

Trophy System Overview

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1 About This Document

This document provides an overview of the PlayStation®Vita trophy system.

Trophy System

The trophy system rewards users upon accomplishing various missions in the game and keeps a record of these accomplishments. When the user clears certain conditions in a game, such as defeating a certain monster, winning a particular race, or meeting a character in a specific situation, a trophy is awarded. The trophy collection is the system software's onscreen display of trophies earned by the user, as well as the trophies yet to be earned. Such a system can reward the user with a sense of accomplishment, and motivate the user to continue playing.

Many applications already employ a similar reward system, but using the trophy system will enable the display of trophy collections on the system software screen. Furthermore, users will be able via PSNSM to compare their trophy collection with other users' collections, even if the game itself is not a network game. The trophy system also enables aggregate game scores by using a consolidated point system for trophies earned in various titles, and then awarding the user with a special title (rank) according to the aggregate game score. These are all new aspects that can enhance the user's game experience.

This document targets readers in the planning and design stages of application development. In the first half of the document, the overall behavior of the trophy system will be described, with an explanation of the rules in assigning trophies according to game content. In the second half, an overview of the development process, specifications of trophy configuration data, and information of the packaging tools will be provided.

Reference Materials

Refer to the following documents regarding the library to use the trophy system within the program.

- NP Trophy Library Overview
- NP Trophy Library Reference

Refer to the following document for information regarding the "Trophy Pack File Utility", which is a Windows-based tool for creating and checking trophy pack files.

- Trophy Pack File Utility User's Guide

Refer to the following document for information regarding the web-based tool that appends digital signatures to trophy pack files.

- Server Management Tools NP Trophy Tools User's Guide

2 Game Play and the Trophy System

Installation of Trophy Configuration Data

Applications that support the trophy system will call Trophy Setup Dialog. Trophy configuration data of the appropriate language from the trophy pack file in the game package will be extracted and installed to the internal flash memory and a memory card (if yet uninstalled). If there is a connection to PSNSM, the application will also check the user's trophy record on the trophy server to see if the user has earned any trophies while playing on another PlayStation®Vita and consolidate this information.

Note

Trophies cannot be used in demo/trial versions. Please do not install trophy configuration data for demo/trial versions.

Displaying the Trophy Collection in the Application

The following functions are available for displaying the user's trophy collection in the application. These functions are used to obtain the installed trophy configuration data and the user's trophy record.

- `sceNpTrophyGetTrophyUnlockState()`
- `sceNpTrophyGetGameInfo()`
- `sceNpTrophyGetGroupInfo()`
- `sceNpTrophyGetTrophyInfo()`

The application will be able to display the user's trophy collection based on the information obtained with these functions.

Note

Trophy records are managed by the trophy system. Always use the above functions to obtain the data as necessary, and do not save this information in the application as save data, for example.

Awarding ("Unlocking") Trophies

When the user clears certain trophy conditions in game play, the application calls `sceNpTrophyUnlockTrophy()` to award the user the corresponding trophy.

This information of the user earning a trophy is given a time stamp and saved locally. The time stamps when the user obtained the trophies are recorded from when a user sets the time on the PlayStation®Vita via the Internet or signs in to PSNSM. When the time stamp is not recorded, ---/--/--:-- is displayed in the Trophies application of the system software.

Note

The timing to call `sceNpTrophyUnlockTrophy()` does not have to be immediately after the conditions to obtain a trophy have been cleared. For example, select a time when there is no negative impact on game play – such as, after playing a certain stage/race/session.

Platinum Trophy

The trophy set of a normal game ("large-scope game", explained later in the document) includes one special trophy called the "platinum trophy". Unlike other trophies, the platinum trophy is not awarded explicitly by the application. It is automatically awarded when the user has earned all the other trophies in the trophy set.

Every time the application calls `sceNpTrophyUnlockTrophy()` to award a trophy, the trophy system checks to see if all the trophies required to award the platinum trophy have been obtained by the user. If all the required trophies have been awarded, the trophy system unlocks the platinum trophy, stores the ID of the platinum trophy in the variable specified as an argument, and returns it to the application. The application can use this returned value to determine whether the platinum trophy was unlocked, and if so, can execute appropriate processing such as displaying a "Congratulations" screen.

Display of the Trophy Collection in the System Software

When trophy configuration data is installed, the "local browser" mode of the system software's Trophies application will display the user's trophy collection for the application.

Images of trophies that have not yet been earned are also shown and indicated as such. It is possible for the application to specify whether to show or hide the name and details of a trophy when it is yet to be earned.

Online Trophy Browser

A trophy collection accumulated on the trophy server can be displayed using the "online browser" mode of the system software's Trophies application. In addition to the trophies obtained by the user on PlayStation®Vita, the trophy server also stores information of trophies obtained by the user on PlayStation®3 and/or PlayStation®4 and also displays these trophies on the trophy browser.

Comparing Trophy Collections with Friends

It is possible to select a Friend from the system software screen and display that user's trophy collection by obtaining trophy records from the trophy server. One's own trophy collection will be shown alongside the Friend's collection for comparison.

Levels

The current levels of the user and the user's Friends are displayed on the online browser of the Trophies application or on Friends' profile pages in the system software.

A level is determined according to the total number of points earned by the user in various titles. (Points are converted from the trophies earned by the user.) The levels start at Level 1, and the user goes on to a higher level whenever the threshold for the next level has been reached (through earning trophies).

