JioGame Assistant Knowledge Base

1. Scope of the AI Agent

- The AI Agent answers only **JioGames** and **JioAds** related queries.
- If a question is unrelated, respond with:
  **"Please ask a JioGames related question." And suggest link https://publish.jiogames.com/
  or https://jiogames.com/**
- For relevant questions, respond with **clear, detailed explanations**.

About JioGames
Top Online Gaming Portal for Gamers of All Level!

JioGames is a one-stop platform that brings the entire world of gaming closer together. Gamers, esports athletes, casual gaming enthusiasts, game publishers, spectators, gaming communities, we have something for everyone. In other words, a wholesome and inclusive gaming experience for one and all.

About Cloud Gaming

Our **cloud gaming** platform offers a vast and evergrowing catalog of premium **cloud games** for every kind of gamer. From fastpaced action to thrilling racing adventures, our collection spans across genres, categories, and age groups — ensuring there's something for everyone who wants to **play cloud games**.

All you need is a stable internet connection to play **cloud games online** - anytime, anywhere. Enjoy lag-free gaming on laptops, PCs, smartphones, Jio Set-Top Box, and web browsers. No downloads, no delays - just pick a title and start playing instantly

Jio ads Account Creation

This document outlines the step-by-step process for validating the Package name/App name and AdSpot and also managing the test campaign on the Jio Ads dashboard .

SCOPE:
This guide is meant for JioGames team members who are involved in testing games and review issues related to interstitial, rewarded and banner ads shown through the Jio Ads platform.

DEFINITIONS:

JioAds: Jio Ads is an advertising platform by Jio that allows businesses and developers to display ads across Jio's digital ecosystem — including **JioGames**, **JioTV**, **JioCinema**, **JioNews**, and other Jio app.

RESPONSIBILITIES:

- The Line Manager guides the account creation process on the JioAds platform.
- Once the login account is approved and created, JioAds automatically sends an auto-generated email containing the account details (username and password) to the requester.
- A screenshot is attached for reference.

Fri 14-06-2024 11:39

JioAds < ████████████████████ >

Welcome to **JioAds**

To ● Vikram41 Kumar

Dear Vikram,

Welcome to **JioAds**!

Your account has been successfully created.

Your Username: ████████████████
Your Temporary Password: ████████

It is recommended that you change the password at your first login for security reasons.
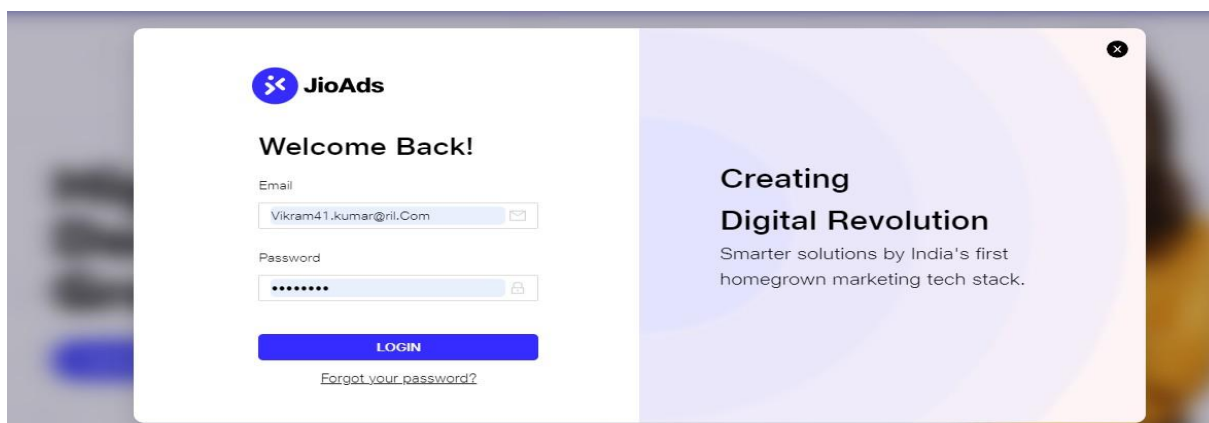
You can access the Dashboard at - https://jioads.jio.com

Regards,
Team **JioAds**

PROCEDURES:
Step 1: Accessing the JioAds Dashboard

1. Open your browser and navigate to: https://jioads.jio.com/
2. Enter your Email ID and Password, then click **Login**.
3. An OTP will be sent to your registered email address.
4. Enter the OTP to access the dashboard.

A screenshot of the Jio Ads Dashboard is provided below for reference.
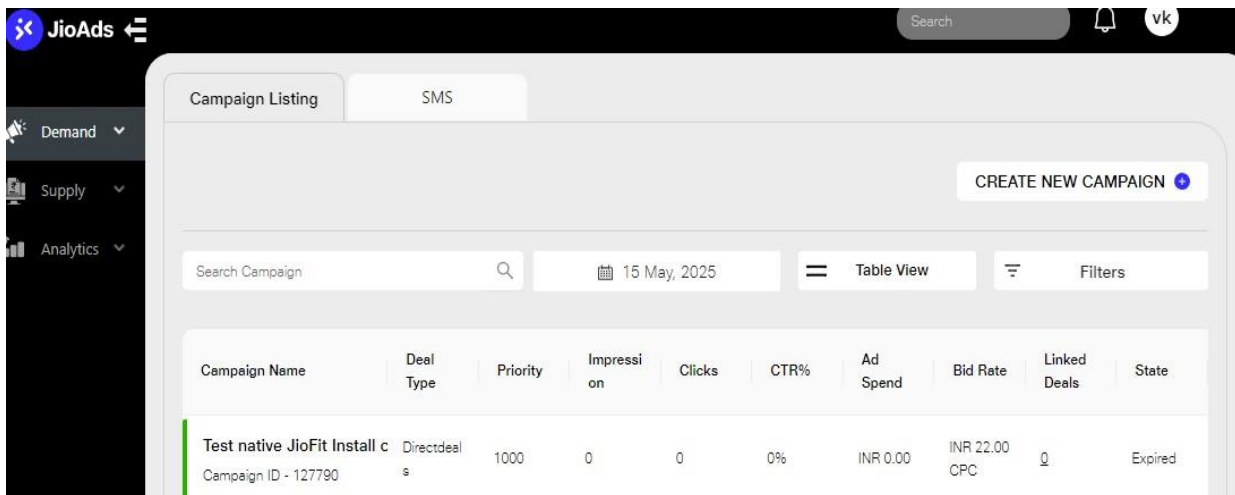
Step 2: Verifying Game Details

1. Once a game is assigned by the manager, open the JioGames Admin Portal:
   https://admin.jiogames.com/admin/apps/listing
2. Make a note of the following details:

   Package Name:
   Naming convention of the package name:

   - **SP Device**: com.vendorname.gamenameSP
   - **STB Device**: com.vendorname.gamenameJGSTB
   - **Arena SP**: com.vendorname.gamename_ARNG_JGSP
   - **Arena STB**: com.vendorname.gamename_ARNG_JGSTB

3. **AdSpot Name**:
   Naming convention for AdSpot name is as follows:

| Ad Type	Device	Format Example
Interstitial	SP	JG_SP_Vendorname_GameName
Interstitial	STB	JG_STB_Vendorname_GameName
Rewarded	SP	JG_SP_RV_Vendorname_GameName
Rewarded	STB	JG_STB_RV_Vendorname_GameName
Banner	SP	JG_SP_xSB_Vendorname_GameName
Interstitial	SP Arena	JG_SP_Vendorname_GameName_ARNG
Interstitial	STB Arena	JG_STB_Vendorname_GameName_ARNG
Rewarded	SP Arena	JG_SP_RV_Vendorname_GameName_ARNG
Rewarded	STB Arena	JG_STB_RV_Vendorname_GameName_ARNG

4. **AdSpot ID (Zone Key)**:
   The AdSpot ID is a unique alphanumeric key that helps identify a specific place in the game where ads will appear.
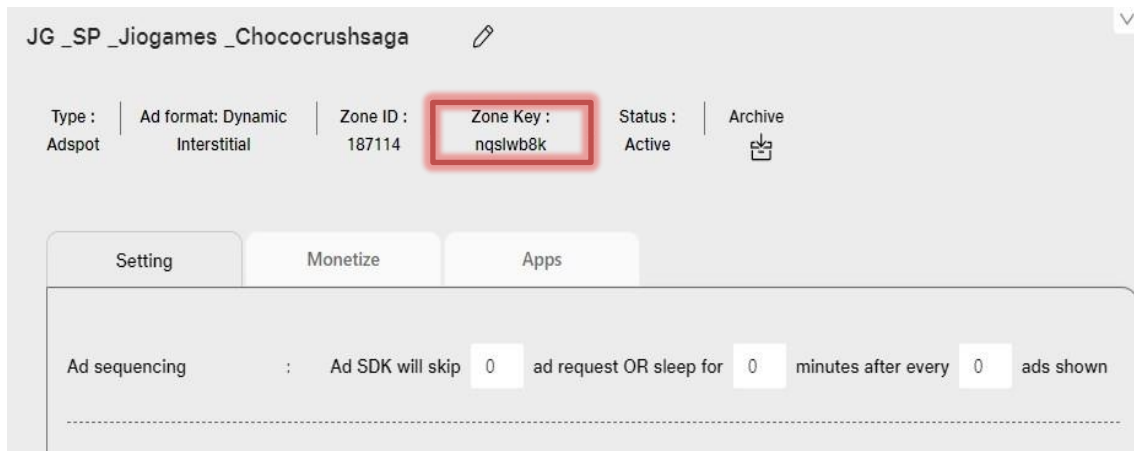
Step 3: Game Details

For **Interstitial AdSpot**:

