

How to Release PlayStation®Home Content (3 of 3)

Sony Computer Entertainment Inc.



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About This Document

- 🏠 *Please read this document when you finished publisher QA, and are going to submit your assets for SCE QA to release data to the production environment.*
- 🏠 *There are 3 volumes of documents to learn PlayStation®Home content release flow.*
 - *Volume 1: Entry, and Proposal Submission*
 - *Volume 2: Creation, and Publisher QA*
 - *Volume 3: SCE QA, and Release*



🏠 [Overview of Content Release Flow](#)

🏠 [Details in Each Step](#)

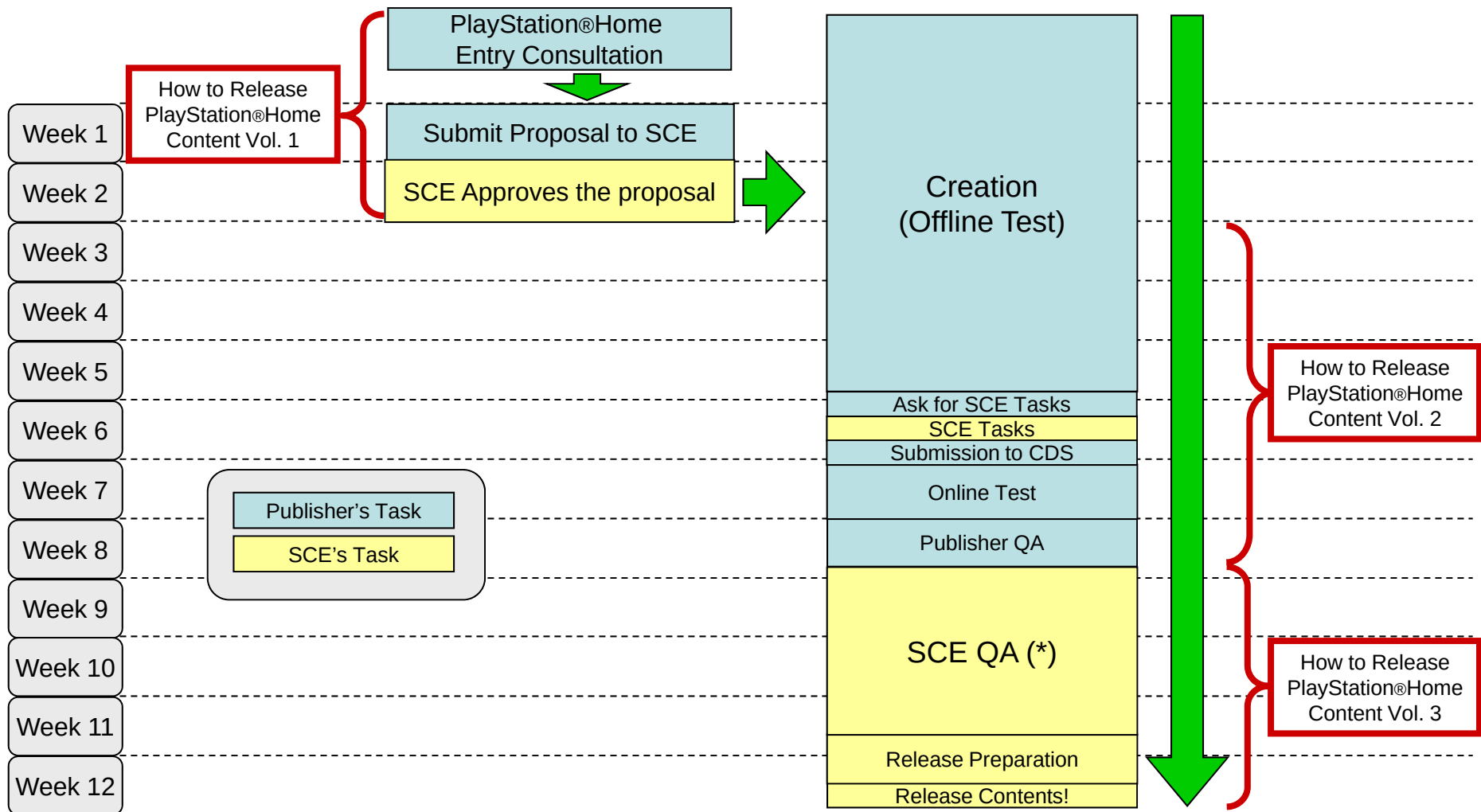




Overview of Content Release Flow



Overview of Content Release Schedule & Flow



(*) PlayStation®Home contents must be QAed when PlayStation®3 Game which corroborates with PlayStation®Home is QAed.

(*) Extra weeks are needed if the content need a global QA.

All Application Forms

	<i>Time to submit</i>	<i>Development Stage</i>	<i>Application Forms</i>
Vol. 1	3 – 4 months before	Entry Consultation	• PlayStation®Home Entry Form
		Proposal Submission	• Proposal
Vol. 2	2 – 3 months before	Creation (Offline Test)	• Scene Key Request Form • Commerce Item PlayStation®Store ID & Rating Request Form • Non-Commerce Item Rating Request Form • Scene Entitlement Object Request Form
		Online Test	None
Vol. 3	5 – 6 weeks before	Publisher QA	None
	4 weeks before	SCE QA	• SCE QA Request Form • PlayStation®Home TRC • Specification (Reward Condition, etc.)

