Tilt Five Technical Requirements Checklist (TRC) v0.7

GAME TITLE | **DATE** | **SDK Rev #**

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.	☑	☐
		T5-1.1.2 The app does not contain any functionality that is inaccessible during testing.	☑	☐
		T5-1.1.3 The app does not contain any spelling or grammar errors.	☑	☐
	T5-1.2 Packaging	T5-1.2.1 The app must be built using a supported SDK and engine version.	☑	☐
		T5-1.2.2 All Tilt Five applications must be submitted as 64-bit binaries.	☑	☐
	T5-1.3 Functionality	T5-1.3.1 App must install and run without crashes, freezes, or extended unresponsive states.	☑	☐
		T5-1.3.2 The app must not leave the user stuck at any point in the experience.	☑	☐
		T5-1.3.3 The app must respond to the glasses positional tracking as well as orientation.	☑	☐
		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	☑	☐
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.	☑	☐
		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.	☑	☐
		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.	☑	☐
	T5-2.2 Audio	T5-2.2.1 The app supports 3D spatial audio	☐	☑
		T5-2.2.2 Does loosing audio make block progress The app at anypoint or make it more difficult to use/play.	☑	☐
		T5-2.2.3 In multiplayer games, if the original game supports voice chat, audio and voice chat are supported for Tilt Five glasses.	☐	☑
		T5-2.2.4 The app uses normalized game volume/effects to maintain a constant volume level across applications	☑	☐
	T5-3.1 Wand Inputs	T5-3.1.1 The app supports wand button inputs	☐	☑
		T5-3.1.2 The app supports positional wand tracking	☐	☑
		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.	☑	☐
		T5-3.1.4 T5 button input on highest level game screen invokes Exit game action (similar to ESC key)	☑	☐
		T5-3.1.5 The app includes side grip support	☐	☑
		T5-3.1.6 (Wand grip) Trigger and/or 1 button for primary action/select buttons	☑	☐
		T5-3.1.7 (Side grip) Trigger and/or A for primary action/select buttons	☑	☐
		T5-3.1.8 (Wand grip) Use 2 button as 'back' button to navigate UI hierarchy	☑	☐
		T5-3.1.9 (Side grip) Use 2 button and/or B button as 'back' button to navigate UI hierarchy	☑	☐
		T5-3.1.10 T5 button used to pause the game (if pause supported)	☐	☑
		T5-3.1.11 Wand inputs behave as intended	☑	☐
	T5-3.2 Gamepad Inputs	T5-3.2.1 The app supports gamepads (ex. Xbox Wireless Controller etc) without any bugs or errors	☐	☑
	T5-3.3 Mouse/keyboard Inputs	T5-3.3.1 The app supports keyboard + mouse input without any bugs or errors	☐	☑
	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.	☑	☐
		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	☐	☑
		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	☐	☑
		T5-3.4.4 User able to use the wand to Exit application	☑	☐
		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	☑	☐
		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	☐	☑
		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	☑	☐
		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	☐	☑

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TRC Category	TRC Sub-category	TRC Description	Required Support	Recommended Support
T5-3.0 User Interaction	T5-3.5 Viewing Comfort and Accessibility	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	☑	☐
		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	☐	☑
		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	☑	☐
		T5-3.5.8 Desktop monitor representation of game set to normal desktop playing perspective when not looking at the gameboard	☐	☑
		T5-3.5.9 Game content snap rotates 90 degrees around board to match player's position (game specific option)	☐	☑
		T5-3.5.10 The app does not render objects too close to face, may cause disorientation or discomfort.	☑	☐
		T5-3.5.11 Gameplay is not interrupted if player views gameboard from different sides (can test by rotating gameboard)	☑	☐
		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.	☑	☐
	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	☐	☑
	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.	☐	☑
		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.	☐	☑
		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	☑	☐
		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.	☑	☐
	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.	☑	☐
		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.	☑	☐
		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.	☑	☐
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.	☑	☐
		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)	☑	☐
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	☑	☐
		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™ gameboard Incorrect: Tilt Five glasses	☑	☐
		T5-5.1.3 Use correct terminology for Tilt Five™ wand: Correct: Tilt Five™ wand, wand Incorrect: Tilt Five Wand, Controller, Magic Wand, other.	☑	☐
		T5-5.1.4 Use correct terminology for Tilt Five™ glasses: Correct: Tilt Five™ glasses, glasses Incorrect: Tilt Five Glasses, Goggles, HMD, Headset, other	☑	☐
		T5-5.1.5 Use correct terminology for Tilt Five™ gameboard: Correct: Tilt Five™ gameboard, gameboard Incorrect: Tilt Five Gameboard, game board, game mat, playmat, other.	☑	☐
	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.	☑	☐