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JioGames

## GAME SUBMISSION GUIDELINES ANDROID WEB GAMES



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# JioGames

## *Submission Checklist for Smartphone Web Games (HTML5)*

### Overview of the Game Submission Process

Following is the high-level overview of the submission process that will help you understand the general process for submitting a game to the JioGames:

1. **Develop or Migrate:** Develop your game from scratch or migrate an existing Web HTML5 Game for publishing on JioGames. Read [Migrating existing game to JioGames](#) section if you are working with an existing game which is available other platforms. Make sure your game meets the JioGames [Content Policy](#) requirements while you develop or prepare your game.
2. **Test:** Make sure that your game meets the Test Criteria for JioGames Android Web Games. Refer to [Testing Criteria for Android Web Games \(HTML5\)](#) section for details.
3. **Submit Your Game:** Submit your game for review along with your games store listing information. Refer to [Submission Checklist](#) section for making a submission.
4. **Game Review:** Developers will be receiving status for their game submissions over the same email through which submission details were sent to our developer support team. If your game fails any submission criteria, you will receive a notification on the game status with reason of rejection. You will need to fix your game accordingly and resubmit your game for review.
5. **Updating Game:** If you need to make changes to an existing game that has already gone live, you may submit the new game Zip File to our Game Review team following the same process you followed to make first submission.



## Submission Checklist

*Before you submit your game to us for approval, here is a checklist that will guide you to make a successful game submission. After you make sure that your game meets all these criteria, you can contact us for publishing request; for us to run a quality assurance pass on it to make sure it's ready to go for publishing. This is the same checklist that we use when verifying your game, so if your game doesn't meet the requirements, we will ask you for re-submission with corrections before final publishing.*

1. **Game Content:** Make sure your games meet the JioGames Content Policy Requirements.
2. **Game Preparation Guidelines:** Make sure you have read & followed general instructions mentioned in [Game Preparation Guidelines](#) section while developing or preparing your games for submissions to us.
3. **Store Listing Info:** Make sure you have created and collected the required images for your game listing. For specifications on game info and marketing assets required for listing an Android mobile game on JioGames platform refer to [Store Listing Information- Checklist](#) section of this document.
4. **Intellectual Property (IP) Rights:** In case your game uses third-party intellectual property (IP), you must have proper documentation for use of that IP from the third party, JioGames team may ask you to provide the same.
5. **Game Testing:** Make sure you have thoroughly tested the game, and it meets the general qualification criteria. Refer to [Testing Criteria for Android Web Games \(HTML5\)](#) section for details.
6. **Submitting Game File & Store Listing info:** If you have completed the above checklist, follow below steps to make the submission to our review team.  
**Step 1:** Fill the meta-data excel\* for your game with information above your game.  
**Step 2:** Create a submission folder\*\* for game containing the game file, duly filled meta-data excel & the associated graphic assets specified in the [Store Listing Information- Checklist](#). A sample folder *has been provided along with document*. Refer to folder name **Sample Submission Folder** provide in developer kit.  
**Step 3:** Upload the game content folder on **Developer Portal**  
**Step 4:** Send details of submitted files on our developer support email id contact (JioGames.DeveloperSupport@ril.com) with path & password for the submitted files.

\* Game meta-data list provided along with document. Refer to file **sample meta-data (Android Web Games-HTML5).xlsx**

\*\*Pls ensure the uploaded files are password protected. JioGames will not be held responsible for any loss of data or property if the information provided is not protected by the you.



## Content Policy

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All games are required to go through the game's submission process required to publish games on JioGames ecosystem & must adhere to the content guidelines described below.

- 1. Offensive Content:** Its developer responsibility to determine or identify whether their games contain any offensive content through research or law consultation. An offensive may be graphic depictions of extreme gore, decapitations, unsettling content, and/or excessive violence; that contain derogatory content specifically targeting any groups, individuals, religions, or nationalities. JioGames reserves the right to determine the appropriateness of all apps and to accept or reject any app at our discretion.
- 2. Pornography:** JioGames prohibit games containing pornography or that depict sexual acts or sexually explicit material; including content within in games or marketing materials.
- 3. Illegal Activity:** Each Game must comply with all applicable laws. We prohibit games that promote activities that are dangerous and illegal, such as the sale of illegal drugs or human trafficking. Developers are responsible for researching their own to ensure that each game follows all local, state, national, and international laws.
- 4. Intellectual Property Infringement:** Games that infringe the intellectual property rights of a third party will not be entertained by JioGames. If your games use the IP of a third party, you will be required to provide documentation of your license or IP rights to distribute your games with the JioGames ecosystem.
- 5. Malicious & Deceptive Practices:** Games must not contain scripts or content that may directly or indirectly harms or interferes with the operation of the networks, servers, or other infrastructure of JioGames or others such as viruses, malware or similar threat.
- 6. Privacy/Publicity Infringement:** Jio holds personal privacy in the highest regard. Therefore, Jio prohibits games with unauthorized use of an Individuals persona, image or information. Any game which infringe, or have the potential to infringe, upon an individual's privacy, right of publicity, or that portray an individual in a false light will not be accepted.

