)

## 4 Privacy and data protection

- [ ] Privacy policy live at a working URL, linked in the app and in both store listings
- [ ] App Store privacy details and the Google Play Data safety form match what the code collects
- [ ] Apple privacy manifest included for required-reason APIs and third-party SDKs
- [ ] Personal data handled in line with the UAE PDPL and GDPR where they apply: consent, retention, storage location

## 5 Store review

- [ ] No placeholder screens, sample text, broken links or "coming soon" features (guideline 2.1)
- [ ] Demo account and review notes supplied for the reviewer
- [ ] iOS digital goods and subscriptions use in-app purchase, unless an exception applies in your region (guideline 3.1.1)
- [ ] Android build targets the currently required API level
- [ ] New personal Google Play developer accounts: closed test completed before production access (currently 12 testers for 14 days)

## 6 Payments

- [ ] Test and live keys separated by environment
- [ ] Webhooks verify signatures and handle retries without double-processing
- [ ] Failed payments, refunds and cancellations are handled

## 7 AI usage and costs

- [ ] AI provider calls go through your server, never straight from the app
- [ ] Per-user rate limits on AI features
- [ ] Spending caps or budget alerts set with each AI provider

## 8 Reliability and operations

- [ ] Crash and error monitoring in place (for example Sentry or Firebase Crashlytics)
- [ ] Automated tests cover sign-in, payments and the core user journey
- [ ] Staging environment separate from production
- [ ] Automated backups, with a restore tested at least once
- [ ] Release builds come from a pipeline (CI/CD), not a laptop

## 9 Performance

- [ ] Database indexes on the columns you filter and sort by
- [ ] Long lists are paginated
- [ ] Images are resized and compressed

**Want it checked for you?**

Readiness Audit: $990. A report ranked by risk in 3 working days, plus a 30-minute walkthrough.

**codeblaze.ae/production-ready**