

Gizmondo Certification Requirements

Version 0.3

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Table of Contents:

Submission Procedure	3
Certification Requirements:	
1. Stability and Basic Functionality	4
2. Text and Graphics	6
3. Audio	9
4. Aging and Boot tests	10
5. User Interface	11
6. Saving	13
7. Receiving messages	14
8. SD Removal	15
9. Power	16
10. GPS usage	17
11. Bluetooth	17
12. GPRS	18



Submission procedure:

The purpose of these submission procedures and certification requirements is to ensure that all games released for the Gizmondo are of the highest quality possible and share certain aspects of functionality to avoid confusion to the user.

Failure to comply with all the requirements contained within this document may delay testing and subsequently the approval of your game.

All titles are assigned a product code, this relates to all elements from the packaging to the SD card and the game itself.

The game product code will be made up of the following information:

A code identifying it as a game, territory information and a unique four digit code

Example: GZGA200000

The version number will be assigned as follow:

Alpha code will be numbered from 0.1.0000 onwards.

Beta Code will be number from 0.2.0000 onwards

Master candidate code will be numbered from 0.3.0000 onwards

The version number must be clearly visible on the front-end screen until master candidate.

All master candidates must have their version number available in the options menu.

Code will be submitted onto an FTP site, every developer/publisher will have their own area.

Certification Requirements:

1. Stability and Basic functionality:

- 1.1. Required: When running on a fully functional Gizmondo unit, a game must never crash, hang, enter an extended unresponsive state, cause unintentional loss of user data, or reboot the unit.
- 1.2. Required: The game must quit back to the home page without harming any system applications or data.
- 1.3. Required: The game must be able to swap to the Gizmondo operating system and back into the game without incident or loss of data.
- 1.4. Required: The game must not spend longer than 10 seconds loading game data.
- 1.5. Required: The game must display a loading message and a progress bar during any period of loading longer than 2 seconds.
- 1.6. Required: All executable code must reside in either a standard EXE or a standard DLL, no custom loaders should be used for any type of executable code. This relates to EXE/DLL signing.
- 1.7. Secure launching:

Required: All application spawning must use only the secure SD createProcess and not the standard WinCE createProcess, shellExecute or other variations.

1.7.1 Required: If the spawning application is the initial autorun.exe, it must wait for any spawned process to return before exiting itself. The autorun.exe must be the last process to terminate.

1.8. Resource data:

Required: The application shall always contain a valid "version" resource chunk in the PE file. This chunk must contain the "CompanyName", "FileDescription" and "FileVersion" strings.

CompanyName must match the publisher for the associated product code E.G. "Gizmondo Studios Manchester".

FileDescription must match the products name E.G. "Richard Burns Rally"

FileVersion must match the current product version E.G. "1.3.20.996".

1.9 Application data discovery.

Required: The application shall probe at start-up up to three separate locations in order to discover the root it should use for all data file access (this does not include saves, etc).

The locations (listed in priority order) are:

1. In the same location as the EXE was started from.
2. In a folder from the directory the EXE was started from, this folder can only be named the same as the 10 character product code.
3. In a folder directly below the SD-Card root whose name is the 10 character product code.



2. Text and Graphics:

- 2.1. Required: All on-screen text should be correctly shown in the language or languages supported by the title.
- 2.2. Required: All text should be a minimum size of 7 pixels high for a standard upper case character in a 12 pixel high cell to take into account accents on localised fonts.
- 2.3. Required: The game must be free from spelling mistakes, grammatical errors and truncated text.
- 2.4. Required: All fonts must be clear and legible.
- 2.5. Required: All content should adhere to any specified age rating.
- 2.6. Required: All on-screen instructions should be clear and free from ambiguity.
- 2.7. Required: All on-screen instructions should appear for the length of time necessary to read them, plus two seconds.



2.8. Naming Conventions:

Required: All games must use the following conventions when referring to aspects of hardware.



Long version	Short version
Gizmondo	
Piano keys	
Directional Controller	D-Pad
Home Key	Home
Volume Key	Volume
Brightness Key	Brightness
Alarm Key	Alarm
Power Key	Power
Play button	Play
Stop Button	Stop
Forward Button	Forward
Rewind Button	Rewind
L Left Shoulder Button	L
R Right Shoulder Button	R

GIZMONDO

2.9. Unit Representation:

Required: Any graphical representation of the Gizmondo unit must be clear and distinguishable.

