PlayStation

Third Party Quality Assurance
Guidelines Checklist
(rev 2.0)

Title [   ] **Version No.** [   ] **Date** [   ]

Guidelines

Startup Sequence
[ ] Any introductory sequence is bypassable by the user at any time.
[ ] The title screen contains all necessary legal information. A secondary screen may be used if the legal information will not fit on the title screen.
[ ] Any intro sequence may consist of an FMV sequence or text scrolling over a slide show with an appropriate voiceover.
[ ] From the title screen the user is given the choice of starting a game or choosing to set game options.
[ ] The user is unable to bypass any screen containing copyright or other legal information at startup. **(REQUIRED)**
[ ] Publisher legal/logo screens last no longer than 10 seconds and are bypassable after 5 seconds by pressing Start. If the publisher legal/logo screens repeat during demo mode, they are immediately
   bypassable by pressing any control button.
[ ] If the game contains a commercial for the developer's or publisher's PlayStation titles it is accessible only from the main options screen. Commercials for other platforms or reference to a title's availability on another platform is not acceptable. **(REQUIRED)**

Loading
[ ] During the initial and any following loads, the user is not presented any blank screens lasting more than 4 seconds. Any load that interrupts gameplay or lasts longer than 4 seconds on a screen with graphics, uses a display to inform the user that a load is occurring.
[ ] Loading screens are not simple "Now Loading" messages, but instead incorporate some sort of entertaining/informative display such as a counter.

Demo Sequence
[ ] A Demo mode is included in the game, which shows representative gameplay in rotation with the title screen.
[ ] There is a clear indication that the game is in demo mode, such as the word "demo" blinking on the screen.
[ ] Demo mode begins if there has been no user input for 30 seconds from the time the title screen appears. Pressing any control button ends the demo and returns the user to the title screen.

Menus

[ ] For any list of options or a menu of items , all movement of the cursor or highlight area is
    performed with the Directional Buttons.
[ ] Left/Right Directional Buttons are used to change between various settings for a single menu
item
    involving a range of settings.
[ ] On screens where the selection of a single item takes the user to another screen, pressing the X
    button makes the choice and advances.
[ ] Selection of any option or menu item is done by pressing the X button. Once user selections are
    complete, the user is able to proceed by pressing Start or by highlighting an EXIT option and
    pressing either the Start or X buttons.
[ ] The triangle button is used to take the user to the previous menu.
[ ] All rules for external menus apply to hidden menus.
[ ] Activation of normally hidden menus is accomplished by pressing Select.

Menus/Feedback

[ ] All user menu selections have visual and audio feedback.
[ ] Audio feedback occurs within 1/10 of a second of pressing an action button.
[ ] Any option screen where the user is able to take an action contains on-screen button prompts,
    indicating which buttons perform which actions.

Pausing Gameplay

[ ] Pressing Start during gameplay pauses the gameplay, music and sound effects. Pressing Start a
    second time resumes gameplay at the same point. Music and sound effects resume as close to the
    pause point as possible.
[ ] There is a clear visual indication of the paused state of the game, with the word PAUSED, or
    other appropriate phrase, word or graphic, prominently displayed.
[ ] Background animations are allowable during pause as long as they do not affect gameplay.
[ ] In a multi-player game, only the person who pauses the game is able to unpause the game.

Menus/Options

[ ] Options available include controller setup, music and sound effect adjustment, and link option if
    applicable.
[ ] Other settings may include difficulty settings, audio tests, etc. Memory Card utilities may also
be
    accessible from the Options screen.
[ ] All in game controls are remappable by the user. The user may choose from a limited selection
    (minimum of 3) configurations or may be allowed to map any button to any function. A
    representation of the controller, or a list of buttons and corresponding actions, is displayed for
    the user's reference..
[ ] Each player in a multi-player game is allowed to independently adjust controller settings.
[ ] The user is able to remap the functions of the Directional Buttons.
[ ] Music and sound effects volume are independently and incrementally adjustable. When set at
    "Zero" there should be no volume present.
[ ] The user is able to reset to the title screen by pressing the Start button to pause the game, then
    pressing the Select button to bring up a menu with "Continue" and "Quit" options. "Continue"
    resumes the game, "Quit" brings up a menu with "Yes" and "No" options, "No" being the
    default. Selecting "Yes" resets the game to the title screen.
[ ] Holding down the Select button and then holding down the Start button for two seconds returns

the user to the title screen.
[ ] Reset methods are described in the game manual.

<u>Game/Options Saves</u>
[ ] There is an option for the user to save and load preferred controller and game options.
[ ] All game options are saved along with game data to the Memory Card.
[ ] High scores are saved along with existing game/controller option save records.

[ ] When the game is booted, it detects whether a Memory Card with saved game options is
     present and restores the first set of saved game options including controller configurations.
[ ] If the user cancels a Memory Card save, the password save is displayed.

<u>Cinematics</u>
[ ] The user is able to bypass cinematic sequences by pressing the Start or X button. In the case of
     multiple sequences, pressing the X button skips to the next sequence while pressing the Start
     button skips to the end of all of them.

<u>End Game</u>
[ ] There is a reward sequence for successfully completing a game, often a lengthy animated or
FMV
     sequence.
[ ] There are multiple levels of rewards based upon performance or game difficulty.
[ ] If important information is presented at the end of a reward sequence, pressing Start only
     skips the reward sequence. Only Start is used to skip the reward sequence to prevent the user
     from skipping past the information. The information screen does not detect a button press for 5
     seconds, after which a prompt appears, instructing the user how to proceed.

<u>Text/Graphic Displays</u>
[ ] All critical text is in English and is spelled (American spelling) and punctuated correctly.
[ ] All text is clear and legible.
[ ] All text displays remain on screen long enough to allow the average user sufficient time to read
     them.
[ ] All text and critical game objects are not cut off on the screen.

<u>Action Buttons</u>
[ ] The Select and Start buttons are not used as gameplay controls except as follows:
          - Start is used to pause and unpause the game.
          - Select is used to open hidden menus, switch to alternate screens, or cycle through
            inventory.

<u>Mouse</u>
[ ] If the game uses a mouse, the user is able to configure the buttons on the mouse.