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| Code | Description | Status |
| CSC0008 | Games must not display internal errors messages and/or codes, and should display meaningful errors messages to users to report back to game author |  |
| CSC0009 | Network games should not hang when network users leave the game |  |
| CSC0010 | The loudness of audio should not exceed -24 lkfs +/- 2 dB | Completed |
| CSC0011 | Games must run correctly with the maximum number of players specified for the game |  |
| CSC0012 | Games must only use the circle button to confirm options. | Check |
| CSC0013 | Games must only use the cross, X, button to cancel options. | Check |
| CSC0014 | Games must not drop below 30 fps when running in base mode | Check |
| CSC0015 | Games must have been tested in "Release" mode | Check |
| CSC0016 | Games must inform the user when there are save data problems such as insufficient space. The user must be allowed to retry saving data or if there is corruption, inform the user and continue with the next process |  |
| CSC0017 | A system menu should be displayed when the PS button is pressed allowing the user to exit the game or continue with the game |  |
| CSC0018 | The game does not blank or suspend the screen for more than 10 seconds | Completed |
| CSC0019 | On starting the game, a user is prompted to select their preferred language | Completed |
| CSC0020 | Games that use the network must display appropriate messages when network errors/issues occur |  |
| CSC0021 | The vibration feature of the DualShock controller does not continue for long periods of time |  |
| CSC0022 | Screen updates should not exceed 60fps or the normal frame rate of the display device | Check |
| CSC0023 | Game must allow a user to select the resolution which must be in keeping with CSC0007 | Completed |