### Intellectual Property (IP) and Copyright

Your games, including game metadata, must not infringe on the intellectual property rights of a third party. These include patents, trademarks or copyrights.

These guidelines therefore also apply to JioGames and use of Jio or JioGames trademarks and branding.

#### Examples of IP Violations

- Re-distributing an someone else games as your own, w/o necessary permission or consent from actual owner of the games or associate content.



- A game that uses a popular character from a third party (e.g. Avengers) without licensing that character from the third party.
- Using artwork or promotional images from a third party in your app or game without permission.



## Games Preparation Guidelines (Android Web Games)

Below is list of few general guidelines and best practices for developing games for JioGames.

1. Make sure your using the latest JioGames SDK\* within your game. The JioGames SDK for web games consist following elements:
  - a. **JioAds:** For monetizing your game through various Ads formats supported by our JioAds network.
  - b. **Games Service Integration:** JioGames shows game leaderboards outside the game environment on the JioGames App. Therefore, this part of the SDK helps you integrate your games deeply and work seamlessly on the platform.

*\*Instruction to integrate JioGames SDK are provide along with this document.*

2. We recommend developing games developed considering mobile as targeted devices. For ported or mobile optimized ones, your game must load fast and the core mechanics should be suitable to play in a mobile browser.
3. Make sure your games do not launch the customer into a browser on the device, customers will have the best experience when navigation flow stays within the game.
4. Your game must have splash screen with loading progress bar, allowing users to understand loading of game resources, while they wait for your game to start.
5. Games are complex applications which require guidance on 'how to play' & 'what to achieve'; simply win or progress through it. Therefore, we recommend you have good FTUE (first time user experience) integrated within the game, making it easier for your player to understand and engage with your game. Guide players on features offered by your game during start & when a new element is introduced as he/she progressed through.
6. If your game has music & SFX, do ensure to provide user options to enable or disable these features from your game settings. Refer to JioGames Android SDK for 'Game Sound Integration'.
7. Considering that devices have different screen sizes and aspect ratios; your game must be designed to fill the entire screen. While in cases where it may not be possible to do so; in such scenarios the game must fill 80% of the screen.
8. As you ensure the game operates in full-screen mode, also ensure to lock the 'screen orientation' in the orientation supported or best suited for the game.
9. The core mechanics of the game needs to be fun and engaging – the core game loop needs to be "closed" so the reward for playing the game is within the player's grasp, and which not only allows but also encourages and incentivizes him or her to continue playing.
10. The games should not be in demo stage. We are only publishing fully completed games at this time.



- 11.** Minimum number of ads and no social plugins are allowed within the game. Games cluttered with ads won't be accepted.
- 12.** The game must not ask users to provide any personal data within the gameplay.
- 13.** Submitted games must and only have JioAds integrated within the games for Ad supported games. For details and guidelines related to JioAds SDK refer to document provided along with this document.
- 14.** Submitted game should be free from any third-party analytics or tracking tools.
- 15.** Use best practices to optimize game performance.
- 16.** Use efficient collision detection algorithms and data structures such as k-d tree, quad tree, r-tree, bounding rectangles etc. or use an efficient pre-existing library.
- 17.** Use data structures to keep track of game state.
- 18.** Use requestAnimationFrame to cap the frame rate. Do not render at more than required rate.
- 19.** Do not constantly calculate game states dynamically
- 20.** Do not try to draw things that are not visible.
- 21.** Do not use CSS box-shadows as they are expensive to paint and can significantly degrade performance.
- 22.** Do not submit any advergAMES on JioGames. AdvergAMES are games which in some way contains advertisement for a product, service, or company. Advergame can also be a regular popular game, which may be sponsored by a company, and include advertisements within the game for the sponsoring company; for example, you might see a character drink a brand of soft drink, or a race car might drive past a billboard advertising a certain snack food.
- 23.** Submission of such game may lead to rejection or removal of the games from the platform.
- 24.** Game leader-boards are maintained by JioGames - Game Services; which is maintained via score posted by the game for each player. Games will have more retention or replay-ability, if your game has leaderboard for players to compete on. Games with leader-board also allows player to play & compete with family & friends. JioGames also to promotes player tournaments/contests on game with leaderboards; which may help developers/publisher attract players and corresponding game sessions.