2.10. Button Representation:

Required: Any graphical representation of the buttons of the Gizmondo, including the Directional Controller must be clear and distinguishable.

2.11. Copyrights:

Required: All organisation and corporate logos or properties must be used with the permission of the property holders.

2.12. Credits:

Required: Any in-game credits must only be visible by selecting them from the options menu or when the game is successfully completed.

2.13. Licensed Components:

Required: Any components used within the game (i.e. RenderWare etc) must be used under a valid license from the license holder.

2.14. In-game Advertising:

Required: Games must not contain any advertising unless explicitly agreed by Gizmondo.

2.15. Displayable area (safe area):

Required: All game relevant text and information should not be displayed too close to the screen edge; a minimum of a two pixel distance must be used.

2.16. Localisation:

Required: If multiple languages are used the first interactive screen must be a language selection screen.

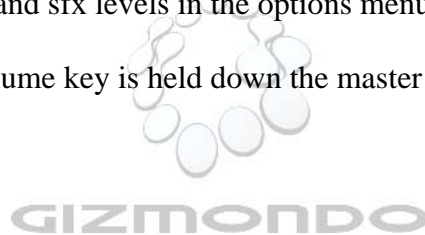
2.16.1 Required: Once the user has selected a language this choice should be saved to remove the selection screen from the game start-up.

2.16.2 Required: The in game options should have a language selection option that overrides any previously saved selection.

GIZMONDO

3. Audio:

- 3.1. Required: All game audio must be clear and free from clicks and other audio defects.
- 3.2. Required: The Volume key must control the units master volume settings in-game.
 - 3.2.1. Required: A clear and obvious graphical method must be used to represent the volume level.
 - 3.2.2. Required: The control mechanism must use the same method as the OS:
Right on the Directional Controller – Increase volume level
Left on the Directional Controller – Decrease volume level
 - 3.2.3. Required: The same number of volume notches (levels) as the OS must be used.
- 3.3. Required: Games must have their own volume settings for separately controlling the in-game music and sfx levels in the options menu.
- 3.4. Required: If the volume key is held down the master volume must be muted.



4. Aging and boot tests:

The aging tests are a quality check designed to ensure that the game continues to function correctly when it has been running for a long period of time, in this case 5 hours.

Aging tests will be run when the unit is plugged into the mains.

- 4.1. Required: The game continues to function correctly when it is left in the demo/attract loop for 5 continuous hours.
- 4.2. Required: The game continues to function correctly when left in a paused state for 5 continuous hours.
- 4.3. Required: The game continues to function correctly when left in the options for 5 continuous hours.
- 4.4. Required: The game boots correctly from the SD insertion Autorun menu.
- 4.5. Required: The Gizmondo Games logo is displayed correctly during booting.
 - 4.5.1. Required: This logo must appear as the first screen after the game has been launched.
 - 4.5.2. Required: This logo must remain visible and unskipable for a minimum of two seconds.



5. User Interface:

- 5.1. Required: The Home key must always initiate the in-game pause menu and give the option for quit to Main Menu, via a yes/no dialogue.
- 5.2. Required: The Volume key must be used to access the master volume settings in-game; refer to section 3 for further details.
- 5.3. Required: The Brightness Key must always control screen brightness.
 - 5.3.1. Required: A clear and obvious graphical method must be used to represent the brightness level.
 - 5.3.2. Required: The control mechanism must use the same method as the OS:
Right on the Directional Controller – Increase brightness level
Left on the Directional Controller – Decrease brightness level
 - 5.3.3. Required: The same number of brightness levels as the OS must be used.
- 5.4. Required: The Alarm Key must not be used for in-game functionality under any circumstances.
- 5.5. Required: The Power Key must always swap directly to the Power Menu.
 - 5.5.1. Required: Once the Back option is selected from the Power Menu the game should resume without incident.
- 5.6. Required: The game continues to function correctly when multiple buttons are pressed at the same time. This doesn't apply to the Home and Power buttons as their simultaneous use results in a unit reset.
- 5.7. Required: The Directional Controller must be used for all menu navigation.
- 5.8. Required: The Play Button must always be used as accept/select in all menus.
- 5.9. Required: The Stop Button must always be used as decline/cancel in all menus.
- 5.10. Required: In all cases where the user is asked to respond with either yes or no, the default option must always be no.
- 5.11. Required: If the vibration function is utilised the user must have the option to turn it off.

