Game Gallery Requirements

Teams that wish to submit their game for inclusion in the DigiPen Game Gallery website must first create a new submission on this site:

> http://games.digipen.edu/admin

Game Gallery Staff will review the games before they are posted. Games may be rejected, and teams may be contacted to make fixes to their Game Gallery submission.

NOTE: If a game contains any assets found online, each must be approved by Game Gallery staff. Include the license(s) in the required Licenses folder. If a game contains any assets that are not free, or given to DigiPen students as part of the course (such as assets obtained via the Unity Asset store, Unreal Market Place, hiring an outside contractor, etc.) your game is ==NOT== eligible to be placed on the Game Gallery.

NOTE: If an asset generally costs money to obtain, but you were given permission by the creator(s) to use it for free, this still disqualifies you for publication via the Game Gallery.

Falsification of information will result in potential disciplinary action by the campus the game was submitted from.

INSTALLER REQUIREMENTS	
Maximum File Size	Game must be efficient in its use of files it installs. Graphics and audio formats must be compressed (barring small files for particle sprites or sound effects), assets trees cannot be duplicated accidentally, unnecessary DLLs cannot be installed, etc. If your installer is over 500mb, you must get a waiver from Game Gallery staff. Waivers are almost certainly guaranteed for large Unreal projects or other asset-heavy projects.
Real Installer	A real installer is used to install the game (Inno, InstallShield, etc.--not just a zip file or anything similar). Installer must be a registered version that does not have an "Unregistered Version" pop-up. Mobile games, console games, etc. must have the appropriate "installer" for that platform. A custom icon for the installer is also required.
Installs and Runs	Installs and runs on at least Windows 7 or Windows 10. If the game is meant to be played as a networked game, the networking must work well enough to test the game.
Custom Icons	Game shortcuts (desktop and start menu) must have a custom icon, as well as the installer itself. The DigiPen logo is not sufficient for this requirement, nor are the default assets provided.
DigiPen EULA	The game must display the current version of the DigiPen EULA (found on DigiPenCentral at https://distance.digipen.edu/commons/course/view.php?id=9), with a confirmation button, at the beginning of the installation process.
No Reboot During Installation	The computer must not reboot or request a reboot during or after the installation process.
Redistributable Installation	Installer must install any required operating system components (such as the DirectX and Visual C runtimes, or any other DLLs needed) using the correct Microsoft redistribution packages. Installations of redistributable files may NOT be optional.

No Debug Builds/DLLs	The game must not be built in debug mode or use the debug version of any DLLs. It is acceptable for the release version of your game to include debug or editor features, but only if they are accessed by a key press such as tilde (~), or via options in the menus.
No Development or SVN Files	The game must not have any SVN control files in the final submission and must not copy over any SVN control files during installation. SVN has an export command that allows you to export an entire project to a separate folder so that you won't include any extraneous SVN control files or build artifacts (.pdb, .obj, etc.). Content files used for development (such as Photoshop files, Fmod project files, etc.) are considered development files.
Default Install Location	PC games must have a default install location of "[Program Files]\DigiPen\[GameName]", but must allow the user to change the location if they wish. [Program File (x86)]\DigiPen\[GameName]" is also allowed as a default location.
Proper Use of Directories	PC games must not create or modify files in the installation folder or other admin only directories—use the proper user files location instead (example: My Documents).
Desktop Shortcut	The game must by default add a shortcut to the desktop (with the same name as the game), but must allow the user to not create this shortcut if they wish. This shortcut must also function properly.
Start Menu Shortcut	The game must by default add a shortcut to the start menu in "Programs\DigiPen\[GameName]". This can either be automatic or the user can be given the option not to add this shortcut. This shortcut must also function properly.
Fullscreen Launch	Games must either launch in fullscreen mode or have a launcher that allows you to choose the resolution (and windowed/fullscreen). This requirement is not met if the game cannot run in fullscreen. Note that fullscreen mode can be either "true" fullscreen or windowed fullscreen (with no borders, title bars, etc.). It does not have to do both.
Launch on Completion	On the final installation screen, the user must be given the option to automatically launch the game. While an option to display the readme file is allowed for this screen, it is not required.
Clean Game Launch	PC games must not show a windowed version or console window before launching in fullscreen, and must not show a console window before launching in windowed mode. The one exception is that a brief flicker (just a fraction of second) of a windowed mode with no window edges or title bars is allowed when launching in fullscreen (but never a console, not even briefly).
Complete Uninstall	Uninstalling the game must remove all files and all shortcuts of any kind. The only exceptions are when you install redistributable libraries or things like custom fonts (which must be installed to the system font directory), which do not have to be removed when the game is removed. In addition, you can leave saved game files and custom settings files, but only if they are in the user's folder (which they should be).
Defined Publisher	On the Windows Control Panel, the Publisher must be listed as DigiPen Institute of Technology. Campuses may append their campus name behind this. For example, DigiPen Institute of Technology – Redmond would be acceptable for this requirement.
Version Number	On the Windows Control Panel, the Version field for your game must have a number present.