## Store Listing Information- (Android Web Games)

Developers are required to follow pre-defined specifications of game info & assets\*\* for listing games on JioGames, as described below:

- ☐ **7. Game Title\*:** Is your Game Name displayed on the JioGames App. Character limit up to 50 Characters
- ☐ **8. Game Short Description\*:** The first text users see when looking at your game's detail page on the JioGames App. Character limit up to 160 Characters. We recommend minimum 100 characters to describe the game in short.
- ☐ **9. Game Long Description\*:** The text users see on game Info page. Character limit up to 3000 Characters. We recommend minimum 500 characters to describe the game.
- ☐ **10. How to Play Instruction:** The text users see on game Info page. Character limit up to 1000 Characters.
- ☐ **11. Category\*:** The target genre that you want your games to be placed. Available genre categories are Action, Adventure, Arcade, Board, Casual, Education, Puzzle, Racing, Strategy, Sports.
- ☐ **12. Keywords:** Search Keywords for your games to appear on search. Comma separated up to 20 characters for each keyword, up to 100 characters in total.
- ☐ **13. Rating\*:** Age ratings is a system used to ensure that the games are clearly labelled with a minimum age recommendation based on the content they have. These age ratings provide guidance to consumers, parents, to help them decide whether to buy a product for a child. JioGames platform follows PEGI rating system for games its associated content. You may select the appropriate rating for your game. However, the final rating may vary basis assessment from our game review team.

Rating	Description
Rated for 3+	Suitable for all age groups. Some violence in a comical or fantasy context is acceptable. Bad language is not permitted.
Rated for 7+	May contain some scenes or sounds that are frightening for children. Mild violence (implied or non-realistic) is permitted.
Rated for 13+	Violence involving fantasy characters and/or non-graphic violence involving human-looking characters or animals is permitted. Non-graphic nudity, mild language and simulated gambling are also permitted, but sexual expletives are not.
Rated for 16+	Realistic violence, sexual activity, strong language, use of tobacco and drugs, and the depiction of criminal activities are permitted.
Rated for 18+	Graphic violence, including depictions lacking motive and/or directed towards defenceless characters, and sexual violence are permitted. May also include graphic sexual content, discriminatory acts and/or the glamorization of illegal drug use.



## Art Assets Requirements (Android Web Games)

- ❑ **14. Game Icon (s)\*:** JioGames dynamically renders rounded corners and drop shadows to the icons, while showing it to customers. This dynamic rendering will create a more uniformed look and better experience for users. We require three variants of game icons (sharp edges) in sizes as below: -
  - Icon 1 (Square): **512x512px**
  - Icon 2 (Portrait): **480x640px**
  - Icon 3 (Landscape): **640x480px**

**We would require 4 different options for each dimension**

- Supported file PNG, JPG Maximum file size 1024 Kb
- Game Title must



- ❑ **15. Screenshots (s)\*:** Make sure your screenshots show the best and most important features of your game, submit least three screenshots to be eligible to appear in game collections. You can submit up to minimum 3 and maximum 8 Screenshot for your game in landscape or portrait mode: -
  - Supported Aspect Ratio: 1:2 (Portrait or Landscape)
  - Supported Dimension: **400 x 800 px**, **1600 x 800 px**
  - Supported file PNG & JPG
  - No Transparency
  - up to 2MB

- ❑ **16. Featured Graphic\*:** Is the game image displayed on featured listing & Game details page, can be displayed anywhere on the JioGames for featuring of the game.

**We would require 4 different options for Featuring**

- Supported Aspect Ratio 16:9
- Supported dimensions: **1080 x 612 px**
- Only Landscape
- No Transparency
- Game Title must
- up to 2MB