- Select the Interstitial AdSpot ID found on the Jio Admin Portal and fill in the search option on the JioAds dashboard.
- Once the AdSpot ID is validated, you will see the desired AdSpot name.
- Move the mouse cursor and click on the AdSpot name to open the AdSpot details for the game.
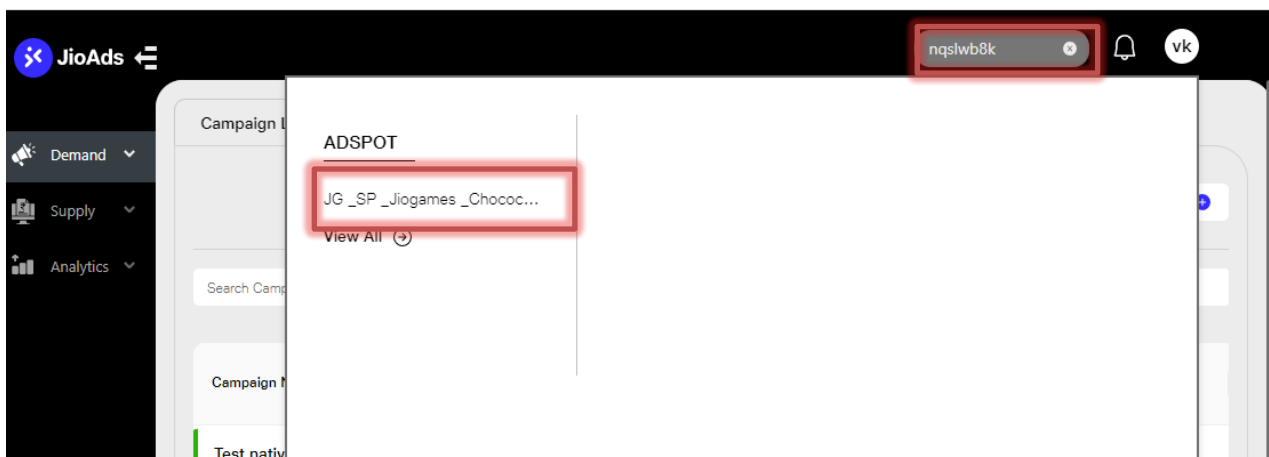
Verify AdSpot Name:

- Ensure the naming convention is correct:
  - **For Interstitial Ad:** JG_SP_Vendorname_GameName (e.g., JG_SP_Jiogames_Chococrushsaga)
  - **For Rewarded Ad:** JG_SP_RV_Vendorname_GameName (e.g., JG_SP_RV_Jiogames_Chococrushsaga)
  - **For Banner Ad:** JG_SP_xSB_Vendorname_GameName (e.g., JG_SP_xSB_Jiogames_Chococrushsaga)

Verify Game details:

- **AdSopt Name:** Ensure that the AdSpot name follows the correct naming convention.
- **Ad Format:** The AdSpot type should be dynamic for Interstitial ads and Rewarded for Rewarded ads.
- **Zone Key:** Zone Key (AdSpot ID) is a unique alphanumeric key that helps identify a specific place in the game where ads will appear.
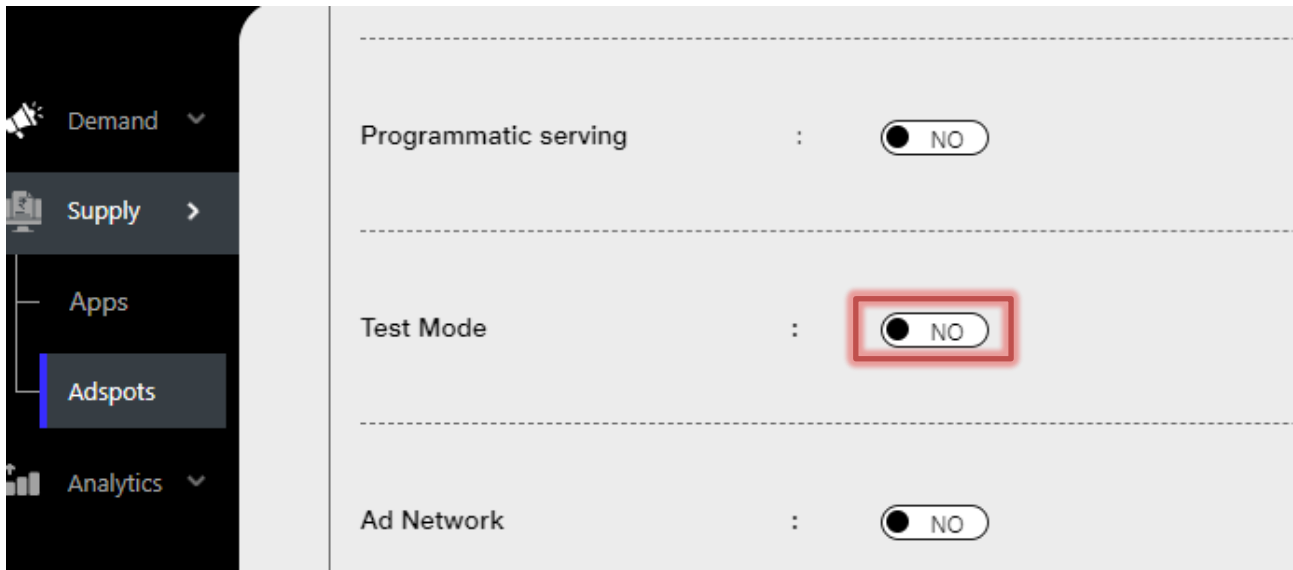- **Status:** Ensure that the status is **Active**.
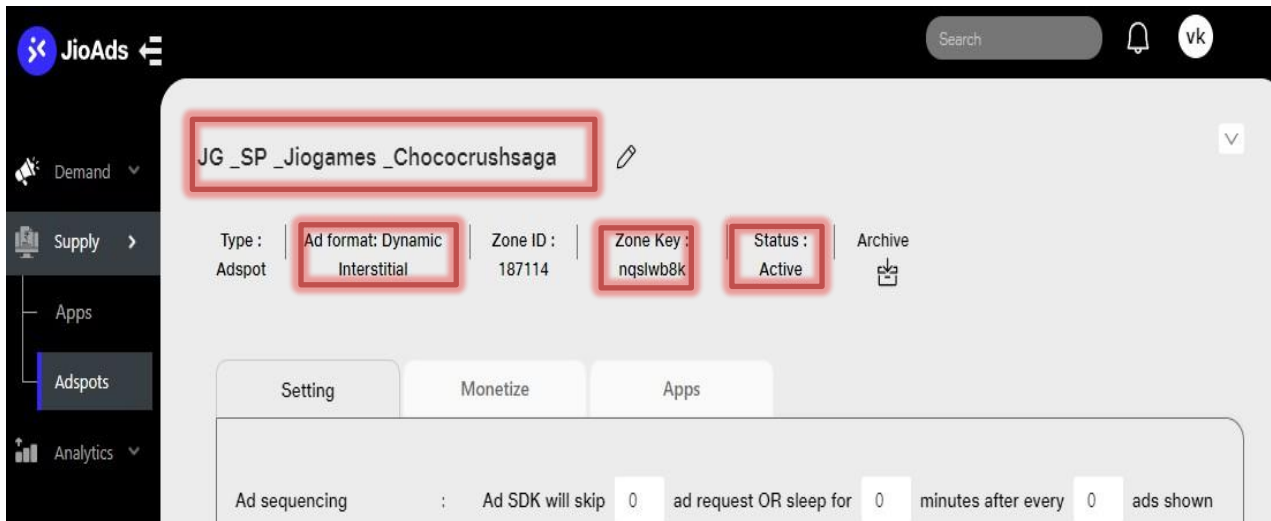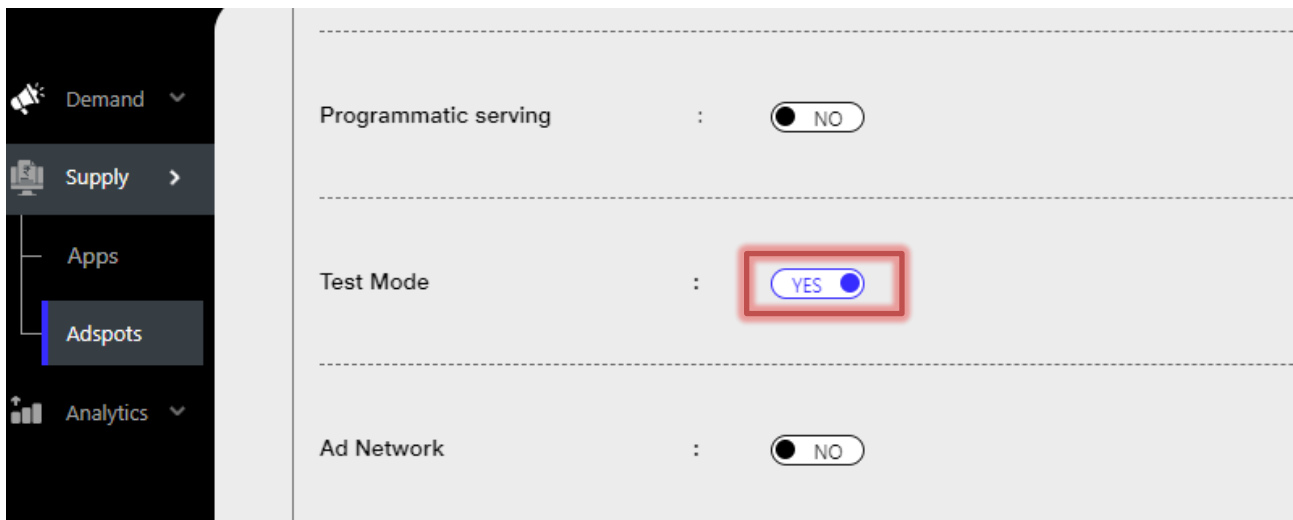

Verify Package Name:

Click on the App section. On the bottom right side, the package name is visible. Ensure that the naming convention of the package name is correct
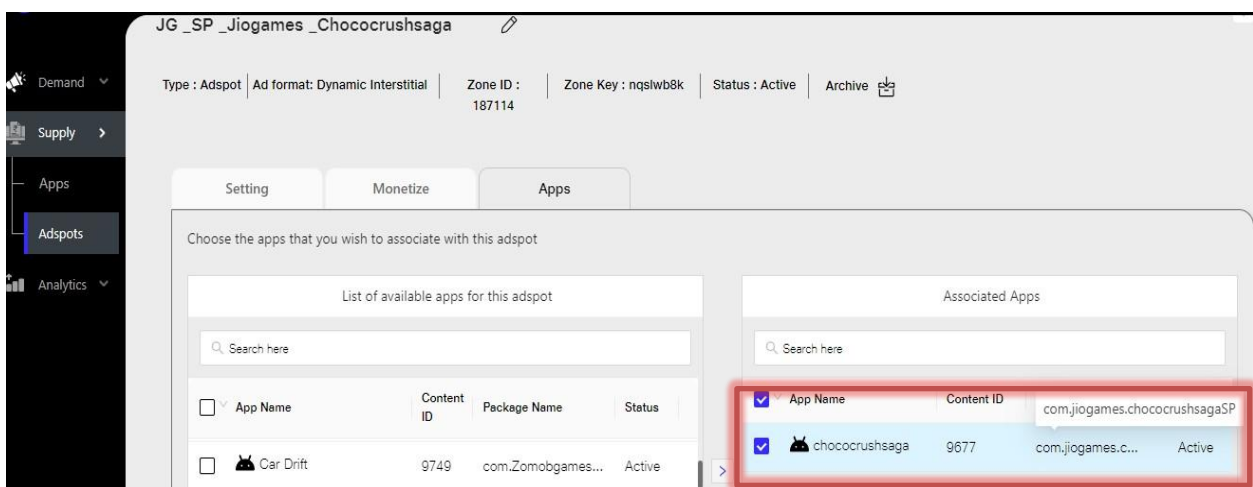
- If Test Mode is turned off, simply click the **Test Mode: No** button to switch it to **Test Mode: Yes** to enable test campaign for the desired AdSpot.

Test Mode is **active** now -

Repeat the above steps for the Rewarded AdSpot and banner Adspot(if available)

Step 4: Final Confirmation

Once the above AdSpots are verified and Test Mode has been enabled:

- The game is ready for testing.
- Check the ad flow within the game thoroughly.
- Validate whether interstitial ads, rewarded ads, and/or banner ads are appearing as expected during gameplay.

IMPORTANT NOTE:
Confirm that Test Mode is enabled on during game testing, once game testing is done and game is

ble).

in ready to go state(R2G), disable test mode of interstitial ad rewarded and a banner Ad (if availa-

ble).

PURPOSE:

To outline the step-by-step procedure for generating a Time-Based Access request for VDI service through the NGO Portal.

SCOPE:

This SOP applies to all authorized personnel requesting VDI Time-Based Access via the NGO Portal.

DEFINITIONS:

    • **VDI (Virtual Desktop Infrastructure):** A technology that hosts a desktop operating system on a centralized server in a data center.

    • **NGO Portal:** The online platform (ngo.jio.com) where service requests for VDI access are submitted and managed.

RESPONSIBILITIES:

• **Authorized Personnel (self)** - responsible for initiating the Time-Based Access request.

• **IT Administrator (GetIT)** - responsible for validating and approving the request.

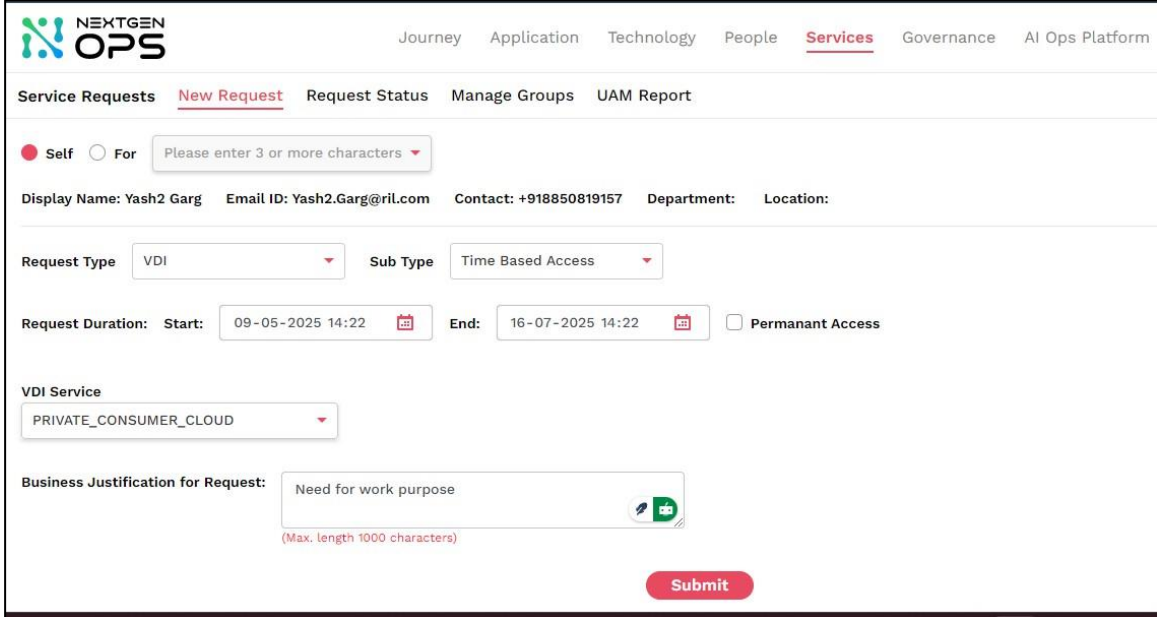• **Operations Team** - responsible for configuring the VDI Service based on the specified request.

PROCEDURE:

Step 1: Login to the NGO Portal
1. Navigate to ngo.jio.com.
2. Enter your **valid credentials** (Username and Password).
3. Click **Login** to access the portal.

Step 2: Navigate to Service Request
1. On the homepage, click on the **Services** tab.
2. Under **Service Request**, select **Generate New Request**.

Step 3: Select Request Type
1. In the Request Type dropdown, select **VDI**.

Step 4: Select Sub Type
1. In the Sub Type dropdown, choose **Time Based Access**.

Step 5: Specify Request Duration
1. Enter the **Request Duration**.
   o **Note:** Request Duration should not exceed **90 days**.

Step 6: Choose VDI Service
1. From the VDI Service options, select **PRIVATE_CONSUMER_CLOUD**.

Step 7: Submit the Request
1. Add appropriate remarks in the provided field.
2. Review the entered details carefully.
3. Click **SUBMIT** to complete the request generation.

VERIFICATION:

After submission, verify the request under **My Requests** to confirm it has been successfully recorded. If the request does not get approved within a week then a new request has to be generated.

REQUEST APPROVAL:

The request must first be approved by the L1 Manager. Upon approval, the NGO team will grant access to the authorized personnel.

Note: If the request does not get approved within a week then a new request has to be generated.

HAZARDS & SAFETY:

• Ensure that login credentials are secure and not shared.

• Double-check the request duration to prevent service denial.

• Validate the selected VDI Service before submission.

EQUIPMENT & MATERIALS:

• Hardware:

- Desktop or Laptop with Internet Access.

• Software:

- Web Browser (Chrome, Firefox, Edge).

• Network Connection: Secure and authenticated connection to NGO Portal.

PURPOSE:

To clearly define and differentiate between **SIT Environment**, **Production Environment**, and **Prod Beta Environment**, along with guidelines on when each should be used.

SCOPE:

This SOP applies to all development, QA, and operations teams involved in the deployment and testing of applications and services across different environments.

DEFINITIONS:

• **SIT (System Integration Testing):** An environment for testing integrated modules to ensure end-to-end functionality and stability before production deployment.

• **Prod Beta:** A pre-release environment that mirrors production for user acceptance testing and real-world validation with a controlled audience.

• **Production (Prod):** The live, customer-facing environment where applications are fully deployed and accessible to end-users.

RESPONSIBILITIES:

• **Product Manager -** responsible for overseeing the process and final approvals.

Note: SPOC for SP platform is Mr. Prateek Rusia and for STB platform is Mr. Narendra Choudhary.

- **Development Team** - responsible for code deployment and integration testing in SIT.

- **QA Team** - responsible for testing applications in SIT and Prod Beta.

- **Operations Team** - responsible for deploying stable builds to Production.

- **Monitoring Team** - responsible for observing application behaviour in Prod Beta and Production.

PROCEDURE:

1. SIT Environment

a. Purpose:

To validate module integration and overall application stability before Prod Beta.

b. Procedure:

1. Deploy application builds to SIT environment.
   - **Note:** If the SIT app is down then contact the SPOC.
   - If after syncing the game, it's still not visible on the SIT then login to admin SIT portal and check if the game status is active.
2. Perform JioGames Ad SDK integration testing to identify issues.
3. Conduct functional and non-functional testing, including performance analysis.
4. Log any defects and coordinate with the development team for resolution.
5. All the ads shown in SIT are test ads.
6. Ensure successful validation before moving to Prod Beta.

2. Prod Beta Environment

a. Purpose:

To perform real-world scenario testing with a controlled audience before full-scale deployment.

b. Procedure:

1. Deploy the SIT-validated build to the Prod Beta environment.
2. Allow access to select users for testing and feedback collection.
3. All the ads shown in prod beta are test ads.
4. Monitor application stability, performance, and user experience.
5. Collect user feedback and identify potential issues for optimization.
6. Make necessary adjustments before final deployment to Production.

3. Prod Environment

a. Purpose:

To serve as the live environment for end-users with fully tested and stable application builds.

b. Procedure:
1. Perform final validation of the build based on Prod Beta results.
2. Deploy the build to the Production environment.
3. Enable monitoring and logging for real-time issue tracking.
4. Ensure high availability and reliability for end-user access.
5. All the ads shown in the prod are live ads.
6. Conduct post-deployment validation to confirm stability and performance.

SUMMARY:

Environment	Data Type	Access Level	Purpose	Testing Type
SIT	Mock/Test Data	Dev & QA Teams	Integration Testing	Functional, Non-Functional
Production	Live Data	End Users & Ops	Real-Time Business Operations	None (Monitoring Only)
Prod Beta	Real/Pseudo Data	Select Users	Pre-Release Validation & Feedback	Real-World Scenario Testing

HAZARDS & SAFETY:

• Ensure version control is managed to prevent build overlap.