BASIC GAME REQUIREMENTS	
Window Title	Window title must reflect the name of the game in English characters.
Loading Screens	Games must show a loading screen, or the DigiPen Logo, within 3 seconds of launch. When loading a level or otherwise making a transition, a loading screen needs to be shown if it takes longer than 3 seconds. If a loading screen takes 20 seconds or more, this requirement will not be met.
DigiPen Logo	Game must display the official DigiPen logo all by itself as the first screen upon launching. It must be displayed unaltered for at least 2 seconds, after which you can move on or start modifying the logo in an artistic way. This logo is located on DigiPen Central.
Intro Screen Bypass	Intro screens must be able to be bypassed with a single mouse-click (left and right), key-press (Enter, spacebar, and Escape), AND button-press (Start and A, if gamepads are supported). You do not have to skip with a mouse click if the game does not use the mouse and the cursor is invisible.) This single piece of input may bypass a single intro screen or all of them. Note that if a player attempts to bypass the intro screens, it is fine to skip the DigiPen logo as well. If you have a "Controllers Recommended" or "Controllers Required" screen – you may want to make sure this is still shown, however.
Responsiveness	PC games must handle CTRL-ALT-DEL and CTRL-TAB cleanly and never become unresponsive (except briefly while on loading screens). If the game is minimized, it must not use large amounts of CPU while in that state. Game window must never become unresponsive (make sure you keep processing messages in all circumstances). Nothing must interfere with being able to bring up the task manager and kill the program if necessary.
Performance	A game must have a consistently good enough frame rate to be playable, and must be stable enough to be played through the majority of the time. A framerate of at least 60 frames per second is required. If there is no in-game framerate counter, than this will be determined subjectively by Game Gallery staff.
High Stability	Game must be able to run without crashing or destabilizing the operating system.
No Trial Versions	The game must not use trial versions of software (especially Unity or other engines). The Personal Edition of Unity is acceptable.
No Debug Info	The game must not display any debug text or other debug info (including a separate debug command windows or anything similar) by default. It's okay to have something on the options screen that turns on debugging features. For a PC game, this also includes setting the window title properly and the name of the game in the installer (i.e., not "Framework", "GAM200 Project", "CS230 Project", etc.).
Proper Minimization and Loss of Focus	Gameplay must be paused whenever the game is minimized or loses focus for any reason. When un-minimized, the game can either be unpaused (if the pause menu was not active) or be restored with the pause menu activated (even if it wasn't before). The mouse must be released (if it was captured) when the game is minimized for any reason (including CTRL-ALT-DEL). While minimized, the game must not use large amounts of CPU or GPU cycles that are noticeable to the user. Game audio must likewise stop or pause when the game is minimized or loses focus for any reason.
Proper Resumption of Desktop Resolution	If the game ever sets the full-screen resolution of the game to something other than the desktop resolution, it must restore the desktop resolution back to what it was when exiting, minimizing, going to windowed mode, ALT-TABing, etc. This is not required if the resolution was selected by the player through a launcher window.