- ☐ **17. Vector Images :** You may also provide us transparent images of game title | in game characters | unique objects used in the game. These will be used in banners for game promotion, contests, cross promotion and marketing activities.  
File Format: PNG
- 18. Game Background :** You may also provide a game background  
Supported dimensions: **1920 x 1080 px**  
File Format: PNG/JPEG
- 19. Game Promo Video:** You may also provide a promotional video of your game; for us to promote your games across other media channels of Jio' ecosystem. It should showcase a Gameplay video without any text.  
Aspect ratio: 4:3 or 16:9  
Recommended canvas size (pixels): **720 x 1080px**  
File Format: MPEG-2, WMV, MOV, FLV, AVI or H.264 MPEG-4, 1200 kbps or higher  
Max file size-100 MB
- ☐ **20. Developer/Publisher Display Name\*:** Display name of the developer/publisher displayed on game detail page.
- ☐ **21. Developer Support Email\*:** A developer customer support email id, where our customers raise enquires w.r.t the game.
- ☐ **22. Developer Address\*:** Provide your company address, the same address is displayed on customer invoices as seller of the app.
- ☐ **23. Developer Privacy Policy\*:** URL displaying privacy policy of the game.
- ☐ **24. Website\*:** URL of developer's website displayed at developer info page.
- ☐ **25. Supported Orientation\*:** Games are rendered in web-view on JioGames App, providing game orientation beforehand allows us to initiate game load in supported or preferred orientation.
- ☐ **26. Package Name\*:** A unique-to-your-game string that you define yourself. For games submitted to JioGames, the package name must follow naming convention "*com.[vendor].[gamename]sp*" e.g. *com.mycompany.myactions*
- ☐ **27. Release/Version Name\*:** Like Android Games assign a release name to your game to distinguish your game versions. e.g. 1.0.0
- ☐ **28. Version Code/Number\*:** Like Android Games assign incremental version code to your game files for our system to identify game updates. e.g. 34

**Note:** We currently do not support online game submissions on our offered platforms, therefore you will need provide the above information through **sample meta-data (Android Web Games-HTML5).xlsx** provided along with this document. Therefore, pls ensure the information is line to the specifications specified above to avoid rejection of the game.

*\*mandatory information required for game submission*

*\*\* by providing this information you give JioGames rights to distribute your content & associate marketing material for promotional purposes.*



## Testing Criteria for Android Web Games (HTML5)

Each game should be thoroughly tested and should provide best user experience; having its core functionality intact throughout the gameplay. All games should meet general qualification mentioned below:

S. No.	Test Name	Test	Expected Results
1	Graphical Issues	Observe the graphical UI elements within the game and verify that no distorted, pixelated, misalignments, or other graphical anomalies occur.	Game must be free of visual defects, such as missing/distorted/pixelated images, misaligned UI elements, or illegible text.
2	UI Issues	Observe the UI elements within the game and verify that there are no grammatical or spelling errors.	Game must have UI text that is free of grammatical or spelling errors.
3	Navigability	Search for areas where users can become trapped, that is, unable to navigate using either onscreen elements or controller buttons.	Users should be able to navigate the interface of the game without becoming locked into any one screen.
4	Screen Real Estate Coverage	Observe the amount of screen that the game occupies.	Smartphones have different screen sizes and display properties make sure your game can handle such variations. You can use JavaScript and/or CSS media queries to detect and react to the device's display size (View port & display resolution). Games should occupy 100% of the screen to be fully compatible. But games may still pass as long as they fill 80% of the screen and are cantered horizontally and vertically on the screen; games should not be located in one corner of the screen. Also, the unfilled portions of the screen must be free from graphical anomalies.
5	Text Placement	Observe the placement and text within user input data fields.	Input boxes should fully display the text that the user has typed without being cropped or unreadable.
6	Correct Back Button Behaviour	Observe the behaviour of the Back button when pressed within the game.	Use of the Back button is not required. Users should be able to navigate through game UI.
7	Overall Performance	Ensure that the overall performance of the game sustains a usable and pleasant user experience.	Games should not impede the user's ability to interact with game.



8	Network Optimized	Ensure game is optimized to work under different network conditions.	Game must work under different network condition such 2G, 3G, 4G, 5G or wi-fi broadband. Or reacts to unfavourable conditions gracefully.
9	Data Persistence	Observe user game data or progress remains consistent as per save points defined in the game when user exits the game.	If the games have modes or features that save user data, this data must be stored and remain accessible after exiting and restarting the app.
10	Data Persistence After an Update	For game updates check old version of the game and save some user data. Update to latest version of the game over the old version. Observe whether the data saved in the old version of the game is accessible in new version.	Ensure data saved in older version is accessible in new versions before submitting the update. Game should preserve user data, such as game data, saved settings' etc.
11	No Sign-ups or social logins	Test if the game requires sign-up to access the game or elements within the game	Games requiring sign up or some sort of login system to play will not be accepted.
12	Game Pause Scenarios	Test if the game pauses when there is interference during game-play e.g. web-view loses focus.	<p>Pause the game when the window loses focus. Implement a countdown when the window regains focus. When a paused game resumes, everything must be in the same state as it was when the game was paused.</p> <p>e.g. when user taps back on JioGames, quit game dialogue is evoked for customer to confirm exit from games. User can however opt to continue with game during the exit pop-up, therefore the game must pause &amp; resume to same state when user chooses to continue with game after the exit pop-up.</p> <p>Another example may be when user receives a phone call while playing, since the game loses focus from the Game due to phone call therefore the game must pause during such events.</p>