- 5.11.1. Required: No vibration must occur in the front-end.
- 5.12. Required: The vibration function must not continue for long periods at a time.
- 5.13. Required: Vibration must not occur if the game is in a paused state or in the front-end.
- 5.14. Required: If the game uses a demo mode it must not activate the vibration function.



6. Saving:

- 6.1. Required: The game must save to the MyGames area of the Gizmondo Flash Disk.
 - 6.1.1. Required: The game must create a separate directory within the MyGames directory which must be named with a combination of product code and game title.
Example: GZGA200000 RBR
- 6.2. Required: Save games must be named with a combination of product code and game title.
- 6.3. Required: The game must create a save file on first boot.
 - 6.3.1. Required: If there is insufficient space to create the save file a message informing the user must be displayed.
Example: There is insufficient space on your Gizmondo to create the save file for this game, in order to save your GT Disk must have XXXKB free. Continue without save? Yes or No?
 - 6.3.1.1. Required: In the case of Yes being selected the game must continue without the ability to save.
 - 6.3.1.2. Required: In the case of No being selected the game must quit to the Home page.
- 6.4. Required: If the game supports a manual save option it must allow the user to cancel a save before data is written.
- 6.5. Required: The game must obtain permission from the user before destroying any save game data. This should take the form an on-screen message indicating the impending destruction and a confirmation via a yes/no dialogue.
 - 6.5.1. Required: Whenever there is a yes/no dialogue the user must always have to select yes in order to destroy data.

7. Receiving messages:

- 7.1. Required: If the Gizmondo unit receives either an SMS, MMS or Email during gameplay the game should display the standardised icon, this should flash on and off twice in at the bottom of the screen then disappear. The icon should continue to reappear every ten minutes until the message is opened.
- 7.2. Required: When a message is waiting to be read there must be an option in the in-game pause menu asking the user if they would like to read it.
 - 7.2.1. Required: If the user opts to read the message the game must swap to the OS Inbox and resume without incident when the user exits the Inbox.
 - 7.2.2. Required: Once a message received during gameplay has been read the in-game pause menu options to read it must be removed.



8. SD Removal:

8.1. Required: If the SD card is removed whilst the game is running it must pause and a suitable message must be displayed.

Example: “The SD card has been removed, please reinsert or press the Stop Button to quit the game and return to the Home page.”

8.1.1. Required: If the user presses the Stop Button whilst this message is displayed the game must ask the user to confirm their decision to quit via a Yes/No dialogue.

8.1.1.1. Required: If yes is chosen the game must exit to the Home page.

8.1.1.2. Required: If no is chosen the please reinsert SD card message must be displayed.



9. Power:

- 9.1. Required: When a low battery message is sent by the OS the game must pause and inform the user, once the user has cleared the message the game must continue as normal.
 - 9.1.1. Recommended: The game should advise the user to save (if applicable) upon receiving a low battery message.
- 9.2. Required: When a critical battery message is sent by the OS the game must pause and inform the user of the critical state.
- 9.3. Required: Games must prevent the unit from entering the system idle power saving mode.
Further information regarding this can be found under section 5.1.3 of the Gizmondo Developers Guide v1.4.



10. GPS usage:

- 10.1. Required: Under no circumstance should the user's position be transmitted without the receipt of express permission in duplicate.
Example: Your position is about to be transmitted are you sure you wish to proceed? Yes/No?
- 10.1.1. Required: If yes is selected a further message must be displayed.
Example: Are you sure, you are about to transmit your location? Yes/No?
- 10.1.1.1. Required: Only on receipt of a secondary Yes can the users location be broadcast.

11. Bluetooth:

- 11.1. Required: The game does not hang or malfunction if an error occurs during its attempt to connect.
- 11.2. Required: Any attempt at connection should have a timeout and a manual cancel.
- 11.3. Required: The game does not hang or malfunction due to the actions of another player.
- 11.4. Required: Games must handle unexpected terminations of connection such as another player unexpectedly quitting the game or their battery running out of power.
- 11.5. Required: When a user attempts to start a Bluetooth session the game must check the current status of Flight mode, if it's enabled the user must be informed with a suitable on-screen message.
Example: "A Bluetooth session cannot be started as the Gizmondo is currently in Flight Mode."
- 11.6. Required: Bluetooth capable games must only be able to see and connect to other Gizmondo games.

12. GPRS:

TBD

