

TRC Category	TRC Sub-category	TRC Description	Required Support	Recommended Support
T5-1.0 App Delivery, Install & Updates	T5-1.1 App Quality for Submission	T5-1.1.1 The app does not contain any placeholder text or placeholder graphics.	TRUE	FALSE
		T5-1.1.2 The app does not contain any functionality that is inaccessible during testing.	TRUE	FALSE
		T5-1.1.3 The app does not contain any spelling or grammar errors.	TRUE	FALSE
	T5-1.2 Packaging	T5-21.2.1 The app must be built using a supported SDK and engine version.	TRUE	FALSE
		T5-21.2.2 All Tilt Five applications must be submitted as 64-bit binaries.	TRUE	FALSE
	T5-1.3 Functionality	T5-1.3.1 App must install and run without crashes, freezes, or extended unresponsive states.	TRUE	FALSE
		T5-1.3.2 The app must not leave the user stuck at any point in the experience.	TRUE	FALSE
		T5-1.3.3 The app must respond to the glasses positional tracking as well as orientation.	TRUE	FALSE
		T5-1.3.4 For Multiplayer supported games: -PC players able to play with T5 players -T5 players able to play with PC players -T5 players able to play with other T5 players	TRUE	FALSE
	T5-2.0 App Design	T5-2.1 Frame Rate	T5-2.1.1 The frame rate remains constant at a minimum of 60FPS through all areas of the app.	TRUE
T5-2.1.2 The frame rate remains constant at a minimum of 60FPS while loading large amounts of data – i.e. loading screens, saving data, or changing scenes.			TRUE	FALSE
T5-2.1.3 The frame rate remains constant at a minimum of 60FPS when a large number of objects are spawned, particularly in apps with user generated objects. Consider limiting how many objects the user can spawn if spawning objects causes reduced frame rate.			TRUE	FALSE
T5-2.2 Audio		T5-2.2.1 The app supports 3D spatial audio	FALSE	TRUE
		T5-2.2.2 Does loosing audio make block progress The app at anypoint or make it more difficult to use/play.	TRUE	FALSE

		T5-2.2.3 In multiplayer games, if the original game supports voice chat, audio and voice chat are supported for Tilt Five glasses.	FALSE	TRUE
		T5-2.2.4 The app uses normalized game volume/effects to maintain a constant volume level across applications	TRUE	FALSE
T5-3.0 User Interaction	T5-3.1 <u>Wand</u> Inputs	T5-3.1.1 The app supports wand button inputs	FALSE	TRUE
		T5-3.1.2 The app supports positional wand tracking	FALSE	TRUE
		T5-3.1.3 The app supports gamepads (ex. Xbox Wireless Controller etc)	FALSE	TRUE
		T5-3.1.4 The app supports keyboard + mouse input	FALSE	TRUE
		T5-3.1.5 If your app supports alternatemultiple control inputsinput options (gamepad, wand grip, side wand grip etc), the selected/enabled input scheme should be clear to in-game prompts and/or tutorial screens (including controller diagrams and button mapping screens) reflect all available input devices and/or the user input device currently in use.	TRUE	FALSE
		T5-3.1.6 SYS button input on highest level game screen invokes Exit game action (similar to ESC key)	TRUE	FALSE
		T5-3.1.7 The app includes side grip support	FALSE	TRUE
		T5-3.1.8 (Wand grip) Trigger and/or 1 button for primary action/select buttons	TRUE	FALSE
		T5-3.1.9 (Side grip) Trigger and/or A for primary action/select buttons	TRUE	FALSE
		T5-3.1.10 (Wand grip) Use 2 button as 'back' button to navigate UI hierarchy	TRUE	FALSE
		T5-3.1.11 (Side grip) Use 2 button and/or B button as 'back' button to navigate UI hierarchy	TRUE	FALSE
		T5-3.1.12 SYS button used to pause the game (if pause supported)	FALSE	TRUE
		T5-3.1.13 Wand inputs behave as intended	TRUE	FALSE
	<u>T5-3.2</u> <u>Gamepad</u> Inputs	T5-3.2.1 The app supports gamepads (ex. Xbox Wireless Controller etc) without any bugs or errors	FALSE	TRUE
	<u>T5-3.3</u> <u>Mouse/keyboard</u> Inputs	T5-3.3.1 The app supports keyboard + mouse input without any bugs or errors	FALSE	TRUE