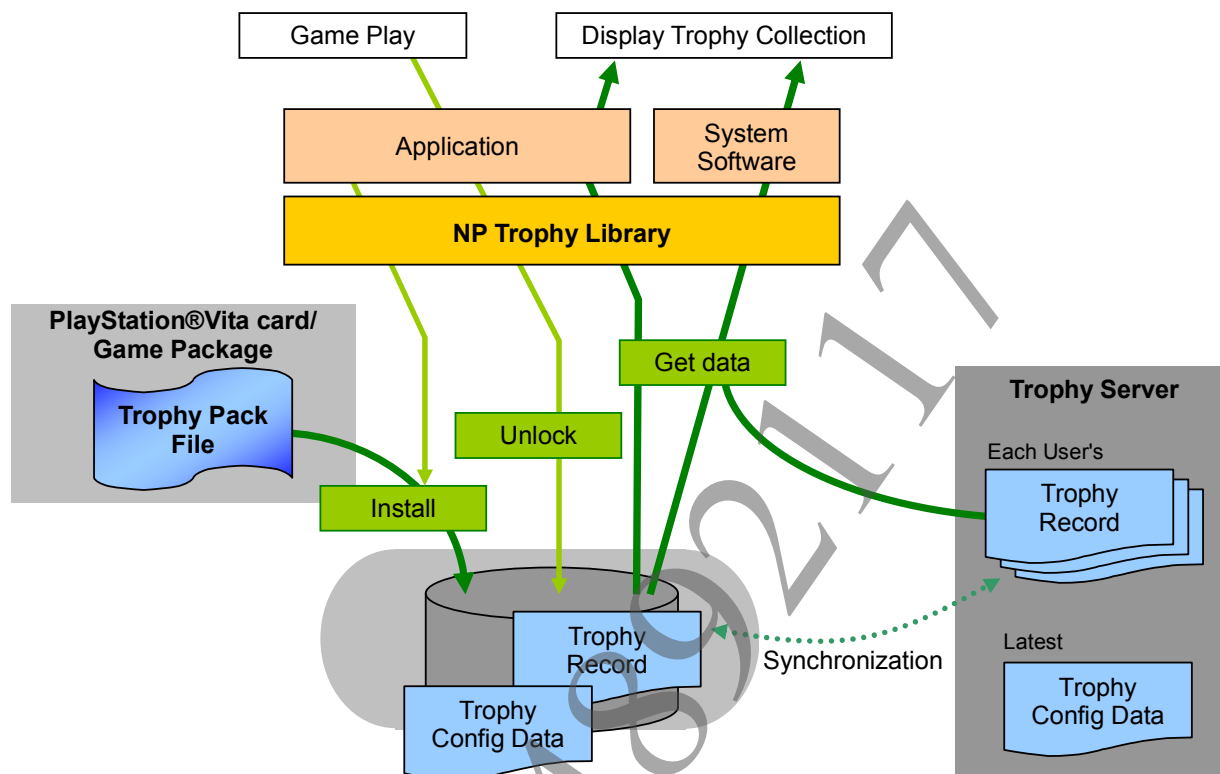
Note

There is no server for trophies in the development environment. Thus, the level of an account used in development is always shown to be Level 1 (the level is not even calculated).

Configuration of the Trophy System

The following is an explanation of the trophy system configuration.

Figure 1 Configuration of the Trophy System



Trophy Configuration Data and Trophy Pack Files

Trophy configuration data includes the image of each trophy, attributes (name and description) of each, and the image, name, and description of the entire trophy set. A trophy pack file is a file that stores the trophy configuration data per title (or, more accurately, per NP Communication ID) and is included in the game package for distribution.

Since the trophy system supports multiple languages, it is possible to include trophy configuration data for multiple languages in the trophy pack file. The trophy configuration data of the language used by the user will be installed on PlayStation®Vita.

Note

Of the trophy configuration data, images representing each trophy will be installed on a memory card and the rest of the data will be installed on the internal flash memory. Because of this, when an install process is carried out while a memory card is removed, images representing each trophy will not be installed and a default image will be used in their places.

The data specifications of trophy configuration data, the procedure for creating a trophy pack file, and information of packaging with the game package can be found later in this document.

NP Trophy Library

The NP Trophy library provides the application with functions with which to use the trophy system. These functions are used to install trophy configuration data, unlock trophies, and obtain trophy configuration data and trophy records.

Note

The NP Trophy library can be used even if the user is not signed in to PSNSM. In such situations, the trophy record is saved to the internal flash memory, and when the user next signs in to PSNSM, synchronization of data with the trophy server will be executed as necessary.

Trophy Server

The trophy server is a server that stores trophy records of individual users.

The trophy record is stored to the internal flash memory and is also sent to and saved on the trophy server, which allows Friends to compare trophy records and the application to merge the game play results for one user from multiple PlayStation®Vita units.

The trophy server also has the most up-to-date trophy configuration data of each title. This information is used when displaying the trophy collection of a Friend. This means that even if the user does not own the title being played by a Friend, the correct trophy collection can still be displayed.

Communication with the trophy server is automatically executed internally by NP Trophy library API. While developing the application, the existence of the trophy server does not need to be taken into account, and the trophy server is never accessed during development.

3 Designing the Trophy Set

In this chapter, the design of the trophy set will be discussed. Decisions regarding the number of trophies to provide and when in the game to award which trophy are affected by the issues taken up in this chapter.

Trophy Sets

A trophy set is the group of trophies provided in a title.

A more accurate description of the trophy set would be to say that it is identified by its NP Communication ID, and does not necessarily correspond to a single title. In particular, if a game is distributed in multiple regions, each will be regarded as a separate title with its own product code, but it is recommended for these titles to share an NP Communication ID for the trophy set, using the same NP Communication ID worldwide for the trophy set.

Note that the trophy system is not exclusive to a title, but a service provided for the entire PSNSM platform. The trophy points earned in a title are added to the total number of points earned by the user, and this total is available to view and used for comparison and competition by users. Thus the trophy set of one title can affect titles across the board, and it is important to keep the trophy sets of other titles in mind when designing the trophy set. The trophy set should be comparable to other trophy sets; do not create trophies that are too easy or too difficult to earn.

