Disputer 1.8.6 app needs further action before it can be approved. Please address the feedback listed out below and submit a new version for review:

Overview - App version details

App name	App public id	App platform version	App review result
Disputer	com.disputer.safeapp	1.8.6	Rejected

Overview - Feedback summary

App experience			App listing	
Total Required feedback:	**1**		Total Required feedback:	**0**
Total Recommended feedback:	**2**		Total Recommended feedback:	**1**
Total feedback:	**3**		**Total feedback:**	**1**

Feedback details

○ **Required**: Must be addressed as soon as possible in order to be approved.
○ **Recommended**: Suggested improvements optional feedback from our review and quality team.

App experience feedback:

Priority	Sr. No.	Feedback	Details	Attachments
Required	1	It appears that the app was released with one or more bugs which may lead to serious issues to merchants using this application. For more information please see https://stripe.com/docs/stripe-apps/review-requirements#app-functionality	Issue 01: For some users, the OTP screen re-appears even after providing the correct OTP, preventing them from logging in successfully. Issue 02: If the account is connected, it does not sync data even after waiting for 30 minutes. **Suggestions:** Provide a demo video link for each feature of the app for every latest version in the test plan. Share 2FA access if possible, or **invite the official Stripe App Review team at app-reviews-and-testing@stripe.com**. Verify the customers added to the selected audience for accurate testing. **Expected**: Issue 01: The OTP screen should not reappear after the correct OTP is provided. Issue 02: The app should successfully sync data within 30 minutes after an account is connected.	Please refer to the app feedback report for videos: **1. Disputer_OTP.mp4** **2. Disputer_customers.mp4**

Recommended	2	Enable sandbox installs for your public app
		
		For more info please refer the app manifest snippet under: https://docs.stripe.com/stripe-apps/enable-sandbox-support#enable-sandbox-installs-for-your-public-app
			Enable your public app for Sandbox installation. Stripe supports three environments: Sandboxes, live mode, and test mode. However, Sandboxes is the default testing method for new Stripe businesses.
			
			We strongly recommend implementing Sandbox support for your app so as many merchants as possible can evaluate your app before going live.
			
			Update the app manifest to support sandbox installs.
			{
			  "id": "com.invoicing.[YOUR_APP]",
			  "version": "1.2.3",
			  "name": "[YOUR APP] Shipment Invoicing",
			  "icon": "./[YOUR_APP]_icon_32.png",
			  "distribution_type": "public",
			  "sandbox_install_compatible": true
			}
				Install from partner ⧉
				
				⊗ Sandbox install not compatible
				⊘ Testmode install compatible

Recommended	3	OAuth 2.0 workflow	As previously discussed on the call, your team will explore different flow for the onboarding. - App installation flow will start from your platform - Flexibility on selecting the Email address for sign up - One of the account facing issue with the loading stats on app UI. - Install other apps similar to your category to explore the OAuth flow variations.	

App listing feedback:

Priority	Sr. No.	Feedback	Details	Attachments
Recommended	1	If you plan to enable the support for the Sandbox please provide test plan for the same.	It would be lot more easier for the Stripe customer to test your app on the separate environment like staging or pre-prod of your platform. Please provide a video demonstration link in the Test plan to expedite the app review process. Need to update the changelog in the test plan which gives more idea about what has been changed to App review team member can check that feature implemented successfully.	