3rd Party Certification

- 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)

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Sony - TRC (Technical Requirements Checklist)
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Microsoft - TCR (Technical certification requirements)

Nintendo - LotCheck®

Mobile platforms

Apple - App Store Review Guidelinesand Human Interface Guidelines

Google - <u>Developer Content Policy</u>

PC

Microsoft - Windows Store Policies

Steam - Steamworks Rules and Guidelines

Can require things like:

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

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™"

Maintaining a uniform experience

- Standard default controls
- Same startup sequences
- ...



Recommended Not recommended





Protecting their image

- Maintaining a minimum level of quality
- Avoiding Objectionable Content
- Avoid a crash (like what happened in 19831985)
 - Flooded market
 - Loss of publisher control
 - Loss of user confidence



GDBS Midterm Project TRC

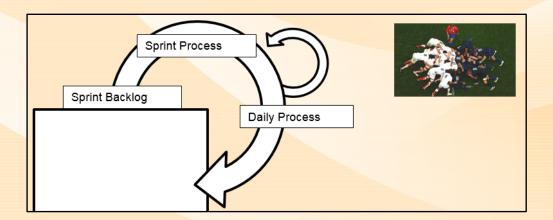
• Let's go over these

Daily Stand Up meeting g

Stand up meeting

Keep everyone informed

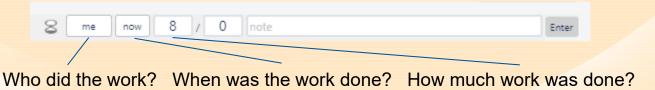
- What did you do?
- What are you about to do?
- What stands in your way?



Keep everything up to date

Update the task board (trello) while working

Enter hours spent on any userstory worked on



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

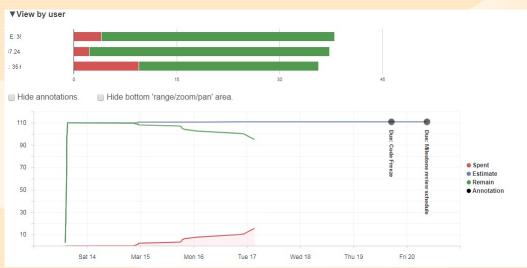


Track Progress:

Burn down/Burn Up charts

- Check your "velocity" versus the time remaining
- Fix issues when they only require small changes in work patterns
- Avoid needing the crunch at the end

This team is behind, needs to correct their work habits

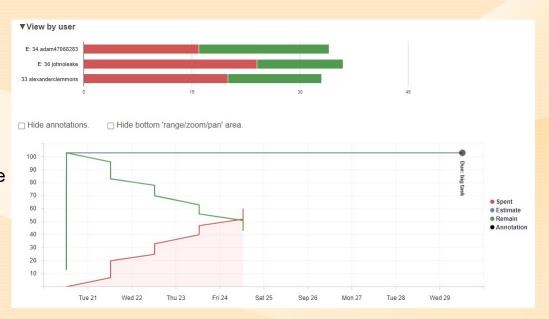


Track Progress:

Burn down/Burn Up charts

- Check your "velocity" versus the time remaining
- Fix issues when they only require small changes in work patterns
- Avoid needing the crunch at the end

This team is on track and should finish the sprint fine



Sprint 4: Alpha

By the end of the day

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

