

# XR PLUGINS REQUIREMENTS AND GUIDELINES

You can extend our XR platform capabilities by developing their own plugin.

XR plugins can be used to integrate with tools, games, e-commerce platforms, automation tools, and more.

Developing and deploying a new plugin is very simple and can be done in 3 different ways:

1. Self-managed Iframe – The simplest way to develop a plugin. just provide us with your iframe's URL (there will be no interaction with the platform)
2. Integrated Iframe – Use our basic BDK (Byond Development Kit) to communicate with the platform. You can get custom configuration to customize the plugin, listen to events on the XRSpace and emit custom events.
3. Widget – Use our Advanced BDK (Byond Development Kit) to implement a javascript widget. . You can get custom configuration to customize the plugin, listen to events on the XRSpace and emit custom events.

## STANDARD GUIDELINES

Every plugin should stand by the following guidelines to be approved for listing on our XR Marketplace:

1. Have a responsive design that supports desktop mode (16:9) and mobile portrait mode (9:16)
2. Brand-generic – the plugin should be reusable by different customers of the platform and therefore should contain no hardcoded specification of a brand name and all occurrences of the brand's name, logo, font, and colors should be configurable.
3. GDPR compliance – on the initialization of the plugin the platform will specify the level of contention the user approved for data collection – the plugin is not allowed to collect any data without a specific user approval.
4. Quality Assurance – any plugin should be fully tested for all use cases by the plugin creator prior to the submission of the plugin
5. Contact Info – The plugin creator should have a standard way in which bugs and issues can be communicated on and resolved (Trello board, feedback bot, email, etc.)

## SUBMISSION REQUIREMENTS

1. Name – the name of the plugin (no longer than 32 chars)
2. The Plugin – a git repository or a URL of the iframe
3. Plugin Icon – 128px\*128px PNG file
4. Short Description – (up to 128 words)
5. Screenshots – 3 desktop screenshots (16:9) and 3 mobile screenshots (9:16) of the plugin UI (PNG files)
6. Video Demo – 60 seconds mp4 video demonstrating the plugin in use
7. Editor Tutorial
8. Description
9. Plugin Type – Organization/Scene/Space/Element/Space Settings
10. Category (max 3 from the list below):
  - a. Game
  - b. VTO

- c. AI Advisor
  - d. Live Shopping
  - e. Logistic and Fulfillment
  - f. Social
  - g. Technical
  - h. Avatars
  - i. Store Management
  - j. Lead Generation
  - k. Marketing
  - l. Analytics
  - m. Commerce
  - n. Customer Service
  - o. Store Design
  - p. Conversion
  - q. Merchandising
  - r. Shipping and Delivery
  - s. Sourcing and Selling Products
  - t. Etc.
11. Metadata file – A JSON schema file with all the information needed to generate the plugin:
- a. Configurable fields in the editor panel
  - b. List of events that the plugin emits
  - c. List of actions the plugin supports (listened events)

## LISTING PROCESS

Once everything is ready you can submit an XR Plugin listing application at the following [link](#).  
our review process will usually take around 10 working days.