Proper Exit of Game	The game must exit appropriately. At a minimum, this must be a "Quit Game" button on the Pause menu, unless otherwise approved by an instructor. Hitting the ESC key must take you to the Pause menu with an option to exit the game. For a game using a gamepad, the Pause menu with "Quit Game" needs to be activated the Start button instead. When the player has completed playing the game, the game cannot just exit (or do nothing), even if you have a confirmation dialog before exiting the game. Playing credits automatically at the end of the game is fine, but then you must either return to the Main menu or ask the player whether they want to play again or quit the game after the credits are over.
Proper Shutdown	The game must shutdown properly, releasing all file handles and other resources. It must also not destabilize the OS in any way upon exit.
Network Bandwidth	If the game has networking, it must keep network bandwidth at 128 Kbps or less.

MENU REQUIREMENTS	
Main Menu/Pause Menu	Game must have both a main menu and a pause menu. The names of buttons on menus must be understandable and match their functionality. Below are some recommendations for button naming: Start Game Option - "Start Game" or "New Game" (if multiple files and saved data) Load Game Option (for games with save files) - "Load Saved Game" or "Load Save File" Restart Game Option - "Restart Game", "Return to Overworld", "New Game", "Exit Level" Return to Main Menu Option - "Return to Main Menu" or "Exit to Main Menu" Quit Game Option - "Quit Game" Resume Game Option - "Resume Game" How To Play - "How to Play" or "Controls" Credits - "Credits" Options Menu - "Options" Extras Menu - "Extras"
Credits Screen	The credits screen must be accessible via the Main Menu.
How to Play Screen	A How to Play screen must be accessible via the Main and Pause menus.
Pause Menu Quit Game Button	An option to "Return to Main Menu" or "Quit Game" (with a confirmation prompt) is required for the Pause Menu. Although only one is required, both are recommended.
Quit Game button	A "Quit Game" button (with a confirmation prompt) is required on the Main menu.
Confirmation of Destructive Action	Any action that would cause the player to lose progress or otherwise be destructive (including exiting the game) must trigger a confirmation of destructive action dialog where the player must confirm the destructive action.
Gamepad Menu Navigation	If the game supports and is intended to be played using a gamepad you must be able to navigate all menus with the gamepad. The dpad and both analog sticks must work for navigation to meet this requirement.

INPUT REQUIREMENTS	
Input Support	All input devices must be handled appropriately, based on the game's platform, and not have any strange or unstable behavior (such as not turning off vibration on a controller when the game is paused). If a non-default input device is expected to be used (gamepad on a PC, for example), there must be a screen during the load sequence that informs the player of the input device they should use. Supported input devices must work appropriately with any menus (such as sticks and dpads working to navigate menus from a gamepad). For a PC game, basic keyboard or mouse input must work enough so that submission requirements can be tested (but the game doesn't have to really be playable with them). The mouse cursor must be invisible if it is not used for menus or gameplay, and plugging in an input device must not disable keyboard/mouse input.
Keyboard Support	Game must support keyboard and/or mouse-based gameplay, even if it is primarily designed to be played with a controller or special peripheral. All menus must work with keyboard or mouse input as well, and this must not be disabled, even if a peripheral is active. Note that the game does not have to be fun or even very playable with the mouse and keyboard if it is meant to be played with a gamepad or special peripheral—we just need to be able to do some basic technical checks of the menus, level loading, etc.
Mouse Support	If the mouse is used at any point in the game, gameplay, menus or otherwise, then it must work for all menus, skippable screens, etc. If the game play (not the menus) does not use the mouse, then the mouse cursor must be invisible during gameplay.
Mouse Handling	The mouse/cursor must be locked to the game window regardless of if it is used or not. In other words, on multi-monitor setups, the mouse should not be able to scroll over to another active program on a separate monitor of dragged far enough by the user.
Gamepad Peripheral Screen	If the game supports and is intended to be played using a gamepad or special peripheral, there must be a screen informing the player of this before the controller is used (which generally means before the main menu or game beginning is displayed). Note that if you include this screen, we will assume we should play with a controller, otherwise we will assume mouse and/or keyboard. If your game refers to gamepads or other controllers anywhere (How To Play, tutorial, hints, etc.) but does not have this screen, then this requirement is not met.
Gamepad Detection	The game detects and accepts a Gamepad/Peripheral even if it is plugged in after the game has started, assuming it is supported.
Vibration Pause	If the game is paused, any controller vibration must also be paused (assuming the game uses vibration at all).
Adaptive Instructions	If the game supports and is intended to be played using a gamepad or special peripheral (see above), then all UI that refers to buttons, keys, triggers, sticks, etc. must only refer to the gamepad/peripheral. For example, it cannot say that jumping is either the spacebar or the A button—it has to just refer to the A button. If the controller is not actually plugged in, then the UI must refer to keyboard/mouse information instead. This must be done in both the "How To Play" screen and in any in-game UI or hints.
Confirmation of Destructive Action	Any action that would cause the player to lose progress or otherwise be destructive (including exiting the game) must trigger a confirmation of destructive action dialog where the player must confirm the destructive action.

