

Windows® Phone Marketplace

Certification Test Results

Application Details

Name: Push Puzzle

Version: 2.0

Company Name: BitSits Games

Windows Phone OS Version: 7.0

Test ID: 59425

Submission Received: 04/26/2011

Testing Completed: 04/26/2011

Application Test Details

Capabilities Tested: Networking

Language(s): English

Result: Failed

Failure Summary: 5.5, 6.5.1, 6.5.2

Exception(s) Applied: None

Action: Please address the comprehensive list of failures below, review the [Windows Phone Application Certification requirements](http://go.microsoft.com/?linkid=9730556) (<http://go.microsoft.com/?linkid=9730556>) and resubmit your updated application for certification testing. For further assistance, please submit a support ticket using the Support e-Form in the [App Hub Dashboard](http://go.microsoft.com/?linkid=9762121) (<http://go.microsoft.com/?linkid=9762121>).

Windows Phones Tested: LG Optimus 7, LG Quantum, Samsung Focus

Technical

5.5 Content Validation

5.5

Requirements

Content validation includes the evaluation of the metadata that describes the application as well as the UI text and media within the application. For example, an application that is submitted in French requires a product description in French. In addition to evaluating the description, the certification process reviews UI text, screenshots, and icons, in French.

Additional content validation criteria are described in Section 3.0. The application content (e.g. text, visual elements) must be visible and legible regardless of the phone theme. For

Expected Result

Testing Overview:

The application, the metadata, and the media files associated with the application must be in the targeted language.

Test Process Required:

Application testing:

1. Launch the application.
2. Thoroughly execute application features and functionality, ensuring that the application displays in the targeted language and the target language and meets the requirements listed in Section 2 and 3 of the Windows Phone 7

example, if the phone theme changes from black background to white background, the text and visual elements of your application must be visible or legible.

When you submit separate XAP packages for each language, each XAP package is evaluated as individual submissions. By submitting a single XAP package for all supported languages you reduce the certification feedback time.

Application Certification Requirements.

3. Use multiple phone themes and ensure that the application text and visual elements are viewable and legible.

Metadata testing:

4. Ensure that all descriptions of the application and the UI text are in the targeted language and are free of offensive content.

Application and Metadata testing:

1. Install the application
2. Verify the icon for the application on the Application List or Games Hub is a valid icon.
3. Verify the icon is not a generic Windows Mobile icon (sunburst icon).
4. Verify the title associated with the icon correctly represents the application (i.e. if it shows "Defaulticon" for the icon, it is a failure)
5. Verify the tile for the application on the Start screen is a valid tile.

Comments: The application's Start Menu icon is a generic Windows Mobile "sunburst" icon.

Result: Fail

6.5 Applications that Play Music

6.5.1

Requirements

An application can play media in the background while it is running even when its primary function is not about music or video. An application that plays music, audio, or sound effects (except applications in the Music + Videos Hub) must meet the requirements.

The application needs to prompt the user for consent to adjust the volume or stop the music that is currently playing in the Zune queue.

Note:

This requirement does not apply to applications that play sound effects through the

Expected Result

Test Process Required:

1. Play audio and/or music media.
2. Launch the application.
3. The application must not pause, resume, or stop the active music being played on the device when the application is launched.
4. If the application plays its own background music, the application must prompt for user consent to stop playing or to adjust the currently playing background music.

Microsoft.Xna.Framework.Audio.SoundEffect class, as sound effects will be mixed with the MediaPlayer. The SoundEffect class should not be used to play background music.

Note:

This requirement does not apply to Music + Videos hub applications that are described in Section 6.4.

Comments: The application can reach a state where it interrupts the user's currently playing music.

Result: Fail

Steps to reproduce:

1. Launch the application with music playing on the device.
2. Notice the application interrupts the user's currently playing music.

This error is reproducible 10 out of 10 times.

6.5.2

Requirements

If the application needs to play its own background music or adjust background music volume, it must provide the user with the configurable settings for its music.

Expected Result

Test Process Required:

1. Launch the application.
2. The application must present an interface to the user with an option to configure the application background music or background music volume.
3. Ensure that the changes made to the application background music does not affect other audio playback experience on the device after the application exits.

Comments: The application does not contain configurable volume controls.

Result: Fail