Multi-lingual Support

The trophy system supports multiple languages. The text information included in a trophy set – the trophy names and details – can be set in the languages that have been selected. Any set of languages among the available languages can be selected. However, please make sure to use a common language set worldwide. Even when a single title is being launched in multiple license regions, do not change the language set by region. It is possible to add a language to the language set by upgrading the trophy set.

Trophy Grades

There are four trophy grades, and points are allocated according to the grade.

- Bronze (15 points)
- Silver (30 points)
- Gold (90 points)
- Platinum

Award bronze trophies to relatively easy missions. In particular, it is recommended for a bronze trophy to be awarded upon completion of the first mission in the game.

Award silver and gold trophies to increasingly difficult missions.

The platinum trophy is not linked to a particular mission and indicates that the user has earned all the trophies in the game. Only one platinum trophy is allowed in a normal game (large-scope game), as discussed below.

Trophy Attributes

Each trophy has the following attributes.

- **Trophy ID:** ID for identifying the trophy in the trophy set
- **Name and details:** Name and description of the trophy (allowing multi-lingual support). Wording for all ages is used.
- **Hide flag:** This link indicates whether or not to show the details of the trophy in the system software's trophy collection if yet unearned by the user. When hidden, the trophy will be shown as a "hidden trophy" before it is earned. Otherwise, the name and details of unearned trophies will be shown. Note that a platinum trophy cannot be set as a "hidden trophy".
- **Platinum link:** This link indicates whether or not the trophy is linked to the platinum trophy. When the trophy is "Linked", the trophy becomes one of trophies that must be fully acquired to earn the platinum trophy.

Quantity Restriction per Trophy ID

Due to the trophy ID value range, the number of trophies included in a single trophy set is restricted to 128 trophies total for all grades. Normally, there is no need to consider the quantity restriction per trophy ID if the title allocation point restrictions (explained later in the document) are adhered to, but be aware of the quantity restriction when adding multiple expansion packs.

Title Type

To be able to appropriately calculate game scores across titles, titles are categorized either as a "large-scope game", a "small-scope game", or a "freemium games" based on their scope and content. The configuration of trophies included in the trophy set and the total points allotted to the trophies (title allocation points) are determined according to the game scope. Details for each category are shown later in the document, but the basic aspects are shown in the following.

Title type	Trophy configuration	Title allocation points
Large-scope game	One platinum trophy, one or more gold trophies	950 to 1050 points
Small-scope game	No platinum trophy	285 to 315 points
Freemium game (base game has game elements)	No platinum trophy	0 to 315 points
Freemium game (base game does not have game elements)	No platinum trophy	0 points

Note

The title type must be the same worldwide, it cannot be changed for different regions. If you are having difficulty in determining the title type, contact SCE.

Titles without game elements

Since trophies are earned by users as the result of playing a game, the trophy system cannot be used by titles that do not have game elements.

Large-scope Game Trophy Sets

Large-scope games are applications that include the following characteristics.

Characteristics of large-scope games

- Large in scope of game play, offering different types of game play options and features throughout the title
- Relatively long game play sessions due to developing storylines and rich in-game experience
- Rich online experience, with various online features and communities
- Full-priced games

Trophy sets for large-scope games must have a point total in a range from 950 to 1050 points. In addition, they must include one platinum trophy and at least one gold trophy, and the platinum link attribute for all trophies other than the platinum trophy must be set to Linked. Several setting examples are shown in the following.

Large-scope game trophy setting example (1)

Bronze x 40 = 600 points

Silver x 5 = 150 points

Gold x 3 = 270 points

Platinum x 1

Total: 49 trophies and 1020 points

Large-scope game trophy setting example (2)

Bronze x 10 = 150 points

Silver x 10 = 300 points

Gold x 6 = 540 points

Platinum x 1

Total: 27 trophies and 990 points

Large-scope game trophy setting example (3)

Bronze x 0 = 0 points

Silver x 14 = 420 points

Gold x 7 = 630 points

Platinum x 1

Total: 22 trophies and 1050 points

Small-scope Game Trophy Sets

Small-scope games are applications that include the following characteristics.

Characteristics of small-scope games

- Smaller scale and range of game play than large-scope games
- "Pick-up-and-play" type games, with relatively short game play times, more frequently played
- Easy-to-understand games enjoyed by casual users (non-gamers)
- Limited online experience, restricted to registering high scores, rankings, simple matchmaking
- Simpler graphics, retro visual styles (retro games)
- Casual title price range

Trophy sets for small-scope games must have a point total in a range from 285 to 315 points. It is not possible to include a platinum trophy, and the platinum link attribute for all trophies must be set to Unlinked. Several setting examples are shown in the following.

Small-scope game trophy setting example (1)

Bronze x 8 = 120 points

Silver x 3 = 90 points

Gold x 1 = 90 points

Platinum x 0

Total: 12 trophies and 300 points

Small-scope game trophy setting example (2)

Bronze x 21 = 315 points

Silver x 0 = 0 points

Gold x 0 = 0 points

Platinum x 0

Total: 21 trophies and 315 points

Freemium Game Trophy Sets

Freemium games are free product version applications that attempt to earn profit through sales of items, subscriptions, etc. on PlayStation®Store. They are further divided into two categories depending on whether gameplay is possible with the freemium game itself or not.

Freemium games that have game elements in the base game

Applications that fulfill all of the following conditions are classified as freemium games that have game elements in the base game.

- Application is a free product version (not a trial version)
- Additional content can be purchased on PlayStation®Store
- Play is possible even without additional content

Examples of freemium games that have game elements in the base game include applications where the game itself is free and items used in the game can be purchased, applications where only some stages can be played until additional content is purchased to allow additional stages, etc.