• Use only verified test data in SIT to avoid production-like risks.

• Regularly monitor logs in Prod Beta to catch issues early.

EQUIPMENT & MATERIALS:

- Development machines, QA devices, and staging servers.
- Secure and isolated for SIT and Prod Beta
- Highly monitored and controlled for Production.

PURPOSE

To outline the standardized procedure for accessing the JioGames Developer Portal, syncing game builds to the SIT (System Integration Testing) environment—both via online and manual methods—and managing game metadata and configurations efficiently.

SCOPE

This SOP applies to QA team involved in syncing, and validating game builds on the JioGames Developer Portal.

DEFINITIONS

- **Dev Portal**: Platform used for submitting, reviewing, and publishing games.
- **SIT**: System Integration Testing environment for internal game validation.
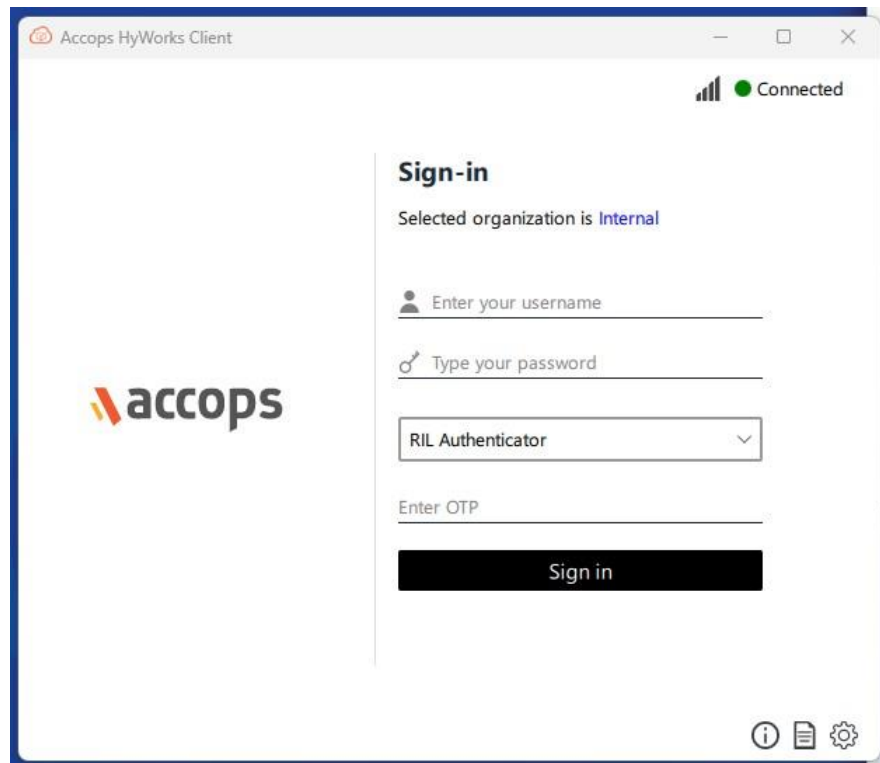- **SPOC**: Single Point of Contact for escalation and issue resolution.

RESPONSIBILITIES

Role	Responsibility
QA Team	Sync builds, verify integration, and publish approved games.
SPOC	Resolve sync or access issues (Deep Chandra Kandpal).

PROCEDURE(S)

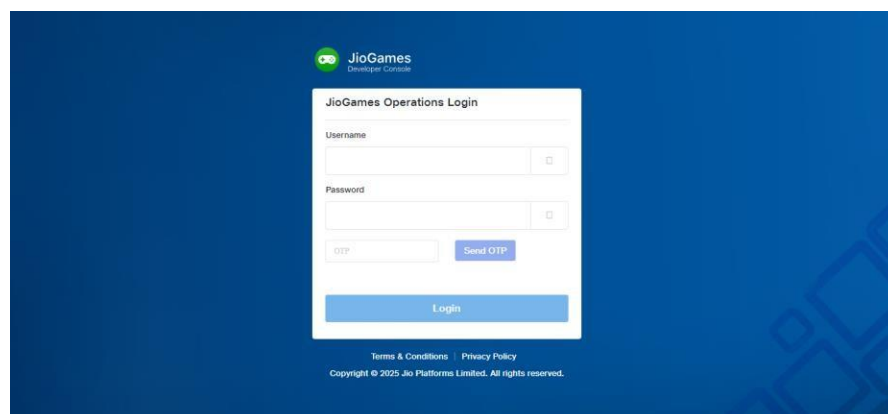## A. Online Developer Portal Login & Sync

1. **Access via Accops**:
   - Login using valid credentials.
   - Authenticate using OTP from the **RIL Authenticator app**.

2. **Access Developer Portal**:
   - Open Chrome and go to:
     https://admin.jiogames.com:8443/admin/login
   - Enter your username and password.
   - Submit the OTP received via email.
   - Click **Login**.

3. **Portal Overview Navigation**:
   Go to the **Games** section. The following subsections will be visible:

Section Name	Description
Pending Workflow	Games submitted by partners awaiting assignment.
Pending Review	Games awaiting QA testing.
Approved & Pending Publish	QA-approved games pending final publishing.
Rejected	Games rejected due to issues.
Published	Games live on the JioGames platform.
Unpublished	Games removed from the storefront.

A. Syncing a New Build to SIT Environment (Online Process)

1. Once submitted, the build appears under **Pending Review**.
2. A QA team member is assigned to test it.
3. Click the **Sync** button to reflect the game in the SIT environment via the Django server.
4. Syncing may take **up to 10 minutes**.
5. If the sync fails, contact **SPOC – Deep Chandra Kandpal**.

: - **New Partner Game Syncing Error**

- If any issues are observed while syncing a game from a new partner, please contact the **SPOC – Veena Ail.**

Error
Django Game Sync
Error::Client error: `POST
https://sitgajmeisoloab24.jio.co
m/admin_sit/api/v1/s2s/devpor
tal/game/sync/` resulted in a
`400 Bad Request` response:
{"msg": "['Not a valid vendor
ariel@brightdata.com.']",
"status": "Error"}
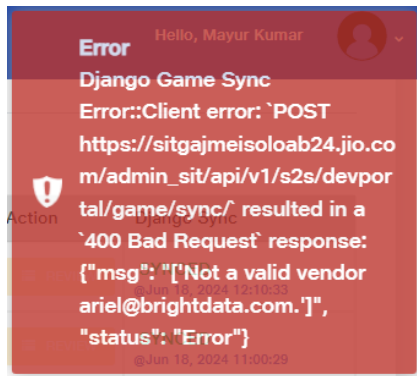
B. Manual Game Sync via Admin Portal

1. **Login to SIT Admin Portal**:
   URL: http://10.159.93.67/admin_sit/admin/login/?next=/admin_sit/admin/
   o   Login using credentials and OTP received via SMS.

2. **Game Master Entry**:
   Navigate to **Game Master → Add Game Master**
   Fill in the following fields:
   o   Game Name
   o   Description
   o   Status (e.g., Active, Coming Soon)
   o   Developer
   o   Supported Controller
   o   Orientation
       Click **Save**.
3. **Storefront Master Configuration**:
   Navigate to **Storefront Master → Add Storefront Master**
   Fill in:
   o   Name
   o   Device Map

- o Device Group
- o Active Status
- o Game Type
  Click **Save**.

4. **Storefront Mapping**:
   Navigate to **Storefront Mapping → Add Storefront Mapping**
   Complete the form:
   - o Game (from dropdown)
   - o Multi Device Group
   - o Storefront Device Group
   - o Game Type
   - o Game Source

   Additional Fields:

   - o Active
   - o Is Payable
   - o Is Soft Controller
   - o Is Multiplayer
   - o Local Co-op
   - o Guest Mode
   - o Is Offline
   - o Live Play URL
   - o Download URL
   - o Icon
   - o Package Name
   - o APK Version
   - o Map Storefront Category

   Click **Save**.

JioGames Admin Portal

Home › Game

Game administration

GAME		
Activity details	+ Add	Change
Black list make models	+ Add	Change
Byog store masters	+ Add	Change
Cloud Gaming - User White Listings	+ Add	Change
Device group masters	+ Add	Change
Game master	+ Add	Change
Keyword masters	+ Add	View
Make model mappings	+ Add	Change
Make model master	+ Add	Change
Search csv masters	+ Add	Change
Source masters	+ Add	Change
Source storefront mappings		Change
Storefront mappings	+ Add	Change
Storefront master	+ Add	Change

HAZARDS & SAFETY

- Always **verify credentials** before logging in.
- Maintain **backups** of all metadata entries.
- Do **not interrupt** the sync process once initiated.

EQUIPMENT & MATERIALS

- Accops Access
- Admin Portal Access
- RIL Authenticator App

Full explanation of the SIT Build[bug reporting on Developer Portal]

PURPOSE

To ensure consistency in testing games in the SIT environment across platforms and to standardize the bug reporting process via the Developer Portal.

SCOPE

This SOP applies to QA teams testing new game builds for JioGames across multiple platforms, including STB (Set-Top Box) and SP (Smartphone).

DEFINITIONS

Term	Definition
SIT (System Integration Testing)	A controlled environment used to test the integration and interaction of various services, APIs, and SDKs before release.
STB	Set-Top Box platform.
SP	Smartphone platform.
QA	Quality Assurance. Responsible for testing and validation.

RESPONSIBILITIES

Role	Responsibility
QA Engineer	Execute SIT testing, log defects, attach evidence, and verify resolved bugs.
Developer	Review, investigate, and resolve reported bugs. Update bug status accordingly.

PROCEDURE(S)

A. SIT Environment Usage

Purpose:
To validate integrated services and modules in an environment that mimics production but uses test data.

Environment Characteristics:

- Simulates real-world architecture using mock data.
- Isolated from real users and live systems.
- Supports:
    - Functional Testing
    - Non-functional Testing
    - Integration Testing
    - SDK Validation

: - Note: The TAT (Turnaround Time) to review the game is <u>2 days</u>.

