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# 3<sup>rd</sup> Party Certification

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# 3rd Party Certification

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- Most platforms have lists of rules and guidelines that need to be followed to distribute your product on their platform
- Game console manufactures (under NDA)
  - Sony - TRC (Technical Requirements Checklist)
  - Microsoft - TCR (Technical certification requirements)
  - Nintendo - LotCheck®
- Mobile platforms
  - Apple - App Store Review Guidelines
  - Google - Policy guidelines & practices
  - Amazon® - Amazon Kindle Guidelines and pre submission Assessment
  - Android® - Android App Quality Guidelines
- PC
  - Microsoft - Windows Store Policies
  - Steam - Steamworks Rules and Guidelines

# 3rd Party Certification

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Can require things like:

- Libraries and APIs used
- File IO limitations
- Localization support
- Hardware limitations
- Use of screen space
- Minimum performance expectation
- Age restrictions on content
- ...

# 3rd Party Certification

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## Legal

- Complying with laws and regulations
  - Children's Online Privacy Protection Act
- Due diligence to maintain Intellectual Property
  - Reference hardware by name it must be correct
    - "PlayStation®4 DUALSHOCK®4"
    - "iPad mini™"

# 3rd Party Certification

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Maintaining a uniform experience

- Standard default controls



# 3rd Party Certification

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## Protecting their image

- Maintaining a minimum level of quality
- Avoiding Objectionable Content
- Avoid a crash

Stop bad products  
and industry crashes  
from happening  
again



# 3rd Party Certification

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GDBS Midterm Project TRC

- Let's go over these

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# Daily Stand Up meeting

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# Stand up meeting

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Keep everyone informed

- What did you do?
- What are you about to do?
- What stands in your way?

Update the task board (trello) while working

- The burn down chart will be updated automatically as hours spent get entered

# Sprint 4: Alpha

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By the end of the day

- At least 14 hours logged per team member
- Burn down charts 1/3 complete