It is not possible to include a platinum trophy in a freemium game that has game elements, and the platinum link attribute for all trophies must be set to Unlinked. The point total must be in a range from 0 to 315 points. The trophies must be unlockable without purchasing additional content, but it is possible to make unlocking trophies difficult if additional content is not purchased.

Example:

- A quest to defeat a dragon is playable without additional content
- A trophy is earned when the dragon is defeated
- It is difficult to defeat the dragon unless a special sword sold as additional content is purchased

Such a trophy setting is recommended as one of the methods related to selling additional content.

Freemium games that do not have game elements in the base game

Applications that fulfill all of the following conditions are classified as freemium games that do not have game elements in the base game.

- Application is a free product version (not a trial version)
- Additional content can be purchased on PlayStation®Store
- Play is not possible without additional content

An example of a freemium game that does not have game elements in the base game include so-called "launcher applications" that allow for character editing, then some stages can be played after additional content has been purchased.

Trophies must not be allocated for the base game of freemium games that do not have game elements. The point total must be 0, and platinum trophies are not possible. However, it is possible to allocate trophies for additional content. For details, refer to the "Expansion Pack Trophy Set" section.

Trial/demo version

The following applications are classified as trial/demo versions, not freemium games.

- Free application comprised of game elements extracted from a paid-for product version application
- Free application for trying out a game content to encourage the purchase of a paid-for product version application

The trophy system cannot be used in a trial/demo version game title. Do not include a trophy pack file in the package, install trophy configuration data, or perform trophy unlocking processing.

Applications designed to be switchable from trial/demo version to product version

Trial/demo versions with playable game element or play time restrictions, that can be removed by purchasing the product version on PlayStation®Store, are classified into applications that are designed to be switchable from trial/demo versions to product versions.

In the case of PlayStation®Vita or PlayStation®4, upgradable applications mainly apply to this classification. In the case of PlayStation®3, purchase of an Unlock Key/license package means that the product version is purchased, therefore this classification applies to the combination of a trial/demo version with an Unlock Key/license package.

An application designed to be switchable from the trial/demo version to the product version cannot use the trophy system until the product version is purchased. It is possible to include a trophy pack file in the disc/package, but until purchase of the product version has been confirmed, trophy record files should not be installed and trophies should not be unlocked. Do not call any trophy-related API before the purchase of the product version.

Expansion Pack Trophy Set

Trophy addition with paid-for expansion packs

An expansion pack is allowed to include trophies with a range from 0 to 200 points, provided that it extends the range of game play with additional scenarios, additional parts, and other paid-for additional content. Trophies of a paid-for expansion pack can be set regardless of whether the base game is a large-scope game, small-scope game, or a freemium game.

When setting trophies in an expansion pack, observe the following rules.

- Points allocated for the base game (large-scope game: 950 - 1050 points, small-scope game: 285 - 315 points, freemium game: 0 - 315 points) cannot be given to an expansion pack. The trophies for these points must be unlockable without the expansion pack.
- Trophies cannot be included in skins and themes or any kind of additional data that simply changes the appearance and does not extend the scope of game play.
- Paid-for additional content that includes just trophies and additional content that allows trophies in the main game to be unlocked are not permitted.
- Trophies included in an expansion pack cannot have the platinum link attribute

Trophy addition with free expansion packs

With a free expansions pack or patch, if it has roles that expand the range of gameplay and the title has additional content that can be repeatedly purchased from PlayStation®Store, it is possible to add trophies equivalent to 0 to 45 points even with a free expansion.

Paid additional content that can be repeatedly purchased refers to paid additional content that has a limited number of uses or can be used for a limited amount of time and can be repeatedly purchased by the same user.

It is not possible to create free additional content or patches that only add trophies. Release of free content or a patch that also has elements that expand the gameplay is always required.

Note that adding trophies with a free expansion pack/patch is possible regardless of the title type (large scope, small scope, freemium game) as long as the aforementioned conditions are fulfilled.

Relations with the base game trophy set

A trophy set for an expansion pack must include all of the trophies of the base game. When releasing a single title with the base game and an expansion pack, the trophy set configuration must be one of the following:

- The first master has a trophy set that includes all of the trophies used in the expansion pack.
- The first master has a trophy set that includes only the trophies used in the base game. A new version of the trophy set is created for the trophies used in the expansion pack, then it is included in the patch package and distributed.

For details on trophy set version upgrades and creating expansion packs that support trophies, refer to the "Upgrading the Trophy Set" section.

Rules on Platinum Link Attribute

If the trophy set includes both the trophies for the base game and the expansion pack, set only the trophies for the base game to Linked. Set all the trophies to be earned in the expansion pack game play to Unlinked.

Trophy Groups

The trophy collection in the system software will display the trophies for each expansion pack in groups. It is possible to set a still image icon, name, and detailed information for each trophy group.

When adding trophies with paid expansion packs, a trophy group must be created for each expansion pack.

When adding trophies with free expansion packs/patches, trophies for multiple expansion packs can be located in a single trophy group with a maximum of 200 points.

A maximum of 15 trophy groups can be set in PlayStation®Vita.

It is possible to set a maximum of 31 groups in PlayStation®3 and PlayStation®4, but note that the maximum number of groups varies for PlayStation®Vita.

Upgrading the Trophy Set

Trophy sets can be "upgraded". For example, trophies for the expansion pack can be added to the base game trophy set, and multi-lingual support can be added to a trophy set that currently uses only the default language.

Rules for Upgrades

The existing trophies and trophy groups must not be modified when upgrading a trophy set. Only adding compatible platforms, adding trophies, and adding languages for multilingual support is possible. In particular, note the following points to guarantee consistency in the trophy set.