B. Platform-Specific Game Testing

Game Testing for STB:

Sr.No	Category	Description
1	SDK Validation	-Verify if the game has the latest Jio Games SDK. - Verify if all the SDK features (Midroll & Rewarded video, Postscore, Recent update & User profile) have been implemented properly.
2	Game Screens	**Loading Screen: -** - Ensure the loading time does not exceed 10 seconds. **Splash Screen: -** - The first screen displayed when the game launches, featuring the game's logo or an introductory animation. - Typically lasts a few seconds before transitioning to the Home Screen. **Home Screen:** - Play Button: Starts the game and transitions to the Gameplay Screen. - Instruction Screen: Provides details on how to play the game, including controls and objectives. - Back Button: Returns the player to the Home Screen from the Instruction Screen. - Sound Toggle Button: Allows player to enable or mute game audio. - Menu options: Shows the level selection screen or mode (easy/medium/hard) selection as per **Gameplay Screen:** - The primary screen where players engage with the game. **Key Features:** - In game options like score HUD, sound button, etc. can be added if required. - Pause Button: Lets player pause or resume gameplay. - Return to Home Screen Button: Exits the current gameplay and returns to the Home Screen. **Game Over Screen:** - Displays when the game ends, such as when a player loses or completes a level. **Key Features:** - Session score/ High score should be shown. - Restart Button: Restarts the game from the beginning or the last checkpoint. - Home Screen Button: Returns the player to the Home Screen.
3	Sound and Background Music	- Include ON/OFF options for sound and background music.
4	User Interface (Landscape Oriented Games)	- Verify animation, character movement, graphics, and all gestures (Zoom In/Out). - Ensure there is no clipping (cut-off background). - Test for overlapping objects. - Ensure the character stays within the screen or specified area. - Test enabled and disabled images/icons/buttons. - Verify the screen title. -The game screen should adapt dynamically to fit the device's display.

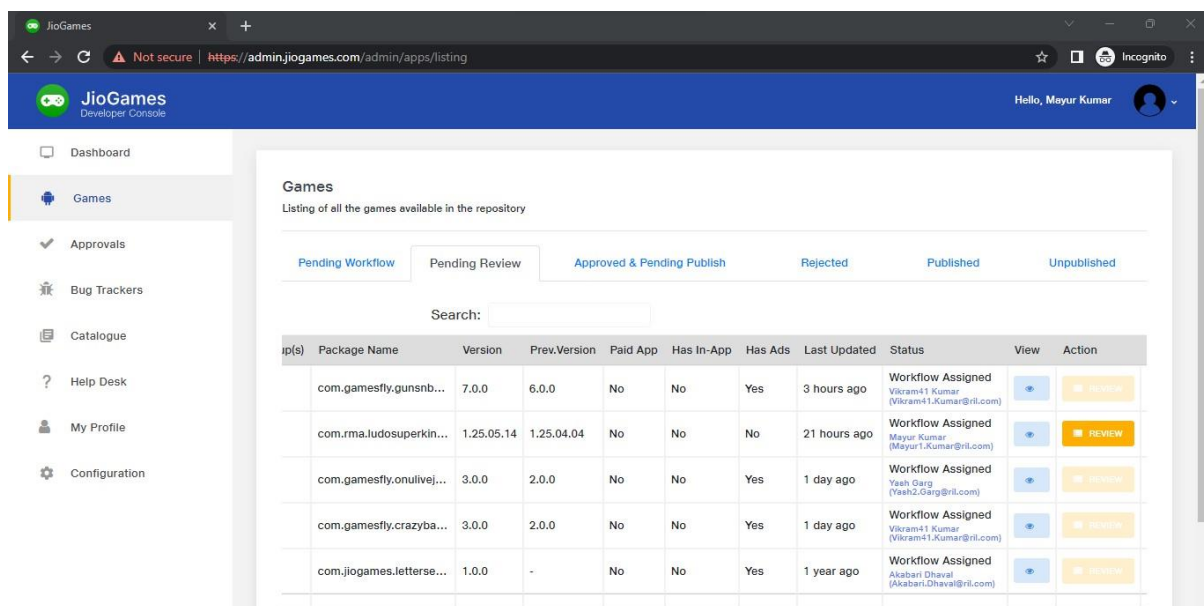|		
5	Performance	- Check game loading time (should not exceed 10 seconds).
6	Score	- Ensure score calculation is correct.
		- Ensure the score format is correct (comma placement in millions, not thousands) and it should be of Integer (int) data type.
		- Check if level completion syncs with the score.
7	Multitasking	-Switch between different apps while playing and check for sound, score, UI, timeout, etc. The game should not lag or crash.
		-Call and other interruptions should be handled.
8	Functionality	- Play through all levels without issues.
		- Verify features unlocked level-wise.
		- Check for bonus scores.
		- Ensure the score increases with each level.
		- Verify menu options.
9	Help & About Screen	- Ensure help and about information is clear and free from spelling mistakes.
10	Key Mapping (STB)	- **Directional Controls**: Check if the navigation arrows (Up, Down, Left, Right) work properly in the
		- **Selection Button**: Make sure the OK/Select button works for choosing options in the game.
		- **Customized Controls**: Verify that any special game controls are set up and working correctly.
		- **Multi-function Buttons**: Check if buttons can perform different actions based on how they're pressed (e.g., short press vs. long press).
		- **Responsiveness**: Ensure buttons respond quickly during gameplay with no delay.
11	Monetization and Ads	- Non-intrusive ad placements to avoid frustrating players.
		- Rewarded ads to incentivize viewing (extra lives, bonuses, double score, etc.).
		- Ensure ads appear uniformly across devices as per guidelines.
12	Social Media Restrictions	Ensure the game does not include social media icons that redirect users to platforms such as Facebook, Instagram, or other social media channels. This helps keep the user engaged within the game and avoids unnecessary distractions.

Game Testing for SP:

Sr. No	Category	Description
1	SDK Validation	Verify if the game has the latest Jio Games SDK for smartphone compatibility.
2	Game Screens	**Loading Screen:**
		-Ensure loading time does not exceed 10 seconds.
		Splash Screen:
		- The first screen displayed when the game launches, featuring the logo or introductory animation.
		Home Screen:
		- Play Button: Starts the game and transitions to the Gameplay Screen.
		- Instruction Screen: Displays how to play the game.
		- Back Button: Returns to the Home Screen from the Instruction Screen.
		- Sound Toggle Button: Mutes/plays game audio.
		Menu options: Shows the level selection screen or mode (easy/medium/hard) selection as per
		Gameplay Screen:
		- The main screen for gameplay.
		- In game options like score HUD, sound button, etc. can be added if required.
		- Pause Button: Pauses/resumes gameplay.
		- Return to Home Screen Button: Returns to the Home Screen.
		Game Over Screen:
		- Displayed when the game ends.
		- Session score/ High score should be shown.
		- Restart Button: Restarts the game.
		- Home Screen Button: Returns to the Home Screen.
3	Sound and Background Music	- Provide ON/OFF options for sound and background music.
4	User Interface (Landscape)	Verify smooth transitions for animations, character movement, and gestures such as zooming
		Ensure backgrounds are fully visible with no clipping or cut-off graphics.
		Ensure no objects overlap inappropriately, creating a cluttered or confusing visual experience.
		Ensure that the character stays within the screen boundaries during movement.
5	User Interface (Portrait)	Verify smooth transitions for animations, character movement, and gestures such as zooming in/out.
		Ensure backgrounds are fully visible with no clipping or cut-off graphics.
		Ensure no objects overlap inappropriately, creating a cluttered or confusing visual experience
		Ensure that the character stays within the screen boundaries during movement.

6	Performance	- Ensure the game loads in under 10 seconds. - Verify fast and smooth game flow with quick actions. Observe that loading screens take longer than 15 seconds display a "loading" message
7	Score	- Ensure correct score calculation. - Ensure the score format is correct (comma placement in millions, not thousands) and it should be of Integer (int) data type. - Ensure level completion updates the score.
8	Game Pause	Ensure the game pauses when the device switches to multitasking or enters sleep mode.
9	Multitasking	-Switch between different apps while playing and check for sound, score, UI, timeout, etc. The game should not lag or crash. -Call and other interruptions should be handled.
10	Functionality	- Test gameplay through all levels without issues. - Verify features unlocked with each level. - Ensure bonus scores are included. - Check if score increases with each level. - Verify menu options.
11	Help & About Screen	- Ensure Help and About information is clear and free from spelling mistakes.
12	Monetization and Ads	- Ensure ads do not interrupt gameplay. - Verify in-app purchases provide real value. - Ensure rewarded ads appear properly for bonuses like extra lives, double score, etc.
13	Social Media Restrictions	Ensure the game does not include social media icons or links to platforms such as Facebook, Instagram, etc., to keep users engaged within the game without distractions.

C. Bug Reporting Process via Developer Portal

Steps:

1. Navigate to: https://admin.jiogames.com:8443/admin/login
2. Login with valid credentials.
3. Go to **Games > Pending Review** via the left navigation panel.
4. Search for your assigned game.
5. Click **Review** next to the game listing.
6. Submit bug details:
    - Clear **title and summary**
    - **Steps to reproduce** the issue
    - **Expected vs. Actual results**
    - Mention **platform** (STB/SP) and environment (SIT)
    - Attach **screenshots or videos**
    - Set appropriate **severity** (Critical, Major, Minor)

Pic 1

Pic 2

Pic 3

HAZARDS & SAFETY

- Ensure test data is reviewed to avoid misidentifying bugs.
- Sanitize logs before uploading or sharing externally.

EQUIPMENT & MATERIALS

- Screen recording and Screenshots
- Access to Developer Portal

Testing Criteria for Android Web Games (HTML5)

- **Graphical Issues** – Game must be free of visual defects, such as missing/distorted/pixelated images, misaligned UI elements, or illegible text.

- **UI Issues** – Game must have UI text free of grammatical or spelling errors.

- **Navigability** – Users should be able to navigate the interface without becoming locked into one screen.

- **Screen Real Estate Coverage** – Ensure proper scaling for various screen sizes, aiming for at least 80% utilization while keeping graphical areas clean.

