

1	Technical Review Checklist	Result	Notes to Seller
2	Publisher Portal - Product Information		
3	<u>Publisher Name, Product Title and Tags do not contain any copyright or trademarked names</u>	Pass	
4	<u>Publisher Name, Product Title, and Tags do not contain any of Epic's trademarks or properties</u>	Pass	
5	<u>Publisher Name, Product Title, and Tags do not contain offensive or inappropriate language</u>	Pass	
6	<u>Product Title does not contain subjective language</u>	Pass	
7	<u>Product Title, Description Text, and Tags accurately reflect the content of the product</u>	Pass	
8	<u>Category is relevant to the content and functionality of the product</u>	Pass	
9	<u>Product Title, Description Text, and Tags are in English, contain correct spelling, and proper grammar</u>	Pass	
10	<u>All Technical Information template fields are filled in with the appropriate information.</u>	Pass	
11	<u>Submission is in the "Pending Approval" status</u>	Pass	
12	Publisher Portal - Product Media		
13	<u>Images do not contain any offensive or graphic material</u>	Pass	
14	<u>Images are clear and relevant to the content and functionality of the product</u>	Pass	
15	<u>Images do not display any unlicensed third-party copyrighted material</u>	Pass	
16	<u>Images displaying visual contents of the product are rendered in Unreal Engine 4</u>	Pass	
17	Publisher Portal - Product Files		
18	<u>Each Project File Link hosts only one UE4 Project or Plugin folder with the proper folder structure</u>	Pass	
19	<u>Project(s) provided match the Supported Engine Versions listed</u>	Pass	
20	<u>Distribution Method is appropriate for the content and functionality of the product</u>	Pass	
21	General		
22	<u>Content folder contains a single Pack Folder named after the project</u>	Fail	There must be a Pack folder under the Content folder that is named similar to your product name and contains all of the assets and folders. <pre> MyProject ├── Config ├── Content │ └── MyProject │ └── MyProject.uproject </pre>
23	<u>First tier folders inside the Pack Folder are named for asset type or specific asset</u>	Pass	
24	<u>All asset types are inside of their respective folders</u>	Pass	
25	<u>Project contains no unused folders or assets</u>	Pass	
26	<u>All Redirectors are cleaned up</u>	Pass	
27	<u>Naming conventions are English, Alphanumeric, consistent throughout project, and describe what the assets are</u>	Pass	
28	<u>If needed, the Publisher provides either linked or in-editor documentation/tutorials</u>	Recommended	You should add in level instructions for the controls
29	<u>uproject has unused plugins disabled</u>	Fail	Bridge and XRVisualisation are enabled. If not required please disable. If required please add dependency to your product page.
30	Quality		
31	<u>Content does not consist primarily of easily reproducible assets</u>	Pass	
32	<u>Assets do not contain visual defects</u>	Pass	
33	<u>Assets function without detriment to performance</u>	Pass	
34	<u>All assets are complete and function as intended</u>	Fail	I am testing on a Valve Index. The controls do not seem to work on this setup. We can take the opportunity to address this or I can pass it to someone on a quest/rift for testing. The choice is yours here.
35	<u>Product contains overall good design and concepts</u>	Pass	
36	Legal		
37	<u>Publisher has legal rights to distribute all content included in, or depended on by, the product</u>	Pass	
38	<u>Does not contain copyrighted or trademarked content</u>	Pass	
39	<u>Substantial portions of sample content or source code from Epic Games is used for display/example only</u>	Pass	
40	<u>Unmodified public domain content is limited to assisting with presentation, and sources are cited in the description</u>	N/A	
41	<u>Product does not contain assets that could be considered offensive</u>	Pass	
42	<u>Project Dependencies - Does this product need any other product to function as advertised?</u>	Yes	
43	<u>Description Text identifies any dependencies or prerequisites for use of the product</u>	Pass	
44	<u>If dependencies are required, they are available on the Marketplace</u>	Pass	
45	<u>Maps - Is there a map that showcases the content and functionality of the product?</u>	Pass	
46	<u>Lighting has been built on all maps</u>	Pass	
47	<u>Maps generate no errors or consequential warnings</u>	Pass	
48	<u>Maps have no Z-fighting or overlapping polygons</u>	Pass	
49	<u>Textures</u>	No	
53	<u>Materials</u>	No	
56	<u>Static Meshes</u>	No	
66	<u>Blueprints</u>	Yes	
67	<u>Blueprints are clean and not purposefully confusing</u>	Pass	
68	<u>Functions, variables, and events use names that reflect intended purpose</u>	Pass	
69	<u>No loose Blueprint nodes unless for example/tutorial purposes</u>	Pass	
70	<u>Blueprints generate no errors or consequential warnings</u>	Pass	
71	<u>Audio</u>	No	
74	<u>Skeletal Meshes</u>	No	
82	<u>Animations</u>	No	
84	<u>Particle Effects</u>	No	
88	<u>If submission supports MetaHumans (clothing, accessories, animations, and morph targets)</u>	No	
90	<u>Code Plugins</u>	No	