- The trophy set version is set to an appropriate value.
 - Trophy sets with the same trophy set version must have the same settings.
- Platforms (PlayStation®Vita/PlayStation®3/PlayStation®4) defined for an existing trophy set must not be deleted
 - Platforms (PlayStation®Vita/PlayStation®3/PlayStation®4) defined for an existing trophy set must all be defined for a new trophy set
- The same settings are the same as the trophies defined in the existing trophy set.
 - All existing trophies are defined in the new trophy set.
 - Settings of the trophy grade (platinum, gold, silver, bronze), show/hide flag, and platinum link attribute are unchanged.
 - The name, details, and icon image of the existing trophy set are unchanged (except when fixing typographical errors, etc.).
 - The names, details, and icon images of existing trophies are unchanged (except when fixing typographical errors, etc.).
 - The existing trophy order is not changed, and the new trophies are added to the end.
- Conditions for earning the platinum trophy are unchanged.
 - The platinum link attribute of each existing trophy is unchanged.
 - The platinum link attribute of all additional trophies is set to "Unlinked".
- All the languages defined in the existing trophy set are defined in the new trophy set.
- Existing trophy groups remain the same.
 - The names, details, and icon images of existing trophy groups are unchanged (except when fixing typographical errors, etc.).
 - Trophies belonging to existing trophy groups are unchanged.
 - The existing trophy group order is not changed, and the new trophy groups are added to the end.

Note

When updating the application, too, remember that the handling of existing trophies must not be modified. It is necessary for the user to be able to earn the same trophies in the same situations both before and after the update.

Note

Do not change the names, details, and icon images of the trophy set, the trophy group, and the individual trophies except when it will fix obvious problems such as typographical errors, missing characters, etc. When changes have been made, provide this information in the master submission. All other trophy data (grade, show/hide flag, platinum link attribute) are not allowed to be modified.

Distribution of New Trophy Sets

The trophy system supports application patches. In other words, a trophy set can be updated by including a new trophy pack file in a patch package.

After a patch package with a new trophy set is installed, the trophy set installed to the internal flash memory will be updated.

Trophy sets require version numbering, in order to determine whether or not an update is necessary. A trophy set's version number is not the same as the patch version. Trophy set versions must be specified as appropriate by the licensee. In most cases, the trophy set version should be incremented by 0.01 when trophy information is updated.

Note

At any given time, only the latest version of the trophy set is on the trophy server. For this reason, all the trophies defined in the latest version of the trophy set will be shown when a trophy collection of a user or the user's Friend is displayed in the system software screen, regardless of the trophy set actually being played by that user.

Also, when trophies for the expansion pack are added, note that the new trophy set will be uploaded to the trophy server as soon as QA completes, which means that it will be visible to users before the release of the expansion pack.

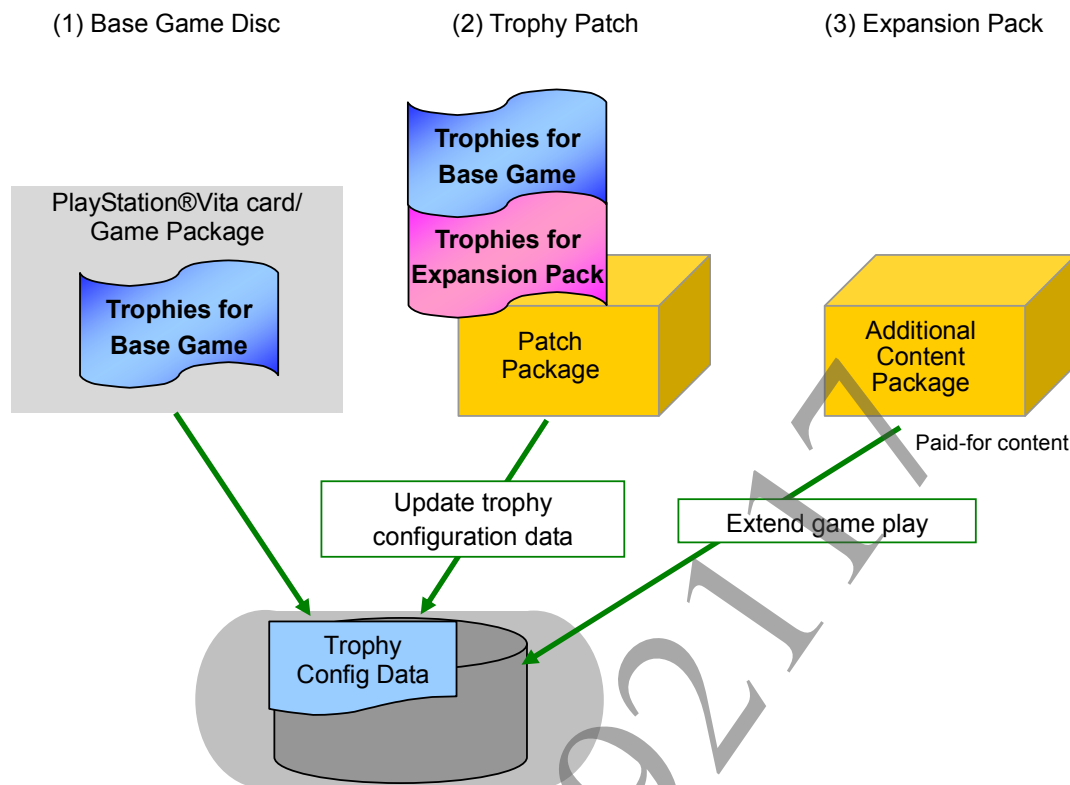
Distributing New Trophy Sets in Expansion Packs

If trophies are to be added with an expansion pack, it is necessary to create a new trophy set as a patch, since trophy pack files cannot be included in the additional content package.