	T5-3.24 App Loading and Exiting	T5-3.24.1 The app allows users to invoke an exit action using the SYS button (ex. A 'Close App', 'Exit Game' option in the main menu). This can occur on desktop monitor OR on the Tilt Five gameboard.	TRUE	FALSE
		T5-3.24.2 The app presents the user with an exit confirmation dialog before closing the app. This can occur on desktop monitor OR on the Tilt Five gameboard	FALSE	TRUE
		T5-3.24.3 When launching a Tilt Five supported app or enabling Tilt Five mode, if the glasses are not connected, your app informs players to connect their Tilt Five glasses	FALSE	TRUE
		T5-3.24.4 User able to use the wand to Exit application	TRUE	FALSE
	T5-3.35 Viewing Comfort and Accessibility	T5-3.35.1 No UI and necessary game objects clipping at both primary viewing distances: 1) Sitting on a chair with gameboard on a standard 28" to 30" (72cm-76cm) height table 2) Sitting on chair with gameboard on the ground or low coffee table	TRUE	FALSE
		T5-3.35.2 No UI and necessary game objects clipping at secondary viewing distance: Standing with gameboard on a standard 28" to 30" (72cm-76cm) height table	FALSE	TRUE
		T5-3.35.3 UI text should be legible between 1.5ft - 4ft (~45cm-120cm) from the center of gameboard at the nearest edge of the gameboard, at both primary viewing distances and viewing angles 1) Sitting on a chair with gameboard on a standard 28" to 30" (72cm-76cm) height table 2) Sitting on chair with gameboard on the ground or low coffee table	TRUE	FALSE
		T5-3.35.4 UI text should be legible between 1.5ft - 4ft (~45cm-120cm) from the center of gameboard at the nearest edge of the gameboard, at secondary viewing distance: Standing with gameboard on a standard 28" to 30" (72cm-76cm) height table	FALSE	TRUE
T5-3.35.5 Game object Level of Detail (LOD)s remains clear / game object clarity at primary viewing distances between 1.5ft - 4ft (~45cm-120cm) away from the center of gameboard at		TRUE	FALSE	

		the nearest edge of the gameboard, at both primary viewing distances and viewing angles 1) Sitting on a chair with gameboard on a standard 28" to 30" (72cm-76cm) height table 2) Sitting on chair with gameboard on the ground or low coffee table		
		T5-3.35.6 Game object Level of Detail (LOD)s remains clear / game object clarity at primary viewing distances between 1.5ft - 4ft (~45cm-120cm) away from the center of gameboard at the nearest edge of the gameboard, at secondary viewing distance: Standing with gameboard on a standard 28" to 30" (72cm-76cm) height table	FALSE	TRUE
		T5-3.35.7 Game objects maintains proper orientation and perspective when user moves head/glasses at both primary viewing distances: 1) Sitting on a chair with gameboard on a standard 28" to 30" (72cm-76cm) height table 2) Sitting on chair with gameboard on the ground or low coffee table	TRUE	FALSE
		T5-3.35.8 Desktop monitor representation of game set to normal desktop playing perspective when not looking at the gameboard	FALSE	TRUE
		T5-3.35.9 Game content snap rotates 90 degrees around board to match player's position (game specific option)	FALSE	TRUE
		T5-3.35.10 The app does not render objects too close to face, may cause disorientation or discomfort.	TRUE	FALSE
		T5-3.35.11 Gameplay is not interrupted if player views gameboard from different sides (can test by rotating gameboard)	TRUE	FALSE
		T5-3.35.12 If the app is not optimized for <u>sitting or standing</u> , the app only, it must instruct <u>be made clear to the user that the app is intended as a seated experience. This with an in-game notification can happen in game or on the app store.</u>	TRUE	FALSE
	T5-3.46 Tilt Five Mode menus	T5-3.46.1 If a non Tilt Five user selects a Tilt Five menu option, a dialogue window opens with 'Learn more about Tilt Five' options, this can direct users to T5 website or the game's Steam page T5 section, this can happen on the gameboard or on the desktop monitor	FALSE	TRUE

