

1	Technical Review Checklist	Result	Notes to Publisher
2	Publisher Portal - Product Information		
3	Publisher Name, Product Title and Tags do not contain any copyright or trademarked names	Pass	
4	Publisher Name, Product Title, and Tags do not contain any of Epic's trademarks or properties	Pass	
5	Publisher Name, Product Title, and Tags do not contain offensive or inappropriate language	Pass	
6	Product Title does not contain subjective language	Pass	
7	Product Title, Description Text, and Tags accurately reflect the content of the product	Pass	
8	Category is relevant to the content and functionality of the product	Pass	
9	Product Title, Description Text, and Tags are in English, contain correct spelling, and proper grammar	Pass	
10	All Technical Information template fields are filled in with the appropriate information.	Pass	
11	Submission is in the "Pending Approval" status	Pass	
12	Publisher Portal - Product Media		
13	Images do not contain any offensive or graphic material	Pass	
14	Images are clear and relevant to the content and functionality of the product	Pass	
15	Images do not display any uncensored third-party copyrighted material	Pass	
16	Images displaying visual contents of the product are rendered in Unreal Engine 4	Pass	
17	Publisher Portal - Product Files		
18	Each Project File Link hosts only one UE4 Project or Plugin folder with the proper folder structure	Pass	
19	Project(s) provided match the Supported Engine Versions listed	Pass	
20	Distribution Method is appropriate for the content and functionality of the product	Pass	
21	General		
22	Content folder contains a single Pack Folder named after the project	Pass	
23	First tier folders inside the Pack Folder are named for asset type or specific asset	Pass	
24	All asset types are inside of their respective folders	Pass	
25	Project contains no unused folders or assets	Pass	
26	All Redirectors are cleaned up	Pass	
27	Naming conventions are English, Alphanumeric, consistent throughout project, and describe what the assets are	Pass	
28	If needed, the Publisher provides either linked or in-editor documentation/tutorials	Pass	
29	.uproject has unused plugins disabled	Pass	
30	Quality		
31	Content does not consist primarily of easily reproducible assets	Pass	
32	Assets do not contain visual defects	Pass	
33	Assets function without detriment to performance	Pass	
34	All assets are complete and function as intended	Fail	Maps do not display anything on Play
35	Product contains overall good design and concepts	Pass	
36	Legal		
37	Publisher has legal rights to distribute all content included in, or depended on by, the product	Pass	
38	Does not contain copyrighted or trademarked content	Pass	
39	Substantial portions of sample content or source code from Epic Games is used for display/example only	N/A	
40	Unmodified public domain content is limited to assisting with presentation, and sources are cited in the description	Pass	
41	Product does not contain assets that could be considered offensive	Pass	
42	Project Dependencies - Does this product need any other product to function as advertised?	Yes	
43	Description Text identifies any dependencies or prerequisites for use of the product	Pass	
44	If dependencies are required, they are available on the Marketplace	Pass	
45	Maps - Is there a map that showcases the content and functionality of the product?	Pass	
46	Lighting has been built on all maps	Pass	
47	Maps generate no errors or consequential warnings	Pass	
48	Maps have no Z-fighting or overlapping polygons	Pass	
49	Textures	Yes	
50	Both texture dimensions are set to Power of 2 where applicable	Pass	
51	Maximum texture size is 8192	Pass	
52	All textures use the correct Texture Group based on purpose	Pass	
53	Materials	Yes	
54	Material instances are used where appropriate	Pass	
55	If materials are meant for Mobile, all materials render as expected in Mobile Preview for high-end devices	N/A	
56	Static Meshes	No	
64	Blueprints	Yes	
65	Blueprints are clean and not purposefully confusing	Pass	
66	Functions, variables, and events use names that reflect intended purpose	Pass	
67	No loose Blueprint nodes unless for example/tutorial purposes	Pass	
68	Blueprints generate no errors or consequential warnings	Fail	Multiple compilation errors present in 04_MAIN_CesiumSublevels level Blueprint
69	Audio	No	
72	Skeletal Meshes	No	
79	Animations	No	
81	Particle Effects	No	
85	Code Plugins	No	