
3rd Party Certification

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- Most platforms have lists of rules and guidelines that need to be followed to distribute your product on their platform
- Game console manufactures (under NDA)
 - Sony - TRC (Technical Requirements Checklist)
 - Microsoft - TCR (Technical certification requirements)
 - Nintendo - LotCheck®
- Mobile platforms
 - Apple - App Store Review Guidelines
 - Google - Policy guidelines & practices
 - Amazon® - Amazon Kindle Guidelines and pre submissionAssessment
 - Android® - Android App Quality Guidelines
- PC
 - Microsoft - Windows Store Policies
 - Steam - SteamworksRules and Guidelines

3rd Party Certification

Can require things like:

- Libraries and APIs used
- File IO limitations
- Localization support
- Hardware limitations
- Use of screen space
- Minimum performance expectation
- Age restrictions on content
- ...

3rd Party Certification

Legal

- Complying with laws and regulations
 - Children's Online Privacy Protection Act
- Due diligence to maintain Intellectual Property
 - Reference hardware by name it must be correct
 - "PlayStation®4 DUALSHOCK®4"
 - "iPad mini™"

3rd Party Certification

Maintaining a uniform experience

- Standard default controls



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Protecting their image

- Maintaining a minimum level of quality
- Avoiding Objectionable Content
- Avoid a crash

Stop bad products
and industry crashes
from happening
again



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GDBS Midterm Project TRC

- Let's go over these

Daily Stand Up meeting

Stand up meeting

Keep everyone informed

- What did you do?
- What are you about to do?
- What stands in your way?

Update the task board (trello) while working

- The burn down chart will be updated automatically as hours spent get entered

Sprint 4: Alpha

By the end of the day

- At least 16 hours logged per team member
- Burn down charts 1/3 complete