- **Text Placement** – Input boxes should fully display entered text without cropping or distortion.

- **Correct Back Button Behaviour** – Users should be able to navigate throughout the game without being forced to use the back button.

- **Overall Performance** – Game should sustain a pleasant user experience without performance degradation.

- **Network Optimized** – Game must function under different network conditions (2G, 3G, 4G, 5G, Wi-Fi) and handle unfavorable conditions gracefully.

- **Data Persistence** – Saved game data must remain consistent and accessible after restarting.

- **Data Persistence After an Update** – User data from the old version must be accessible in the updated version.

- **No Sign-ups or Social Logins** – Games requiring sign-up or login to play will not be accepted.

- **Game Pause Scenarios** – Game must pause when losing focus and resume correctly, preserving the game state.

- **Game Performance** – Game should handle slow network and low memory conditions while maintaining usability.

- **Game Loading Experience** – A splash screen with loading progress must be present for user awareness.

- **Quick Loading Times** – If loading exceeds 15 seconds, show a progress indicator.

- **Game Settings** – All settings must function as expected, affecting only their intended features.

- **Volume Controls** – Volume and mute functions should behave correctly.

- **Audio Playback** – Audio should stop when the game is exited.

- **Widgets or External Links** – Remove any elements that take users outside the game unnecessarily.

- **Orientation Change** – Game should adapt to both portrait and landscape modes without display errors.

- **Gestures** – All gestures (pinch, swipe, press/hold) should work as expected.

- **Missing Features** – Features listed in the game description must be functional.

- **Unused/Dead Code** – Remove any unnecessary code to improve performance and reduce size.

- **Meta-Data** – Ensure all metadata assets meet submission guidelines and are visually correct.

- **Battery Usage** – Optimize to minimize battery drain, avoiding inefficient code or unnecessary animations.

- **Ads Integration** – Only JioAds should be used for monetization; other ad SDKs are prohibited.

- **Analytics or Other Service Integration** – Game must not use analytics tools unless pre-approved by the JioGames team.

- **Help/Instruction Screen** – Include a clear, easy-to-understand help or instruction screen for users.

Testing Criteria for STB Games

1. SDK Validation

- Verify if the game has the latest Jio Games SDK

2. Check for Background Music and Sound Effects

- Include ON/OFF options for sound and background music.
- Check if sound pauses when receiving a call, during multitasking, or in sleep mode.
- Ensure sound effects sync with actions.
- Test turning the device's native sound ON/OFF.

3. User Interface

- Applicable for landscape-oriented games.
- Verify animation, character movement, graphics, and gestures (Zoom In/Out).
- Ensure there is no clipping (cut-off background).

- Test for overlapping objects.
- Check if loading indicators appear when needed.
- Ensure the character stays within the screen or specified area.
- Test enabled and disabled images/icons/buttons.
- Verify the screen title.
- Check the message title, description, and labels for appropriateness.
- Test scrolling functionality.
- Verify font display (color, size, etc.).
- Check other objects (e.g., roads, people, buildings in a car race).

4. Performance

- Check game loading time.
- Ensure fast game flow and quick actions.

5. Score

- Ensure score calculation is correct.
- Verify leaderboards for General, All-time, Weekly, Local, etc.
- Check the score registration functionality.
- Ensure the score format is correct (comma placement in millions, not thousands).
- Check if level completion syncs with the score.

6. Timeout

- Check for timeout events.
- Perform actions when a timeout occurs.

7. Game Pause

- Verify the game pauses during multitasking or sleep mode.

9. Multitasking

- Switch between different apps and play the game.
- Check for sound, score, UI, timeout, etc.
- The game should not lag or crash.

10. Save Settings

- Turn off and on the device, check if settings are saved.
- Log out and log in, ensure settings persist.
- Ensure the game progress is not lost.

11. Functionality

- Play till the last level without issues.
- Use cheat codes to check all levels.
- Verify features unlocked level-wise.
- Check for bonus scores.

- Ensure the score increases with each level.
- Test multi-tap actions (e.g., holding accelerator and turning buttons in a car race).
- Verify menu options.
- Check different game modes and locations.

12. Help & About Screen

- Ensure help and about information is clear and free from spelling mistakes.
- Verify the contextual help is easy to navigate.

13. User Profile Page / Multiplayer

- Login/Logout.
- Session expiry check.
- Registration (Sign Up).
- Verify account via verification mail.
- Attempt login with registered but unverified account.
- Perform forgot password checks.
- Check game flow.
- Verify WIN/Lost/Draw outcomes.
- Check user statistics graph.
- Test challenge, decline challenge, and receive challenge functionality.
- Verify forfeit functionality.
- Ensure Player 1 cannot act during Player 2's turn.
- Check for pass turn functionality.
- Verify timeout for one player.
- Check scores for both players until the game ends.

14. Help / Instruction Screen

- Include clear instructions within the HTML5 STB game.
- Provide easy-to-understand tips to improve accessibility.

15. Network Check

- Display messages when the network is not present.
- Check behavior when a user plays without a network (e.g., score submission).

16. Memory Leak

- Check the game when device memory is low.

17. Size

- Keep game file size under 100MB (for Android APK submissions).

18. Battery Effect

- Check if the score is saved when the controller's battery runs out or switches off.

19. Advertisement

- Ensure ads appear uniformly across devices.
- Verify appropriate banner ads and sizes.
- Ensure the Call to Action (CTA) works as intended.

20. Key Mapping

- Directional controls: check navigation arrows (Up, Down, Left, Right).
- Selection button: ensure OK/Select works for choosing options.
- Customized controls: verify any special game controls work.
- Multi-function buttons: check different actions for short press vs. long press.
- Ergonomic layout: assess comfort for long gaming sessions.
- Responsiveness: ensure quick button response during gameplay.

Testing Criteria for Feature Phone Games

Sr No	Criteria	Description
1	SDK Validation	Verify if the game has the latest Jio Games SDK (CacheAD, ShowAD, Volume with 1 and 3 and PostScore)
2	Check for background music and sound effects	• ON/OFF sound & background music • Receive the call and check • If Video calling is implemented • Check if sound is paused when call received or multitasking or sleep mode • Verify if sound effects are in sync with action • ON/OFF device sound (native sound) and check
3	User Interface	• Check in Landscape/Portrait mode • Check for animation, movement of character, graphics, Zoom In/Out (all gestures) etc. • There should not be any clipping (clipped background) • Test whether any object overlaps with another • Verify if loading indicator is displayed wherever required • Character should not move out of the screen/specified area • Test for enable/disable images/icons/buttons etc. • Check for screen title • Check for message title, description, label (should be appropriate) • Check scrolling • Font displayed (color, size etc.) • Check other objects too (e.g., in car race: road, people, buildings etc.)
4	Performance	• Check the loading time of a game

Sr No	Criteria	Description
		• Make sure that any action is not taking considerable time; game flow should be fast
5	Score	• Score calculation is proper • Verify leaderboards (General/All time/Weekly/local etc.) • Check the score registration functionality • Check format (comma in score; ideally millions not thousands) • Check for level completion syncs with the score
6	Time Out	• Check for time out • Perform actions when time-out happens
7	Pause	• Check if game pauses when call received or in sleep mode
8	Save Settings	• Turn device off/on, check if settings are saved • Log out/in, check same • User should not lose game progress in above conditions
9	Help Screen	• Should be in easily understandable format, free from spelling mistakes • Verify if contextual Help option is easy to navigate
10	Memory leak	• Check the game when device memory is low
11	Network (n/w) check	• N/W messages if n/w is not present • Check what happens when n/w not present and user plays a move (whether score submitted for that move etc.)
12	Size	• Game file size should be max 8–10 MB
13	Device / OS	• Check in supported screen sizes and OS versions
14	Upgrade the game	• Upgrade to latest version and ensure migration preserves data (score, user profile etc.)
15	Battery Effect	• Check if score is saved if controller battery goes down/switched off while playing
16	Advertisements	1. Ad SDK integrated 2. Mention ADSPOT in game 3. AD key linked to campaigns 4. CTA on dashboard unchecked? 5. Remove external API calls if any 6. Verify proper naming convention for adspot (e.g., JG_JP_VendorName_GameName) 7. Verify proper naming for Rewarding Video adspot 8. Verify ads appear uniformly across devices 9. Verify banner ads sizes appropriate 10. Verify In-App purchases work fine (optional)
17	Key Mapping	• Directional controls (Up, Down, Left, Right) work • OK/Select button works • Customized controls work • Multi-function buttons (short press vs. long press) • Ergonomic layout • Responsiveness • Feedback mechanism (tactile/visual)

Sr No	Criteria	Description
		• Low latency in input

Ad_Flow_Validator

This document will help the developer to test Ads flow integration in HTML5 games for Smart Phone.
For checking test Ads at the developer's end, developers need to send the game's ad spots and package name details to JioGames QA to enable test mode.

Just download the APK file from the JioCloud and follow the below steps for testing AdFlow -

AD VALIDATION TOOL QUERY
When testing ads on the Ad Validation tool, the app may crash due to ad visibility issues or interactions such as clicking or touching the ad. Do not be concerned.
The Ad Validation tool is designed to check the Ad SDK implementation and verify ad visibility and rewards. This crash is unrelated to your game.
You may submit the build to the QA team if the caching and ad callbacks are correctly implemented according to JioAds SDK guidelines.

