Gameflex Generic Integration
Reality Check Supplement

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Change History

Version	Date	Author	Summary of Changes
1.0	8th April 2016	Matthew Keggen	Initial Release.
1.1	24th May 2016	Matthew Keggen	Clarification of parameters and Reality Check dialog functionality.

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1   Preface

This document describes the solution that all Gameflex Generic Integration (GGI) Game Providers must implement to meet UKGC RTS 13 requirements to perform a Player Reality Check. The solution is based on appending additional parameters to the Game Launch URL to configure the Reality Check inside the Game.

2 Reality Check

During the Game Launch process, a set of additional parameters will be appended to the Game Launch URL to configure the Reality Check. The parameters will include the current session start duration, the interval to display the Reality Check and the URL to exit the Game.
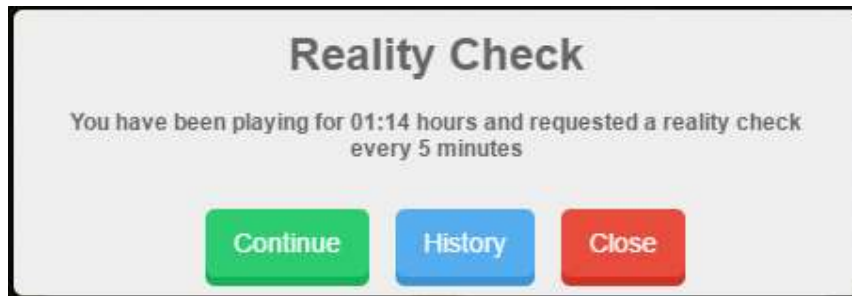
The Game Provider must show a Reality Check dialog to the Player every time the specified interval is exceeded. If the current session start duration is specified during the Game Launch, the first Reality Check must take this elapsed session duration into consideration when displaying the first Reality Check dialog. We recommend that the Reality Check Dialog is only shown before the Player starts the next Game round. This will avoid unnecessary open Game Rounds. When displaying the Reality Check dialog to the Player, the Game Provider must stop any auto-spin functionality or any other gameplay events until the Player has confirmed the Reality Check.

The Game Provider is responsible for the layout and design of the Reality Check dialog. It must contain options for the Player to Continue playing, exit to their Game History or Close the Game. If the implementation of the Reality Check dialog invalidates the current test certificate for the Game, it is the Game Providers responsibility to ensure the Game is certified.

The interaction between the Reality Check buttons and the browser varies between Desktop and Mobile. This document describes the parameters used to the launch the Game and how these interactions should vary.

3 Desktop

3.1 Example Dialog

3.2 Parameters

Name	Type	Typical Value	Description
realitycheck_startduration	Integer	30	Start duration value in seconds. This value is used with the interval to calculate when to display the dialog. This value could be zero to indicate each Game will run its own reality check period. Or the value could be the current elapsed time of the Player Session.

realitycheck_interval	Integer	300	Interval in seconds to show the Reality Check dialog. If required, we can also map this value in minutes.
realitycheck_historyurl	String	URL	URL Game will be redirected to when the Player chooses to exit to their History
realitycheck_exiturl	String	URL	URL Game will be redirected to when the Player chooses to exit the Game. This is normally set as the Lobby URL and doesn't have to be a separate parameter.

If required, the parameter names can be customised and mapped to a different name.

3.2.1   Continue

When the Player chooses to continue playing the dialog is closed and gameplay may resume.
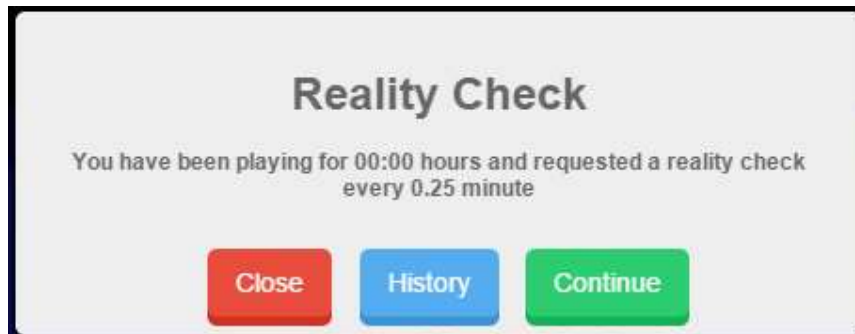
3.2.2   Exit & History URL

When the Player decides to exit the Game, the Game should redirect to the specified exit URL using the **window.location.replace** method. For example:

```
window.location.replace(URL);
```

Note the redirect method is **different** from Mobile.

4   Mobile

4.1   Example Dialog

It is recommended on Mobile that the continue button is the right hand button to allow the Player to easily continue.

4.2   Parameters

Name	Type	Typical Value	Description
realitycheck_startduration	Integer	30	Start duration value in seconds. This value is used with the interval to calculate when to display the dialog.

			This value could be zero to indicate each Game will run its own reality check period. Or the value could be the current elapsed time of the Player Session.
realitycheck_interval	Integer	300	Interval in seconds to show the Reality Check dialog. If required, we can also map this value in minutes.
realitycheck_historyurl	String	URL	URL Game will be redirected to when the Player chooses to exit to their History
realitycheck_exiturl	String	URL	URL Game will be redirected to when the Player chooses to exit the Game. This is normally set as the Lobby URL and doesn't have to be a separate parameter.

If required, the parameter names can be customised and mapped to a different name.

4.2.1   Continue

When the Player chooses to continue playing the dialog is closed and gameplay may resume.

4.2.2   Exit & History URL

When the Player decides to exit the Game the Game should redirect to the specified exit URL using the **window.top.location.replace** method. For example:

```
Window.top.location.replace(URL);
```

Note the redirect method is **different** from Desktop.