CREDITS, COPYRIGHTS, And Rating	
Credits Screen	The game must have a credits screen that follows the instructions in the credits section of DigiPen Central at distance.digipen.edu. This Credits screen must be accessible via the Main Menu. It is encouraged to have the Credits screen accessible via the Pause Menu, but this is not required.
Proper Copyrights	The game must display the official DigiPen copyright on the game's credits screen as described in the copyrights section of DigiPen Central at distance.digipen.edu. The game must also display any copyrights and/or logos required by any libraries the game uses (FMOD, for example) as required by those libraries (this usually means on the credits screen). Note that many libraries are not allowed to be used in some classes (always ask your instructor), any allowable libraries must be legal for use in an educational setting, and there are some libraries that do not require a copyright notice (other than in the source code). Always read the license for any libraries carefully, and ask your instructor if it is not completely clear. Please refer to the "Allowed Software Libraries" file on Game Central for more info about code libraries.
License Files	All games must have a folder or location where licenses can be found for used software and fonts.
Clean Copyrights	The game does not infringe on any copyrights. Game archive also must not contain any copyrighted materials of any kind.
E10+ Rating	Game may not have content that exceeds E10+ rating, even if your course allowed you to go above this ESRB rating standard. Content that will fail this requirement includes, but is not limited to: blood, extreme violence, realistic sounds of distress (human or animal screams, for example), mature themes, sexualized content, profanity.
File Names	No offensive or unprofessional names in the files distributed with the game.

RECOMMENDED FEATURES (NOT REQUIRED)	
Adaptive Pause Menu Audio	It is recommended to have adaptive audio in game when the Pause Menu is activated. This could be via muting all game audio, applying a lowpass filter, decreasing the volume of game audio, switching to a pause menu music track, etc.
Pause Menu Credits	It is recommended that the credits be accessible via the Pause Menu. It is only required for the credits to be accessible via the Main Menu, however.
Custom Mouse Cursor	If your game uses the mouse in any way, the cursor must always use custom art while visible
Pause Menu Quit Button	It is recommended to have buttons to both exit the game and exit to the Main Menu from the Pause Menu, although only one is required.

UNITY ENGINE REQUIREMENTS	
Launcher Banner Configuration	If using the Unity launcher for your game, the Unity launcher must display a custom banner image that is representative of your game. Using the DigiPen logo is not sufficient for this requirement.
DigiPen Splash Screen	The DigiPen splash screen must appear by itself for two seconds with no other logos present. The Unity Engine logo may appear before the DigiPen logo if you are using a non-commercial version of the Unity Engine.