If you encounter any unexpected issues, the Tech Support team is available to assist and provide resolutions to your queries.
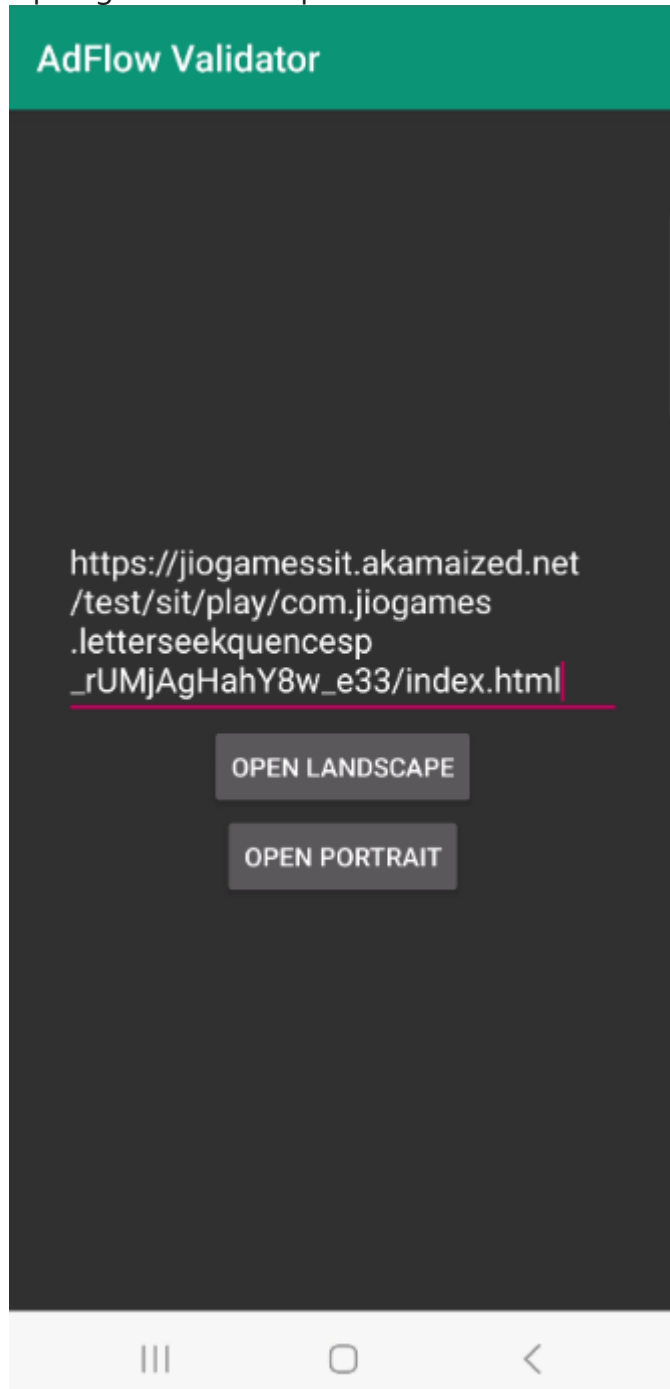
Install Ad_Flow_Validator.apk

Install and open AdFlow Validator on a smartphone.
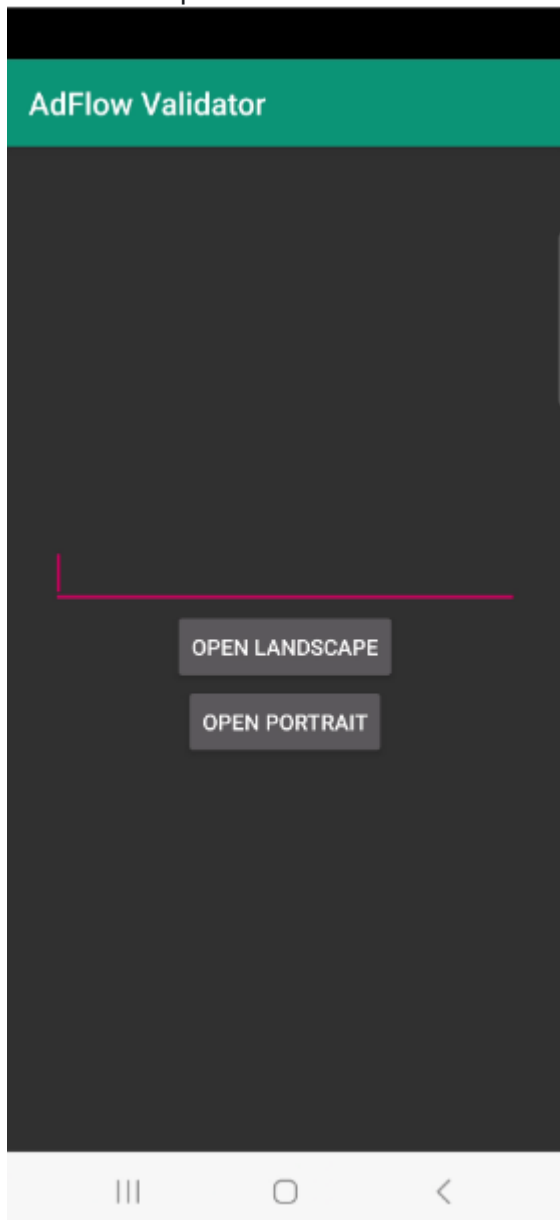
Open HTML5 Game

- Host the HTML5 game to any staging server and add that URL to the text box.

- Open game in its respective orientation – Portrait/Landscape.

Trigger Ad Request

- The game will open in Android WebView.

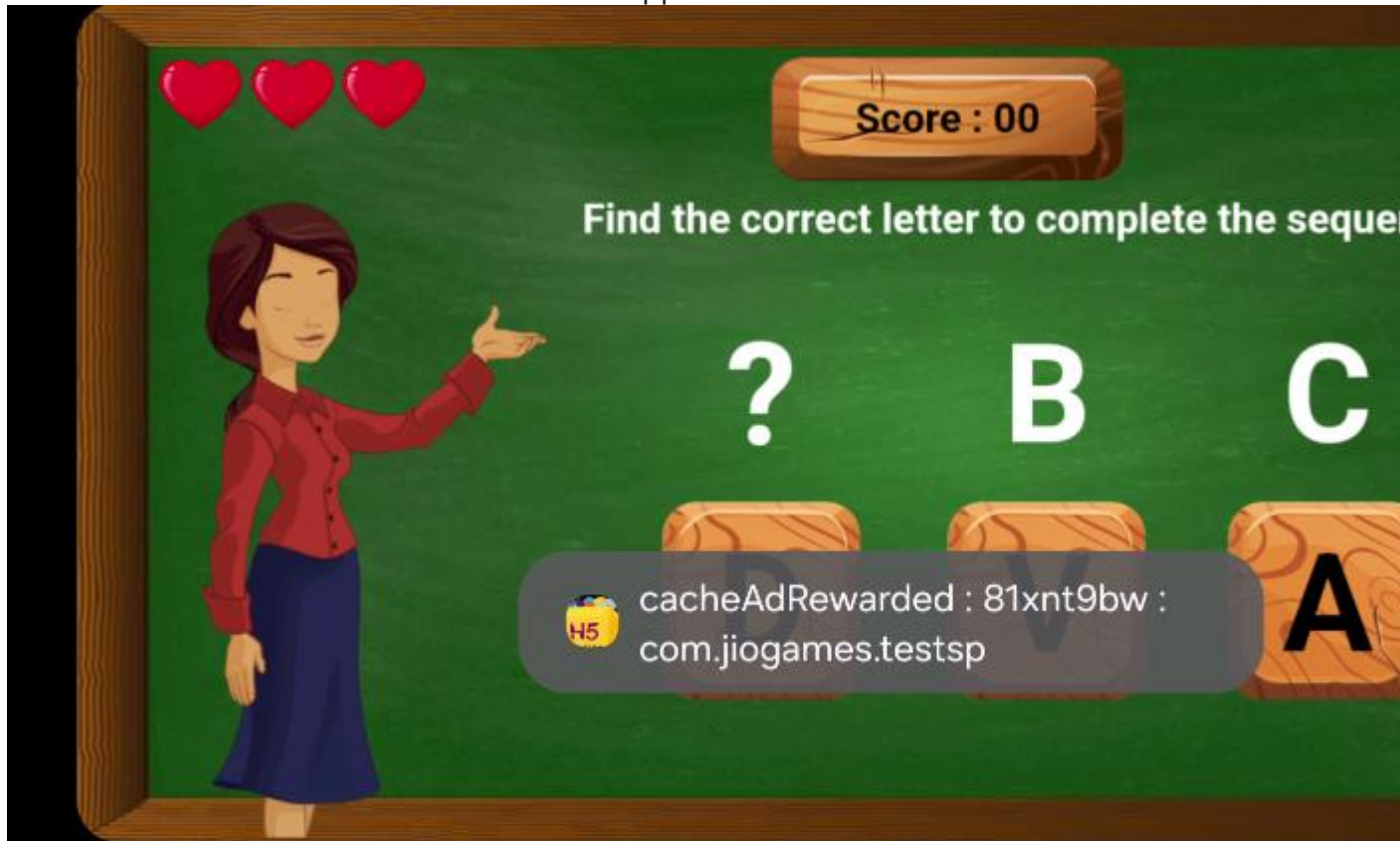- Midroll & Rewarded Video Ads should be cached on the Play button click.

- Rewarded Video should be cached with 5 second delay.

