
3rd Party Certification

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- Most platforms have lists of rules and guidelines that need to be followed to distribute your product on their platform
- Game console manufactures (under NDA)
 - Sony - TRC (Technical Requirements Checklist)
 - Microsoft - TCR (Technical certification requirements)
 - Nintendo - LotCheck®
- Mobile platforms
 - Apple - App Store Review Guidelines
 - Google - Policy guidelines & practices
- PC
 - Microsoft - Windows Store Policies
 - Steam - Steamworks Rules and Guidelines

3rd Party Certification

Can require things like:

- Libraries and APIs used
- File IO limitations
- Localization support
- Hardware limitations
- Use of screen space
- Minimum performance expectation
- Age restrictions on content
- ...

3rd Party Certification

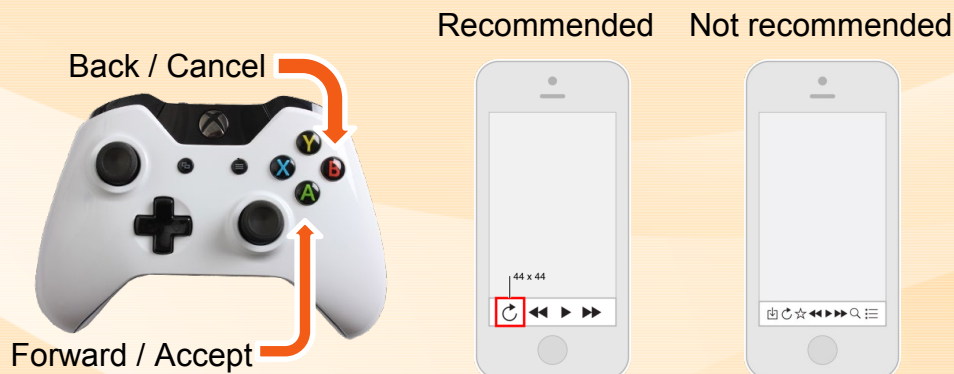
Legal

- Complying with laws and regulations
 - Children's Online Privacy Protection Act
- Due diligence to maintain Intellectual Property
 - Reference hardware by name it must be correct
 - "PlayStation®4 DUALSHOCK®4"
 - "iPad mini™"

3rd Party Certification

Maintaining a uniform experience

- Standard default controls
- Same startup sequences
- ...



3rd Party Certification

Protecting their image

- Maintaining a minimum level of quality
- Avoiding Objectionable Content
- Avoid a crash (like what happened in 1983/1985)
 - Flooded market
 - Loss of publisher control
 - Loss of user confidence



3rd Party Certification

GDBS Midterm Project TRC

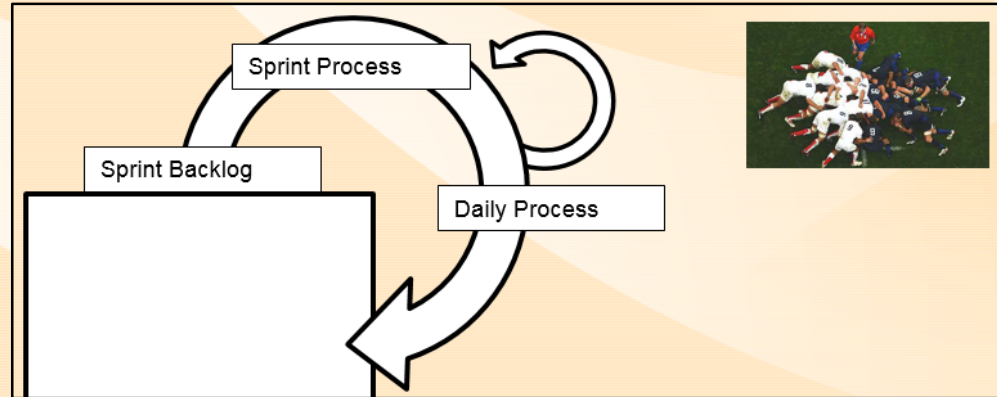
- Let's go over these

Daily Stand Up meeting

Stand up meeting

Keep everyone informed

- What did you do?
- What are you about to do?
- What stands in your way?

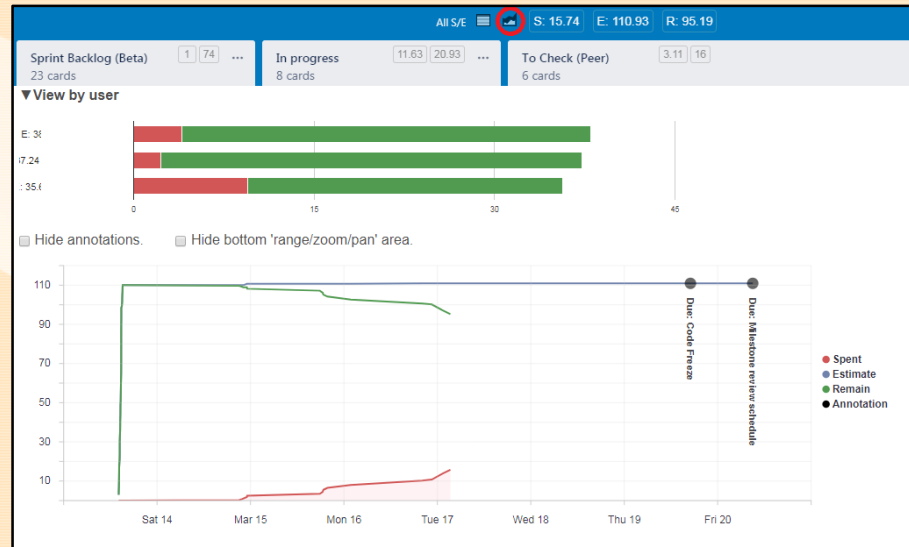


Stand up meeting

Keep everything up to date

- Update the task board (trello) while working
- Enter hours spent on any userstory worked on
- The burn down chart will be updated automatically as hours spent get entered

This team is behind and they should know it so they can respond to it



Sprint 4: Alpha

By the end of the day

- At least 14 hours logged per team member
- Burn down charts 1/3 complete

