



Submission Guidelines

STB | ver 1.02

Submission Guide for Jio STB Games

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PURPOSE

The purpose of this document is to define Submission guidelines and requirements to the developer for their games on STB on the JioGames Portal.

SCOPE

To help them understand the mandatory requirements while submitting the games and help them understand the various marketing creatives and assets they need to upload alongwith their game .

UPDATE


Version 1.02


The art assets for game have been modified and updated as per the requirement for STB device UI 2.0.

ART ASSETS FOR GAME

Asset	Format	Size	Options
Game Icon	jpg [Title name must]	Icon 1: [16:9] 1280 x 720px Icon 2: [16:21] 812 x 1080px Icon 3: [1:1] 800 x 800px All 3 options mandatory (Max file size 1024kb)	4 (per icon size)
Game Banner	Jpg [Title name must]	1920 x 547 (Max 2mb)	4
Full Page Screenshots	jpg [HD quality] [in game screens]	1920 x 1080 px (max 2mb)	4
Cross Promo Screen	jpg [HD quality] [Title screen]	1920 x 1080 px (max 2mb)	2
Background Image for Game Detail Page	jpg [HD quality] [Title screen without Game title]	1920 x 1080 px (max 2mb)	2
Vector Images * [game promo]	png (transparent) game title game background ingame characters(individual) unique objects used in the game		
Gameplay Video	mp4 gameplay video [without text]	[4:3] or [16:9] 1280 x 720px (max 10mins) [Max file size 100MB]	1

* these will be used in banners for game promotion, contests, cross promotion and marketing

 **Mandatory:** The above marketing assets are required for game submission. In the absence of these assets the game would not go for testing.

 **Mandatory:** Please make sure all the images are in HD quality and not stretched or

GAME INFO

Following is the Game information which needs to be sent by the developer to JioGames QA team while submitting the game

Sr. No	Info	Description
1	Game Name	Title of the game
2	Game Short Description	160 characters limit
3	Game Long Description	Max 1500 Characters
4	Game Categorization	Game genre eg. Arcade, Actions, Racing etc

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5	Keywords	Search Keywords for your games to appear on search. - Comma separated upto 20 characters for each keyword, upto 500 characters including comma and spaces
6	APK Package Name	
7	Game version code,name	Provide version code; a numeric string for you package file.

Mandatory: The above info is required for game submission. In the absence of these info the game would not go into testing. [Click here](#) to fill the checklist document and send it to JioQA for your 1st SDK integrated game build.

GAME FLOW & GAMEPLAY RULES

Game flow should be progressive, and the gameplay should not be too difficult or too simple.

1. Game controls should be properly explained in form of interactive in game tutorial for smooth player onboarding
2. The difficulty of the gameplay should gradually increase, giving a fair chance to the player
3. The player should have at least 3 lives to retry the game, these can be for every level or the whole game depending on the gameplay
4. Player can have option to use ingame currency or watch an ad (incentivized ad) to get a bonus life and play from the same point where he has lost
5. Player should be able to play from the same level where he has left the game. The game should not start from level 1 for an existing player

USABILITY OF BUTTONS / NAVIGATIONAL FLOW

Are all the buttons working correctly. Is the navigation logical?

1. Key mapping is done correctly
2. Controller works seamlessly in the game
3. Button color changes on being hovered, selected or there is some clear animation which helps the player know he/she has selected a particular menu.
4. Keymapping functionality will be displayed as per the [Controller](#) document.

SCREEN ORIENTATION

The game should be in landscape mode to give the player full screen size experience. If the game is in portrait mode then the developer is required to use extra elements to hide the black screen/ white space alongside the game. The extra elements could be either the game background which could be stretched across to fill in the screen or use of background tiles to fill in the empty space.

