	Technical Review Checklist	Result	Notes to Seller
1			
2	**Publisher Portal - Product Information**		
3	Publisher Name, Product Title and Tags do not contain any copyright or trademarked names	Pass	
4	Publisher Name, Product Title, and Tags do not contain any of Epic's trademarks or properties	Pass	
5	Publisher Name, Product Title, and Tags do not contain offensive or inappropriate language	Pass	
6	Product Title does not contain subjective language	Pass	
7	Product Title, Description Text, and Tags accurately reflect the content of the product	Pass	
8	Category is relevant to the content and functionality of the product	Pass	
9	Product Title, Description Text, and Tags are in English, contain correct spelling, and proper grammar	Pass	
10	All Technical Information template fields are filled in with the appropriate information	Pass	
11	Submission is in the "Pending Approval" status	Pass	
12	**Publisher Portal - Product Media**		
13	Images do not contain any offensive or graphic material	Pass	
14	Images are clear and relevant to the content and functionality of the product	Pass	
15	Images do not display any unlicensed third-party copyrighted material	Pass	
16	Images displaying visual contents of the product are rendered in Unreal Engine 4	Pass	
17	**Publisher Portal - Product Files**		
18	Each Project File Link hosts only one UE4 Project or Plugin folder with the proper folder structure	Pass	
19	Project(s) provided match the Supported Engine Versions listed	Pass	
20	Distribution Method is appropriate for the content and functionality of the product	Pass	
21	General		
22	Content folder contains a single Pack Folder named after the project	Pass	
23	First tier folders inside the Pack Folder are named for asset type or specific asset	Pass	
24	All asset types are inside of their respective folders	Pass	
25	Project contains no unused folders or assets	Pass	
26	All Redirectors are cleaned up	Pass	
27	Naming conventions are English, Alphanumeric, consistent throughout project, and describe what the assets are	Pass	
28	If needed, the Publisher provides either linked or in-editor documentation/tutorials	Pass	
29	.uproject has unused plugins disabled	Pass	
30	Quality		
31	Content does not consist primarily of easily reproducible assets	Pass	
32	Assets do not contain visual defects	Pass	
33	Assets function without detriment to performance	Pass	
34	All assets are complete and function as intended	Pass	
35	Product contains overall good design and concepts	Pass	
36	Legal		
37	Publisher has legal rights to distribute all content included in, or depended on by, the product	Pass	
38	Does not contain copyrighted or trademarked content	Pass	
39	Substantial portions of sample content or source code from Epic Games is used for display/example only	Pass	
40	Unmodified public domain content is limited to assisting with presentation, and sources are cited in the description	Pass	
41	Product does not contain assets that could be considered offensive	Pass	
42	**Project Dependencies - Does this product need any other product to function as advertised?**	No	
45	**Maps - Is there a map that showcases the content and functionality of the product?**	N/A	
49	**Textures**	No	
53	**Materials**	No	
56	**Static Meshes**	No	
66	**Blueprints**	No	
71	**Audio**	No	
74	**Skeletal Meshes**	No	
82	**Animations**	No	
84	**Particle Effects**	No	
88	**If submission supports MetaHumans (clothing, accessories, animations, and morph targets)**	No	
90	**Code Plugins**	Yes	
91	.uplugin has "EngineVersion" key with a value of the major engine version the plugin is meant to be installed to	Pass	
92	.uplugin has "WhitelistPlatforms"/"BlacklistPlatforms" key in every module that match Supported Target Platforms	Pass	
93	.uplugin has "MarketplaceURL" key with a value that includes the product's Offer ID	Pass	
94	All source and header files contain a commented copyright notice with Publisher name and year of publishing	Pass	
95	Plugin folder contains no unused or local folders (such as Binaries, Build, Intermediate, or Saved)	Pass	
96	FilterPlugin.ini filters in custom folders the publisher intends to distribute (Docs or similar)	N/A	
97	All file paths, starting with the overarching plugin folder, are 170 characters or less	Pass	
98	Third Party code and libraries are in a ThirdParty folder located inside the Source folder	N/A	
99	Plugin generates no errors or consequential warnings	Fail	The plugin failed to compile with the following errors: Plugins\ExtendedEditorpp\Source\ExtendedEditorpp\Public\ActorActions\ActorActionsWidget.h(28): Error: An explicit Category specifier is required for any property exposed to the editor or Blueprints in an Engine module. Plugins\ExtendedEditorpp\Source\ExtendedEditorpp\Public\ActorActions\ActorActionsWidget.h(34): Error: An explicit Category specifier is required for any property exposed to the editor or Blueprints in an Engine module. Please make sure the plugin compiles when you run the build command in section 2.6.3.b of the Marketplace Guidelines