

Tilt Five Technical Requirements Checklist (TRC) v0.8

TRC Category	TRC Sub-category	TRC Description	Required Support(Full)	Recommended Support(Full)
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	T5-1.2.1 The app must be built using a supported SDK and engine version.	TRUE	FALSE
		T5-1.2.2 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, loss of user data, or causing an unintended reboot of the machine.	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 T5-1.3.4 If the app supports online multiplayer for both PC (non-T5) and T5 users, it is required that it offer multiplayer 'cross-play' functionality in the following ways: - PC Player (player 1) can play with T5 players Player(s) - T5 players able to Player (player 1) can play with PC players Player(s) - T5 players able to Player (player 1) can play with other T5 players Player(s) Note: PC multiplayer games that add a T5 solo mode only and not a T5 multiplayer experience are exempt. Pure T5 multiplayer games that do not offer a PC multiplayer experience are exempt.	TRUE	FALSE
		T5-1.3.5 The app supports MixCast, including support for all of the different gameboard variants (e.g. LE, XE & XE Raised),	FALSE	TRUE
	T5-1.4 Drivers Not Up to Date	T5-1.4.1 The app checks whether they require a newer version of the Tilt Five driver than is installed. If the app detects out of date drivers it will notify the user they need to install new drivers on-screen with the following message: <u>Your Tilt Five Drivers need to be updated before running this application. Please download the latest drivers at https://www.tiltfive.com/downloads</u>	TRUE	FALSE
		T5-1.4.2 If the app detects out of date drivers, it functions as if the glasses are not connected.	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: when using single headset.	TRUE	FALSE
		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 losing 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 3 All audio events within the app uses, including music and sound effects, must be normalized game volume/effects to maintain a constant volume level across applications the app's user experience when heard through the Tilt Five™ Glasses' built-in speakers.	TRUE	FALSE	

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T5-3.0 User Interaction	T5-3.1 Wand 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 If your app supports multiple control input options (gamepad, wand grip, side wand grip etc.), the in-game prompts and/or tutorial screens (including controller diagrams and button mapping screens) reflect all available input devices and/or the input device currently in use.	TRUE	FALSE
		T5-3.1.4 T5 button input on highest level game screen invokes Exit game action (similar to ESC key)	TRUE	FALSE
		T5-3.1.5 The app includes side grip support	FALSE	TRUE
		T5-3.1.6 (Wand grip) Trigger and/or 1 button for primary action/select buttons	TRUE	FALSE
		T5-3.1.7 (Side grip) Trigger and/or A for primary action/select buttons	TRUE	FALSE
		T5-3.1.8 (Wand grip) Use 2 button as 'back' button to navigate UI hierarchy	TRUE	FALSE
		T5-3.1.9 (Side grip) Use 2 button and/or B button as 'back' button to navigate UI hierarchy	TRUE	FALSE
		T5-3.1.10 T5 button used to pause the game (if pause supported)	FALSE	TRUE
		T5-3.1.11 Wand inputs behave as intended	TRUE	FALSE
	T5-3.2 Gamepad Inputs	T5-3.2.1 The app supports gamepads (ex. Xbox Wireless Controller etc) without any bugs or errors	FALSE	TRUE
	T5-3.3 Mouse/keyboard Inputs	T5-3.3.1 The app supports keyboard + mouse input without any bugs or errors	FALSE	TRUE
	T5-3.4 App Loading and Exiting	T5-3.4.1 The app allows users to invoke an exit action using the T5 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
		T5-3.4.2 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
		T5-3.4.3 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
		T5-3.4.4 User able to use the wand to Exit application	TRUE	FALSE
		T5-3.4.5 App Launch Option : Detect & Ask - The app detects the headset and asks the user if they want to enable Tilt Five mode. Selecting NO will launch the app in PC mode.	TRUE	FALSE
		T5-3.4.6 App Launch Option : Auto Launch - The app auto detects the headset and boots directly into Tilt Five mode WITHOUT asking the user. Users can switch from Tilt Five mode to PC mode via one or more of the options below. 1) The user selects a settings option to switch between PC mode & Tilt Five mode. 2) The user unplugs the headset and the app auto switches to PC mode. 3) The user closes the app, unplugs the headset, and re-launch the app.	FALSE	TRUE
	T5-3.5 Viewing Comfort and Accessibility	T5-3.5.1 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
			FALSE	TRUE
		T5-3.5.2 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
	T5-3.5.3 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	
TRUE		FALSE		
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		T5-3.5.4 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
		T5-3.5.5 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 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
		T5-3.5.6 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
		T5-3.5.7 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
		T5-3.5.8 Desktop monitor representation of game set to normal desktop playing perspective when not looking at the gameboard	FALSE	TRUE
		T5-3.5.9 Game content snap rotates 90 degrees around board to match player's position (game specific option)	TRUEFALSE	FALSETRUE
		T5-3.5.10 The app does not render objects too close to face, may cause disorientation or discomfort.	TRUE	FALSE
		T5-3.5.11 Gameplay is not interrupted if player views gameboard from different sides (can test by rotating gameboard)	TRUE	FALSE
		T5-3.5.12 If the app is optimized for sitting or standing only, it must be made clear to the user with an in-game notification.	TRUE	FALSE
	T5-3.6 Tilt Five Mode menus	T5-3.6.1 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
	T5-3.7 Interruption Testing	T5-3.7.1 For apps that use the wand, if the wand loses power or disconnects during play, the app notifies the user to check their wand.	TRUEFALSE	FALSETRUE
		T5-3.7.2 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.	TRUEFALSE	FALSETRUE
		T5-3.7.3 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
		T5-3.7.4 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
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		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 that use Network privileges are required to have a privacy policy.	TRUE	FALSE
		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 ™ when referring to Tilt Five hardware, NOT when referring to Tilt Five as a company or organization. Correct: Tilt Five™ Glasses, Tilt Five™ Wand, Tilt Five™ game board Incorrect: Tilt Five glasses	TRUE	FALSE
		T5-5.1.3 Use correct terminology for Tilt Five™ Wand: Correct: Tilt Five™ Wand, Wand Incorrect: Tilt Five wand, Controller, Magic wand, other.	TRUE	FALSE
		T5-5.1.4 Use correct terminology for Tilt Five™ Glasses: Correct: Tilt Five™ Glasses, Glasses Incorrect: Tilt Five glasses, goggles, HMD, Headset, other	TRUE	FALSE
		T5-5.1.5 Use correct terminology for Tilt Five™ gameboard: Correct: Tilt Five™gameboard, gameboard Incorrect: Tilt Five gameboard, gameboard, game mat, playmat, other.	TRUE	FALSE
		T5-5.1.6 Use the correct terminology for the Tilt Five™ system components outlined in the Naming Conventions Guide	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