TESTING CRITERIA

Sr. No.	Criteria	Description
01	SDK Validation	Verify if the game has the latest Jio Games SDK
02	Check for background music and sound effects	<ul style="list-style-type: none"> • ON/OFF sound & background music • Receive the call and check <ul style="list-style-type: none"> - if TV calling is implemented - Check if sound is paused when call received or multitasking or sleep mode • Verify if sound effects are in sync with action • ON/OFF device sound(native sound) and check
03	User Interface	<ul style="list-style-type: none"> • Check in Landscape mode • Check for animation, movement of character, graphics, Zoom In/Out (all gestures) etc • There should not be any clipping (cutted background) • Test whether any object overlaps with another • Verify if loading indicator is displayed wherever required • Character should not move out of the screen/specified area • Test for enable and disable images/icons/buttons etc • Check for screen title • Check for message title, message description, label (should be appropriate) • Check scrolling • Font displayed (color, size etc) • Check other objects too (ex -if its a car race- you need to look at road, people, other objects like buildings etc)
04	Performance	<ul style="list-style-type: none"> • Check the loading time of a game • Make sure that any action is not taking considerable time, game flow should be fast
05	Score	<ul style="list-style-type: none"> • score calculation is proper • Verify leaderboards General/All time/Weekly/local etc • Check the score registration functionality • Check the format (whether, comma is required in score etc ideally if coma should be in millions not in thousands) • Check for level completion syncs with the score
06	Time Out	<ul style="list-style-type: none"> • Check for time out • Do the actions when time-out happens

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07	Multitasking	Switch b/w different apps and play game , check for sound, score, UI, time-out etc The game should not lag or crash.
08	Pause	Check if game is paused when multitasking or sleep mode
09	Save Settings	<ul style="list-style-type: none"> • Turnoff and ON device, check if settings are saved • Log out /On , check same User should not loose his game in above conditions
10	User profile	<ul style="list-style-type: none"> • Put a all types of images in Player profile and check • Put special character, numbers,space in username and check • Password should be in masked
11	Functionality	<ul style="list-style-type: none"> • Check game area, game logic • play till last level without any hiccups • get the cheat codes from development team and check all the levels • Check for the features that will be unlocked level-wise • Check for bonus score • Check the score hike when level gets increased • Check for multi-tap action (example in a car race we hold accelerator and left/right turn button simultaneously) • Menu options • Different game modes/location
12	Help & About Screen	<ul style="list-style-type: none"> • Should be in easily understandable format free from spelling mistakes • Verify if contextual Help option is easy to navigate
13	User Profile Page / Multiplayer game	<ul style="list-style-type: none"> • login/log out • Session expiry check • Registration (Sign Up) • Verify account (receive verification mail) • login with registered but not verified account (without clicking verification link) • Forgot password checks (many cases here) • Game flow • Check for WIN/lost/Draw • Check user statistics graph • Challenge/Decline challenge/receive challenge • Check for forfeit • Check when player 2's turn is on Player 1 is not able to do actions (should not be able to forfeit also) • Check for pass turn • Check for time-out (for one player) • Check the score for both the players till game ends

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14	Memory leak	Check the game when device memory is low
15	Network (n/w) check	N/w messages if n/w is not present check if what happens when n/w not present and user plays a move (whether score submitted for that move etc)
16	Size	User won't like if your game takes lot of device space, so keep one eye on game file size
17	Device OS	Check in supported STB devices screen sizes OS versions (basicaly dependant on our requirement)
18	Upgrade the game	Upgradation of Games to the latest version and while migration - all data should persist [score, user profile etc]
19	Battery Effect	What if Battery of the controller goes down/switched off while playing, Whether the score will get saved?
20	Advertisements	1. Verify if Ads are appearing uniformly across the device, as per the guidelines 2. Verify if appropriate banner ads and sizes are appearing in relevant devices 3. Verify if Call to Action (CTA) is working as desired 4. Verify if In-App purchases are working fine

GAME FILES

The game files need to be zipped and be password protected while being uploaded on to the specified FTP.

You need to upload the game file at the following folder at the following url path:

URL: <https://rftp.ril.com>

Username > **jaspreet13s**

Password > **jps_ftp@1107**

[My Files /Developers / Developer Name \(Create your folder at this location\)](#)

or

URL: <https://rftp.ril.com>

User Name – **pranavj**

Password - **indi\$awi\$nter@2020**

[My Files /Developers / Developer Name \(create your folder in case it is not there\)](#)