The standard procedure is as follows.

- (1) Create a new version of the trophy pack file that includes both the trophy set for the base game as well as the trophy groups/trophies for the expansion pack. It is important to remember that all trophies, for the base game and the expansion pack, must be included.
- (2) Create a patch package that includes the new trophy pack file and release this package for distribution.
- (3) Data for the expansion pack, and the additional content package with an unlock key (for example) must be created separately from this patch package. These are distributed as an additional content.

Note that the patch package must be available to users before the additional content.

Figure 2 Example Configuration of Expansion Packs and Patch Packages Supporting Trophies

If the expansion pack with trophies will be distributed at the same time as the rollout of the base game, it is also possible to include the trophies for the expansion pack in the trophy pack file of the base game master disc.

Notes on Designing Trophy Sets

Prohibition of Viral Trophies

Trophies that have interacting with specific users as the unlocking condition must not be set. Trophies such as the following trophies are prohibited.

- A trophy that can be obtained by fighting and beating a player with a specific Online ID
- A trophy that can be obtained by fighting and beating another player who owns a specific trophy

Names and Descriptions of Trophy Sets

Trophy information is disclosed to all users via PSNSM. Configuration data (icons, names, descriptions, etc.,) of a trophy set must have appearances/wording that is appropriate for users of all ages.

Trophies That Use Location Information

It is possible to associate trophies with game features that use location information, but setting trophy conditions that correspond to the following is not permitted

- Relying on one or more specific locations
- Relying on the number of player encountered in a specific region
- Relying on information combinations of specific dates/times and locations
- Relying on the user traveling extremely long distances

Do not create trophies based on special conditions unrelated to gameplay. If conditions unrelated to gameplay are set, acquiring trophies associated with game features that use location information will become particularly difficult. Make sure the conditions for acquiring trophies are reasonable for all players.

If you are having trouble determining the appropriateness of associating trophies with features related to location information, contact Private support through the PlayStation®Vita Developer Network website (<https://psvita.scedev.net/>)

Reusing a Trophy Set

There are cases where the sales format or packaging is changed and a title is released again without changing the main application, but in such cases a new trophy set should not be created; reuse the existing trophy set and NP Communication ID. This applies to cases such as the following.

- Changing only the external packaging and releasing the application again without changing the main application (such as "PlayStation®Vita the Best" applications)
- Releasing a title again in a "remastered" format bundled together with free additional content and/or patch packages
- Releasing a download version of a title on PlayStation®Store whose sales format was previously on PlayStation®Vita cards only
- Releasing a single game in multiple regions

4 Overview of Application Development

In this chapter, the development of applications supporting the trophy system will be described. Registration is necessary in order to use the trophy system, and trophy pack files must be created in the correct format.

Registration

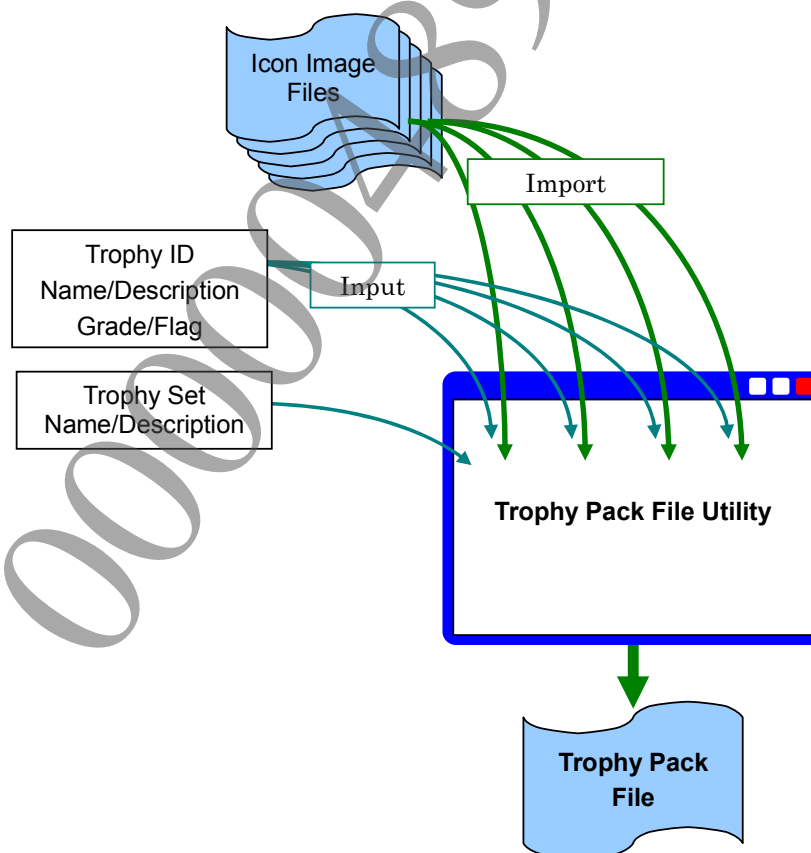
On the PlayStation®Vita Developer Network (<https://psvita.scedev.net/>), obtain an NP Communication ID and to request the use of the trophy system. In addition to the NP Communication ID, the NP Communication Signature (the authentication password for the application on the trophy system) will be issued. For more information regarding the registration process, refer to the document "PSN™ Overview".

Creating the Trophy Pack File

First, create the icon images of the trophy set and the individual trophies. Also create the icon images for the trophy groups if required. Details of the image format and other data specifications can be found in the chapter "Trophy Configuration Data".

Then, launch the Trophy Pack File Utility. Type in each trophy's attributes (including name and description for each language) and link this information to the appropriate icon image. The utility will consolidate this information and create the trophy pack file (TROPHY.TRP).

