3rd Party Certification

- 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)

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Sony - TRC (Technical Requirements Checklist)
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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

Can require things like:

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

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™"

Maintaining a uniform experience

- Standard default controls
- Samestartup sequences
- ...



Recommended Not recommended





Protecting their image

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







GDBS Midterm Project TRC

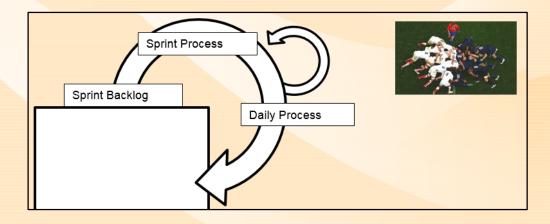
Let's go over these

Daily Stand Up meeting

Stand up meeting

Keep everyone informed

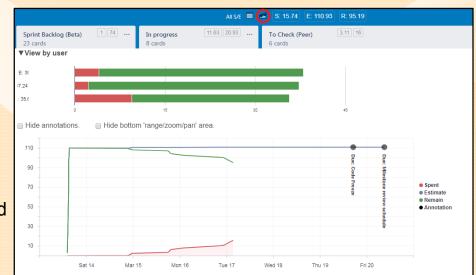
- What did you do?
- What are you about to do?
- What stands in your way?



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

