	Technical Review Checklist	Result	Notes to Publisher
1			
2	**Publisher Portal - Product Information**		
3	Publisher Name, Product Title and Tags do not contain any copyright or trademarked names	Pass	
4	Publisher Name, Product Title, and Tags do not contain any of Epic's trademarks or properties	Pass	
5	Publisher Name, Product Title, and Tags do not contain offensive or inappropriate language	Pass	
6	Product Title does not contain subjective language	Pass	
7	Product Title, Description Text, and Tags accurately reflect the content of the product	Pass	
8	Category is relevant to the content and functionality of the product	Pass	
9	Product Title, Description Text, and Tags are in English, contain correct spelling, and proper grammar	Pass	
10	All Technical Information template fields are filled in with the appropriate information	Pass	
11	Submission is in the "Pending Approval" status	Pass	
12	**Publisher Portal - Product Media**		
13	Images do not contain any offensive or graphic material	Pass	
14	Images are clear and relevant to the content and functionality of the product	Pass	
15	Images do not display any unlicensed third-party copyrighted material	Pass	
16	Images displaying visual contents of the product are rendered in Unreal Engine 4	Pass	
17	**Publisher Portal - Product Files**		
18	Each Project File Link hosts only one UE4 Project or Plugin folder with the proper folder structure	Pass	
19	Project(s) provided match the Supported Engine Versions listed	Pass	
20	Distribution Method is appropriate for the content and functionality of the product	Pass	
21	General		
22	Content folder contains a single Pack Folder named after the project		The remainder of the review will be conducted once the plugin successfully compiles
23	First tier folders inside the Pack Folder are named for asset type or specific asset		
24	All asset types are inside of their respective folders		
25	Project contains no unused folders or assets		
26	All Redirectors are cleaned up		
27	Naming conventions are English, Alphanumeric, consistent throughout project, and describe what the assets are		
28	If needed, the Publisher provides either linked or in-editor documentation/tutorials		
29	Quality		
30	Content does not consist primarily of easily reproducible assets		
31	Assets do not contain visual defects		
32	Assets function without detriment to performance		
33	All assets are complete and function as intended		
34	Product contains overall good design and concepts		
35	Legal		
36	Publisher has legal rights to distribute all content included in, or depended on by, the product		
37	Does not contain copyrighted or trademarked content		
38	Substantial portions of sample content or source code from Epic Games is used for display/example only		
39	Unmodified public domain content is limited to assisting with presentation, and sources are cited in the description		
40	Product does not contain assets that could be considered offensive		
41	**Project Dependencies - Does this product need any other product to function as advertised?**	No	
45	**Maps - Is there a map that showcases the content and functionality of the product?**	N/A	
49	**Textures**	No	
53	**Materials**	No	
56	**Static Meshes**	No	
64	**Blueprints**	No	
69	**Audio**	No	
72	**Skeletal Meshes**	No	
79	**Animations**	No	
81	**Particle Effects**	No	
85	**Code Plugins**	Yes	
86	.uplugin has "EngineVersion" key with a value of the major engine version the plugin is meant to be installed to	Pass	
87	.uplugin has "WhitelistPlatforms"/"BlacklistPlatforms" key in every module that match Supported Target Platforms	Pass	
88	.uplugin has "MarketplaceURL" key with a value that includes the product's Offer ID	Pass	
89	All source and header files contain a commented copyright notice with Publisher name and year of publishing	Pass	
90	Plugin folder contains no unused or local folders (such as Binaries, Build, Intermediate, or Saved)	Pass	
91	FilterPlugin.ini filters in custom folders the publisher intends to distribute (Docs or similar)	Pass	
92	All file paths, starting with the overarching plugin folder, are 200 characters or less	Pass	
93	Third Party code and libraries are in a ThirdParty folder located inside the Source folder	N/A	
94	Plugin generates no errors or consequential warnings	Fail	Plugin failed to compile with the following errors: ... Plugins\ExportNav\Source\ExportNavRuntime\Public\dtNavMeshWrapper.h(7): fatal error C1083: Cannot open include file: 'DetourNavMesh.h': No such file or directory ... Plugins\ExportNav\Source\ExportNavRuntime\Public\FlibExportNavData.h(5): fatal error C1083: Cannot open include file: 'DetourNavMesh.h': No such file or directory