Figure 3 Creating a Trophy Pack File



Note

When defining the platinum trophy, always use Trophy ID 0.

Creating and Testing the Application

Use the NP Trophy library API as necessary to create the application and carry out the following tests.

- Check that the application calls Trophy Setup Dialog correctly when it is first booted. Check that trophy configuration data is installed correctly, and that the trophy set is displayed correctly on the "local browser" screen of the system software's trophy collection.
- If the user is allowed to cancel the installation of trophy configuration data, check that the processing after cancellation is executed correctly.
- If the trophy collection is displayable in the application, check that the trophy collection is displayed correctly.
- Check that `sceNpTrophyUnlockTrophy()` is called correctly according to game play results, and that results are correctly reflected in the trophy collection of the user that unlocked the trophies.
- Check that the processing after the platinum trophy is unlocked as a result of calling `sceNpTrophyUnlockTrophy()` is executed correctly.
- Check that the application calls Trophy Setup Dialog correctly the second time it is booted (and subsequently).

The trophy server is not made available while the application is in development. For this reason, it is not possible for the application to use features requiring the trophy server, such as displaying the trophy collection of a Friend.

Placement of the Trophy Pack File

A trophy directory and a directory per NP Communication ID must be created as indicated below under the `sce_sys` directory of the application binary to boot, and the trophy pack file must be placed in the latter directory.

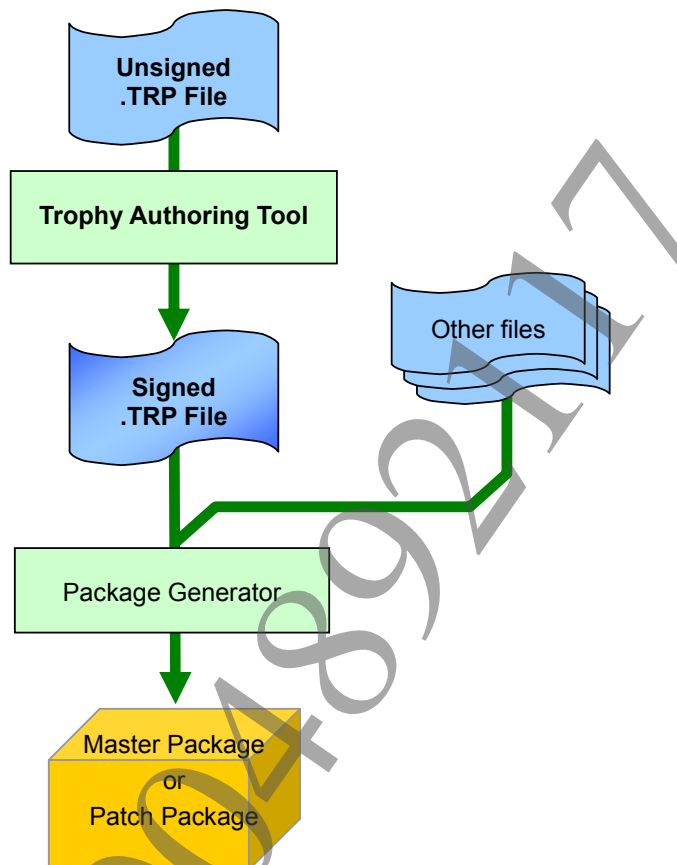
Figure 4 Placement of the Trophy Pack File



Mastering and QA Submission

After all testing on the application completes, access the Trophy Authoring Tool and append a digital signature to the trophy pack file. Then place the signed trophy pack file in the required subdirectory, and create the master package or patch package.

Figure 5 Appending a Digital Signature



Checking the Digital Signature

It is possible to check if the trophy pack file has a digital signature correctly appended by setting **Release Check Mode** to **Release Mode** in the system software setting. When **Release Check Mode** is set to **Release Mode**, a trophy pack file that is not correctly signed will cause an error (SCE_NP_TROPHY_ERROR_TRP_FILE_VERIFICATION_FAILURE) when an NP Trophy library API is called. This method can be used to see if there are any unsigned trophy pack files.

During development, set **Release Check Mode** to **Development Mode**, in which trophy pack files are not checked for signatures. Trophy pack files without signatures can be used in this mode during the development process.

Placement of the Trophy Pack File

Place the TROPHY.TRP file in an appropriate directory within the master package and create the package. For the directory in which to place the file, refer to the "Placement of the Trophy Pack File" in the section "Creating and Testing the Application".

For details on creating a master package, refer to the document "Package Generator User's Guide" document.

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QA Submission

To expedite testing by SCE QA, provide a list of the trophies in the game along with their reward conditions, when submitting the master disc/package and the TRC (Technical Requirements Checklist). When upgrading the trophy set version by defining a new trophy set, describe the differences from the current trophy set. For a particularly difficult trophy to earn, SCE QA may ask for the submission of save data of the relevant scene.

After QA testing completes, trophy configuration data will be uploaded to the trophy server by SCE.

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5 Trophy Configuration Data

In this chapter, specifications of trophy configuration data in the trophy pack file will be described, along with the procedure for creating this data.

Configuration of Trophy Configuration Data

Trophy configuration data includes the following information.

Information for the Trophy Set (Base Game Group)

- Trophy set version
- Trophy set still-image icon (image allowing multi-lingual support)
- Trophy set name (text allowing multi-lingual support)
- Trophy set details (text allowing multi-lingual support)

Information for the Trophy Group

- Trophy group still-image icon (image allowing multi-lingual support)
- Trophy group name (text allowing multi-lingual support)
- Trophy group details (text allowing multi-lingual support)

Information for Each Trophy

- Trophy still-image icon (image)
- Trophy name (text allowing multi-lingual support)
- Trophy details (text allowing multi-lingual support)
- Trophy grade
- Trophy show/hide attribute
- Trophy platinum link attribute

This information is entered when using the Trophy Pack File Utility to create a trophy pack file (TROPHY.TRP).