13	Game Performance	Test game performance on slow network & low memory.	Detect and React to Slowly Running Games; Unlike console & mobile native games, which run in a tightly controlled environment, HTML5 games run in a highly variable, unpredictable, and chaotic one. Players can do things directly that significantly affect system performance, for example, running YouTube videos in another browser tab or window. Other performance killers, such as system backup software running in the background unknown to game players, can easily make an HTML5 game run so slowly that it becomes unplayable. And there's always the possibility that your players will use a browser that can't keep up. You must monitor frame rate and react when it dips below an unplayable threshold.
14	Game Loading Experience	Make sure the game has splash screen while transitioning to game menu	Your game must have splash screen with loading progress bar, allowing users to understand loading of game resources, while they wait for your game to start.
15	Quick Loading Times	Observe that loading screens taking longer than 15 seconds display a "loading" message.	If loading takes longer than 15 seconds, the game must indicate this to the user (through loading screen, progress bar, etc).
16	Game Settings	Test all provided settings to control gameplay experience work as anticipated.	Observe the game behaviour when changing the settings such a game sound, difficulty, display settings. The tested settings should function as anticipated, changing the related function within the game.
17	Volume Controls	Observe the behaviour of in-game volume and mute controls.	Any volume and mute functions built into a game should function as expected. If muted, then the sound should no longer play.
18	Audio Playback	Ensure that the game stops playing audio once the user has exited the game.	Games must stop playing audio once the user has exited the game. Music games (when playing content) may continue to play in the background. Once a new source of audio begins playing (by launching another game, for example) the first game must relinquish audio focus.
19	Game Sound Control via App	Test if game sound enables/disables in parity to App's Game Sound Setting.	JioGames provides a provision for developer to read user's preference on game sound set on JioGames app itself. Make sure you app read these setting



			during initialisation & mutes or enables game sound & SFX accordingly.
20	Widgets or external links	Make sure the game does not have any link or mechanism to divert user outside the game.	Remove all external links & in game widgets which take user's outside the game or to information not relevant to the game.
21	Orientation Change	Observe the behaviour of the game when the device is rotated between landscape and portrait modes. Repeat as needed throughout the game.	When the screen orientation is rotated, the graphics onscreen should adjust properly to fill the new layout. Text, graphics, and buttons should appear without error while being fully functional from one layout to another. Note that not all games allow the screen to be rotated. Also note that pictures and videos can be the exception to the rule due to their fixed aspect ratios.
22	Gestures	All possible gestures should be handled as per their standard behaviour	Gestures like pinch (in/out), swipe (left/right/up/down), and press and hold, should work as expected.
23	Missing Features	Observe any missing functions of the game that may be listed as features under the game listing info (meta-data).	The features mentioned in a game's description should be available as part of the game's functionality.
24	Unused dead code	Check if the package not contain any unused code.	Remove unused or dead code from the package file to optimize code size. Dead code refers the unnecessary, inoperative code that can—and should—be removed.
25	Meta-Data	Ensure all meta-data information & assets provided along with the game are as specified in the guidelines.	Check if meta-data file & graphic assets provided for games as per submission guidelines. The graphical images must not appear distorted, stretched, or pixelated when viewed in the UI.
26	Battery Usage	Ensure that the game is not consuming battery excessively.	Ensure that the app is not consuming battery excessively. Battery-intensive operations should be optimized to ensure that power consumption remains low. If your JavaScript, especially with a framework like jQuery, does a lot of animations, fade effects or if you keep pinging with asynchronous connections, your device will drain battery. Optimize your CSS and web in general so that least amount of processing power is required to load the game.



27	Ads Integration	Make sure only use of JioAds integration for Ad monetization.	Game must have only JioAds integrated; detection of any other Ads SDKs will not be accepted.
28	Analytics or other service integration	Make sure the game does not have any SDK integration other than specified in the guidelines.	The game must be free from any analytics tool; you must take prior permissions from JioGames Team before integrating such tools to track in-game events.