- Once the midroll Ad is cached, a toast will appear to confirm the midroll ad is cached with the respective AdSpot and package name.
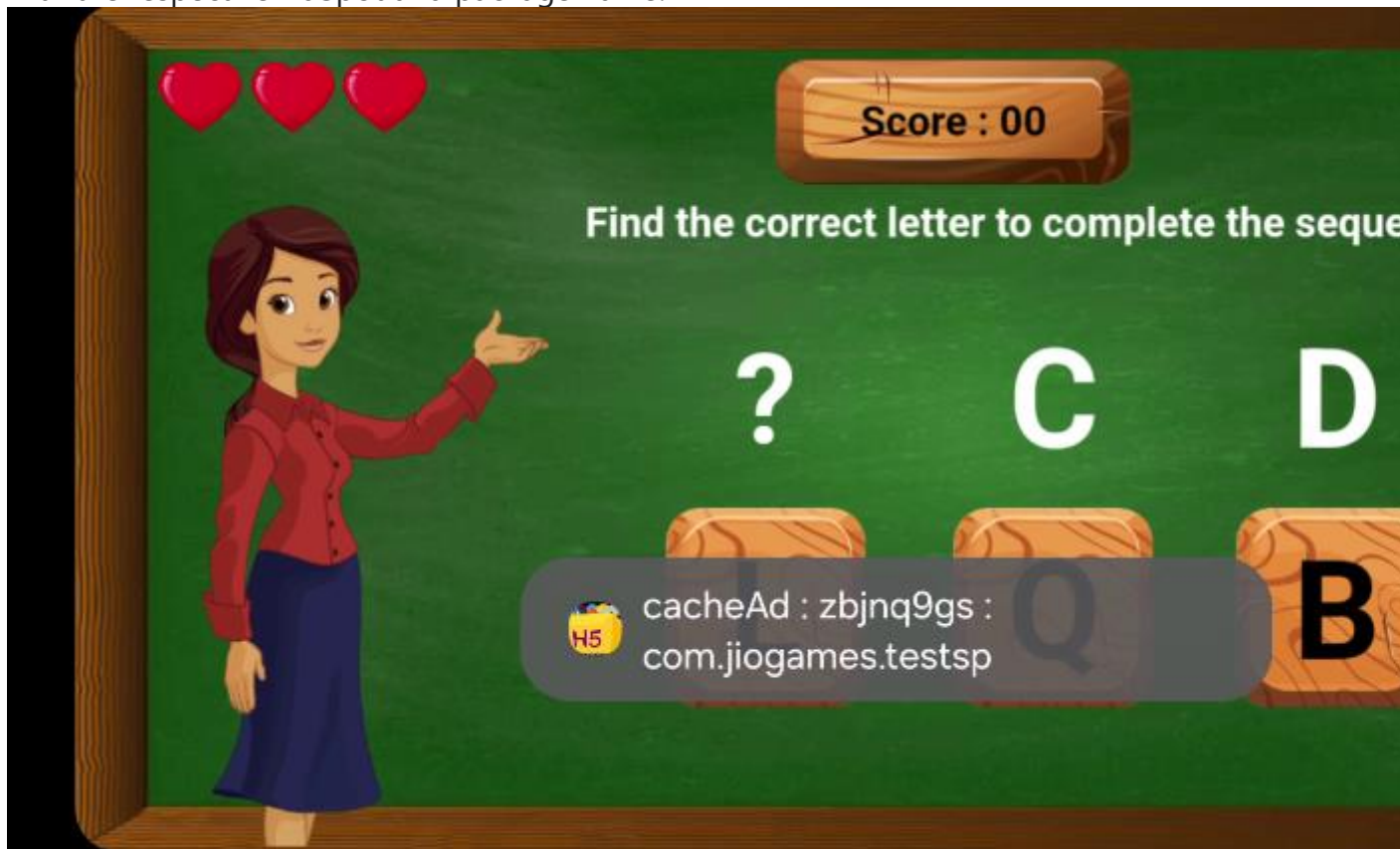
- After 5 sec Rewarded Video cache toast will appear.

Observe Ad Loading

After requesting a midroll Ad to the server, if the Ad is available it will respond to the onAdPrepared() callback.
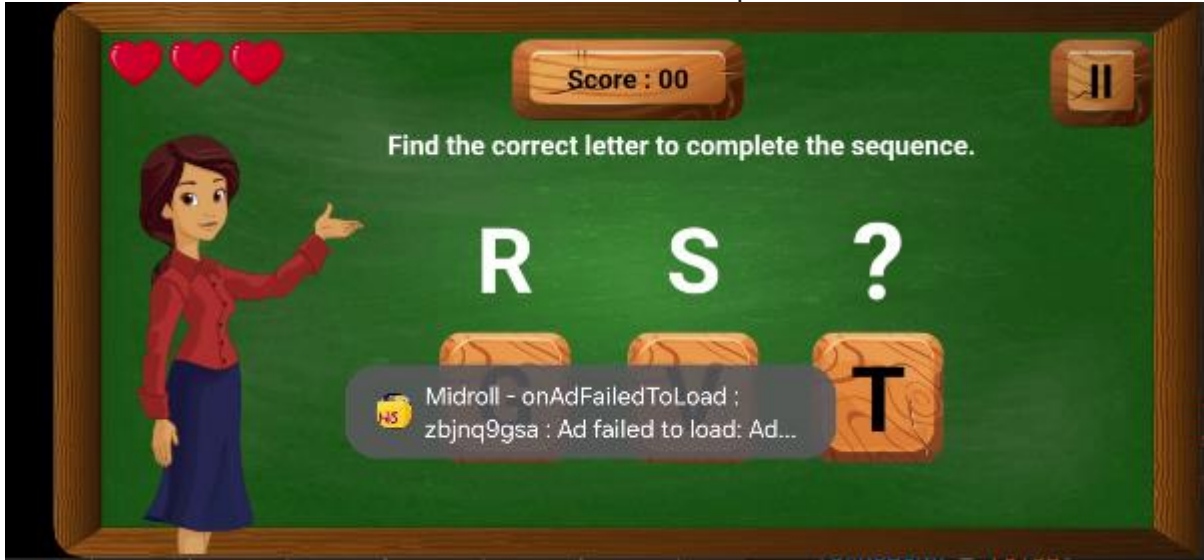Once this callback is received, Game will get a toast message confirming Ad Spot and

package name.

Once the Rewarded Video is received, the game will again get a toast for confirmation.
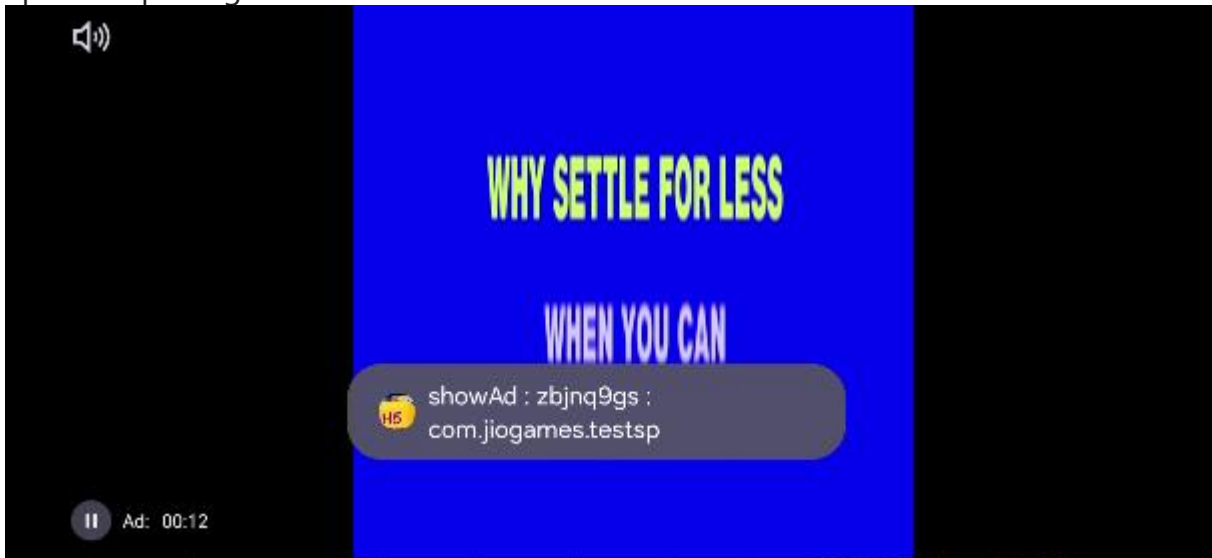

Observe No Ad Fill

If Ad is not available for that time, the game will receive an onAdFailedToLoad()
callback and a toast will confirm with an error description.

Verify Ad Display

Once the game is over and if the midroll Ad is available then the game calls show the
Ad method for Midroll Ad. A toast will appear on the Ad screen, confirming the Ad
Spot and package name.

On game over, if the game is submitting the game score, a post score toast will appear confirming the game submitting a score.

On the Rewarded Video popup, if the user opts to see the Rewarded Video Ad, then a toast for Rewarded Video Ad Spot and package name will appear.
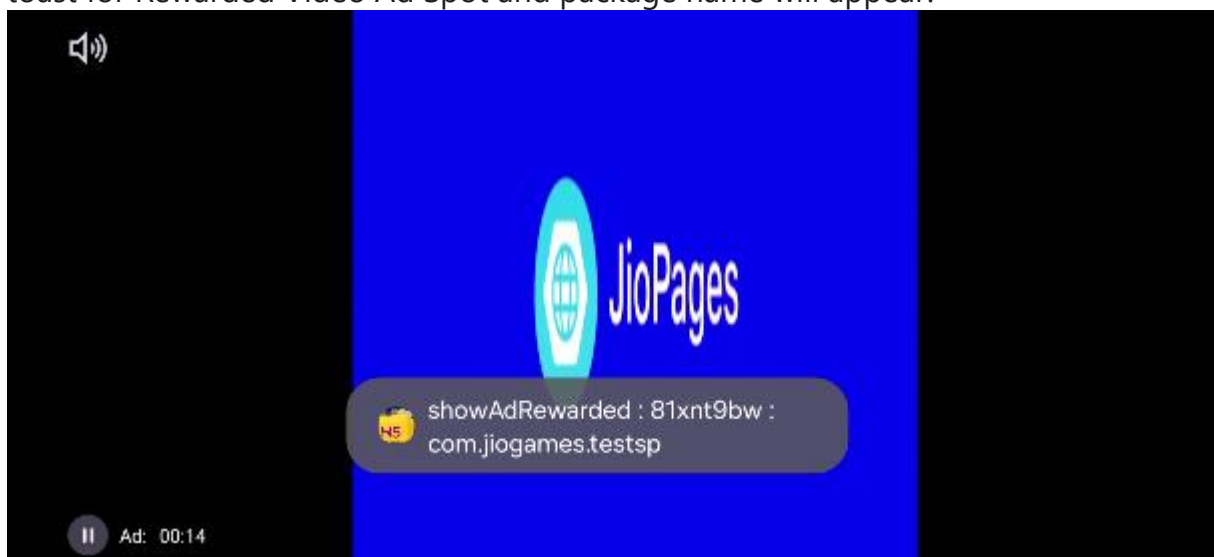
Reward Gratification

When a user closes a Rewarded Video Ad, the game will receive an onAdClosed()
callback - the game needs to gratify the reward in this callback.
For confirmation, a toast will appear with Ad Spot and package name.