The maximum trophy pack file size is 30 MiB.

Multi-lingual Support

The trophy set still-image icon, trophy set name, trophy set details, trophy group still-image icon, trophy group name, trophy group details, trophy name, and trophy details support switching of languages by the system software. When these are made available in the applicable languages, trophy data of the language specified in the system software language settings will be installed when Trophy Setup Dialog is called.

The available languages are as follows. Always provide information in the default language. All other languages are optional. Note that trophy data cannot be modified at a later date. If the title may be released in multiple regions, English is the recommended default language.

- Default language * Required
- Japanese
- English (United States)
- French
- Spanish
- German
- Italian
- Dutch

- Portuguese (Portugal)
- Russian
- Korean
- Chinese (Traditional)
- Chinese (Simplified)
- Finnish
- Swedish
- Danish
- Norwegian
- Polish
- Portuguese (Brazil)
- English (United Kingdom)
- Turkish

Trophy Set Still-image Icon

The trophy set still-image icon is an image that represents the trophy set.

In most cases, this image is the same as the still-image icon of the application. Trophy set still-image icons have multilingual support. The trophy set still-image icon must be provided in the default language; icons in all other languages are optional.

Picture Size

320 x 176 pixels

Image Format

PNG, 32bit or 24bit

Do not use interlaced format.

File Size

There are no restrictions.

Method of Creation

Use commercially available tools.

Trophy Set Name

The trophy set name is text data indicating the name of the trophy set.

In most cases, this is the same as the application title. (Specifications are the same.)

The trophy set name can be provided in multiple languages to support switching by the system software. It must be provided in the default language; all other languages are optional.

Size

128 bytes

Format

UTF-8

Up to 3 lines (up to 2 linefeed codes). Use 0x0a for linefeeds.

Notes Regarding the Display

If the text does not fit in the width of the display area, linefeed codes may be inserted automatically. In addition, if there is only one line for the display area, the linefeed codes may be replaced by spaces to display the entire text in one line.

Trophy Set Details

Trophy set details are text data describing the trophy set.

Trophy set details can be provided in multiple languages to support switching by the system software. Details must be provided in the default language; all other languages are optional.

Size

1024 bytes

Format

UTF-8

Supports as many linefeed codes as necessary. Use 0x0a for linefeeds.

Notes Regarding the Display

If the text does not fit in the width of the display area, linefeed codes will be inserted automatically. In the mode that displays trophy data in the system software, scrolling will enable the display of the entire text.

Trophy Group Still-image Icon

The trophy group still-image icon is an image that represents the trophy group.

In most cases, this image represents an expansion pack.

The trophy group still-image icon can be provided in multiple languages to support switching by the system software. The icon must be provided in the default language; icons in all other languages are optional.

Picture Size

320 x 176 pixels

Image Format

PNG, 32bit or 24bit

Do not use interlaced format.

File Size

There are no restrictions.

Method of Creation

Use commercially available tools.

Trophy Group Name

The trophy group name is text data indicating the name of the trophy group.

In most cases, this is the name of the application's expansion pack.

The trophy group name can be provided in multiple languages to support switching by the system software. It must be provided in the default language; all other languages are optional.

Size

128 bytes

Format

UTF-8

Up to 3 lines (up to 2 linefeed codes). Use 0x0a for linefeeds.

Notes Regarding the Display

If the text does not fit in the width of the display area, linefeed codes may be inserted automatically. In addition, if there is only one line for the display area, the linefeed codes may be replaced by spaces to display the entire text in one line.

Trophy Group Details

Trophy group details are text data describing the trophy group.

Trophy group details can be provided in multiple languages to support switching by the system software. Details must be provided in the default language; all other languages are optional.

Size

1024 bytes

Format

UTF-8

Supports as many linefeed codes as necessary. Use 0x0a for linefeeds.

Notes Regarding the Display

If the text does not fit in the width of the display area, linefeed codes will be inserted automatically. In the mode that displays trophy data in the system software, scrolling will enable the display of the entire text.

Trophy Still-image Icon

The trophy still-image icon is an image that represents a trophy and must be provided for each of the trophies in the trophy set. The same image can be used for multiple trophies. However, it is recommended that each trophy icon be a representation detailing the characteristics of the trophy itself rather than an icon used for all the trophies in a grade type, for example.

On the trophy collection screen of the system software, the still-image icon of a trophy will be displayed when it is unlocked (when the user earns the trophy).

Switching between multiple languages is not supported. The same icons are used for all the languages.

Picture Size

240 x 240 pixels

Image Format

PNG, 32bit or 24bit

Do not use interlaced format.

File Size

Maximum 200 KiB

Method of Creation

Use commercially available tools.

Trophy Name

The trophy name is text data indicating the name of a trophy.

The trophy name can be provided in multiple languages to support switching by the system software. It must be provided in the default language; all other languages are optional.

Size

128 bytes

Format

UTF-8

One line (no linefeed codes permitted)

Notes Regarding the Display

If the text does not fit in the width of the display area, linefeed codes may be inserted automatically.

Trophy Details

Trophy details are text data describing a trophy.

Trophy details can be provided in multiple languages to support switching by the system software. Details must be provided in the default language; all other languages are optional.

Size

1024 bytes

Format

UTF-8

Supports as many linefeed codes as necessary. Use 0x0a for linefeeds.

Notes Regarding the Display

If the text does not fit in the width of the display area, linefeed codes will be inserted automatically. In the mode that displays trophy data in the system software, scrolling will enable the display of the entire text.