	T5-3.57 Interruption Testing	T5-3.57.1 For apps that use the wand, if the wand loses power or disconnects during play, the app notifies the user to check their wand.	FALSE	TRUE
		T5-3.57.2 If Tilt Five glasses are disconnected when app is in 'Tilt Five enabled mode', game pauses (if appropriate), and app notifies user ex. Switch to 'default mode' or 'reconnect Tilt Five glasses' dialogue options.	FALSE	TRUE
		T5-3.57.3 When changing windows or alt+tab away to different windows application and back to Tilt Five application, the Tilt Five app must maintain all inputs and tracking functionality	TRUE	FALSE
		T5-3.57.4 There is no interruption to primary input device when other input device is connected Ex) Tilt Five wand becomes inoperable when I connect an Xbox gamepad, or vice versa.	TRUE	FALSE
	T5-3.8 User Interface	T5-3.8.1 the app should be functional and usable in its entirety while viewed through the Tilt Five glasses and should not require use of additional or external display devices for gameplay, UI or menus.	TRUE	FALSE
		T5 3.8.2 If your app supports the Tilt Five wand controller, the app must provide clear instructions on how to use and hold the wand. For example, when the wand is in use, all on-screen UI (including diagrams, tutorials, tooltips, and button prompts) corresponding to gameplay and use of menus must reference and look like the buttons and features of the Tilt Five wand. Also, if the app offers any UI menus featuring controller diagrams or button- / keyboard-mapping instructions, there should be a likewise diagram or instruction provided for use of the Tilt Five wand.	TRUE	FALSE
		T5 3.8.3 if the app makes use of the Tilt Five glasses' head-tracking camera for input (whether gameplay or menu selection) this must be explained clearly to the user via in-game prompts.	TRUE	FALSE
T5-4.0 Privacy, Safety, Legal	T5-4.1 Privacy Policy	T5-4.1.1 The app's privacy policy is accessible on the developer's website, on the storefront, on the desktop app or on the Tilt Five gameboard. Only apps	TRUE	FALSE

		that use Network privileges are required to have a privacy policy.		
		T5-4.1.2 The user is not required to download the app's privacy policy in order to view it (e.g. via a PDF file download)	TRUE	FALSE
T5-5.0 Distribution, License & Monetization	T5-5.1 Correct usage of System Terminology	T5-5.1.1 Use the correct spelling of Tilt Five Correct: Tilt Five Incorrect: T5, Tilt5, Tilt 5	TRUE	FALSE
		T5-5.1.2 Use trademark symbol TM when referring to Tilt Five hardware, NOT when referring to Tilt Five as a company or organization. Correct: Tilt Five TM glasses, Tilt Five TM wand, Tilt Five TM gameboard Incorrect: Tilt Five glasses	TRUE	FALSE
		T5-5.1.3 Use correct terminology for Tilt Five TM wand: Correct: Tilt Five TM wand, wand Incorrect: Tilt Five Wand, Controller, Magic Wand, other.	TRUE	FALSE
		T5-5.1.4 Use correct terminology for Tilt Five TM glasses: Correct: Tilt Five TM glasses, glasses Incorrect: Tilt Five Glasses, Goggles, HMD, Headset, other	TRUE	FALSE
		T5-5.1.5 Use correct terminology for Tilt Five TM gameboard: Correct: Tilt Five TM gameboard, gameboard Incorrect: Tilt Five Gameboard, game board, game mat, playmat, other.	TRUE	FALSE
	T5-5.2 Use of the Tilt Five Logo and Marks (see Branding Guidelines)	T5-5.2.1 The app does not use Tilt Five branding logos or trademarks within any in-app imagery if not previously approved. Note: This is not limited to UI elements and includes 3D models of Tilt Five logo, wand, glasses, and/or gameboard within the app.	TRUE	FALSE