If your data corroborates with your PlayStation®3 Game, you need to submit all other necessary documents like PlayStation®3 Game TRC, Game Spec, etc. as usual.



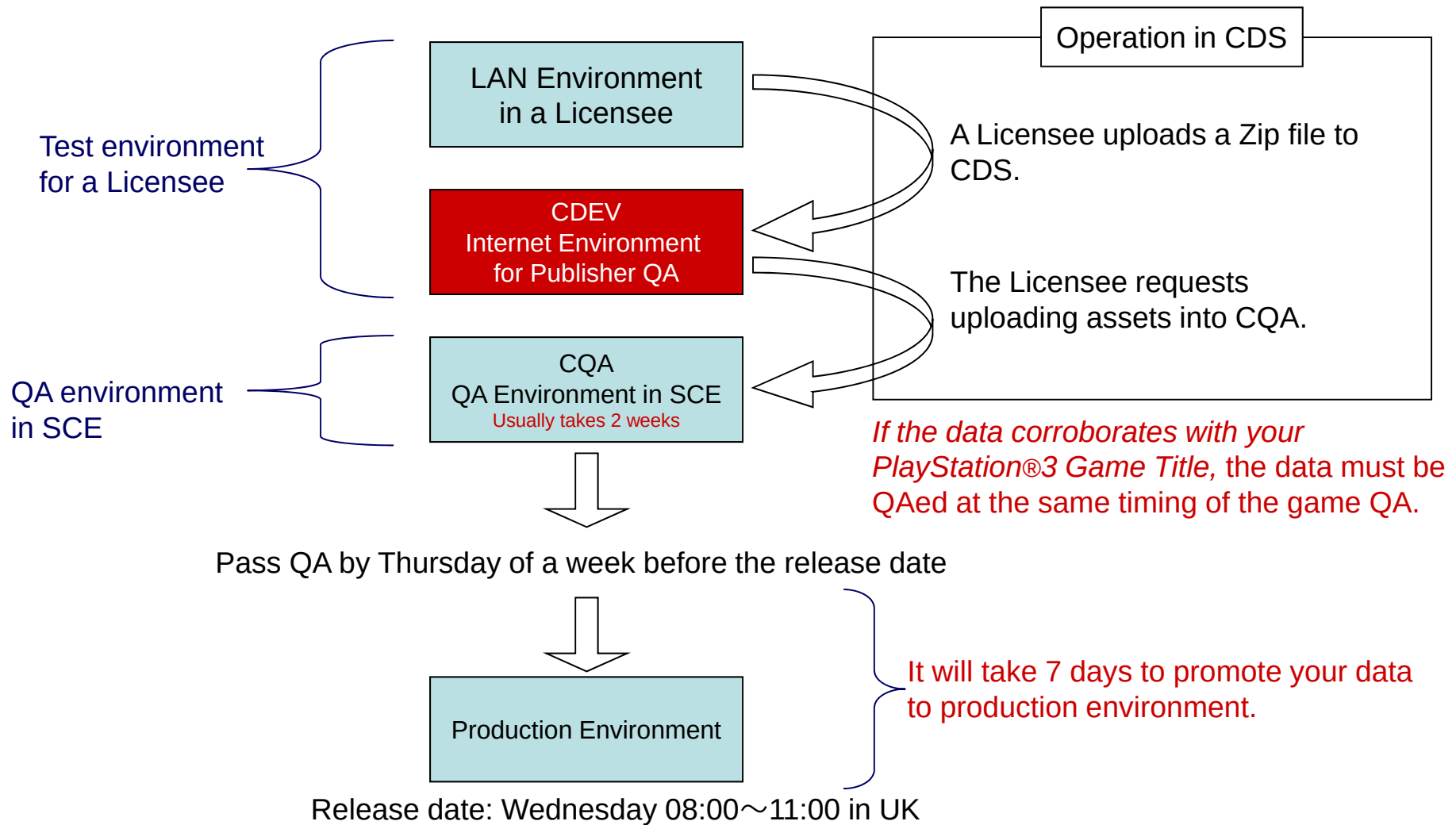


Details in Each Step



Content Promotion Flow

Updated



SCE QA (4 weeks before the release date)

🏠 QA Request Timing

- *Doesn't related to a game title
(4 weeks in advance)*
- *Connected to PlayStation®Store Title
(4 weeks in advance, **The same QA timing of the game**)*
- *Connected to BD Title
(2 months in advance, **The same QA timing of the game**)*
- ***Assets which needs global QA**
(**The above + 2 - 3 extra weeks**)*

Problems always occur, so act earlier to release contents on time.

🏠 Please submit "SCE QA Request Form," "PlayStation®Home TRC," and "Specification of your Assets" to your regional SCE.

- *Please do not forget to submit a document which tells game rules and how to get PlayStation®Home Rewards.*

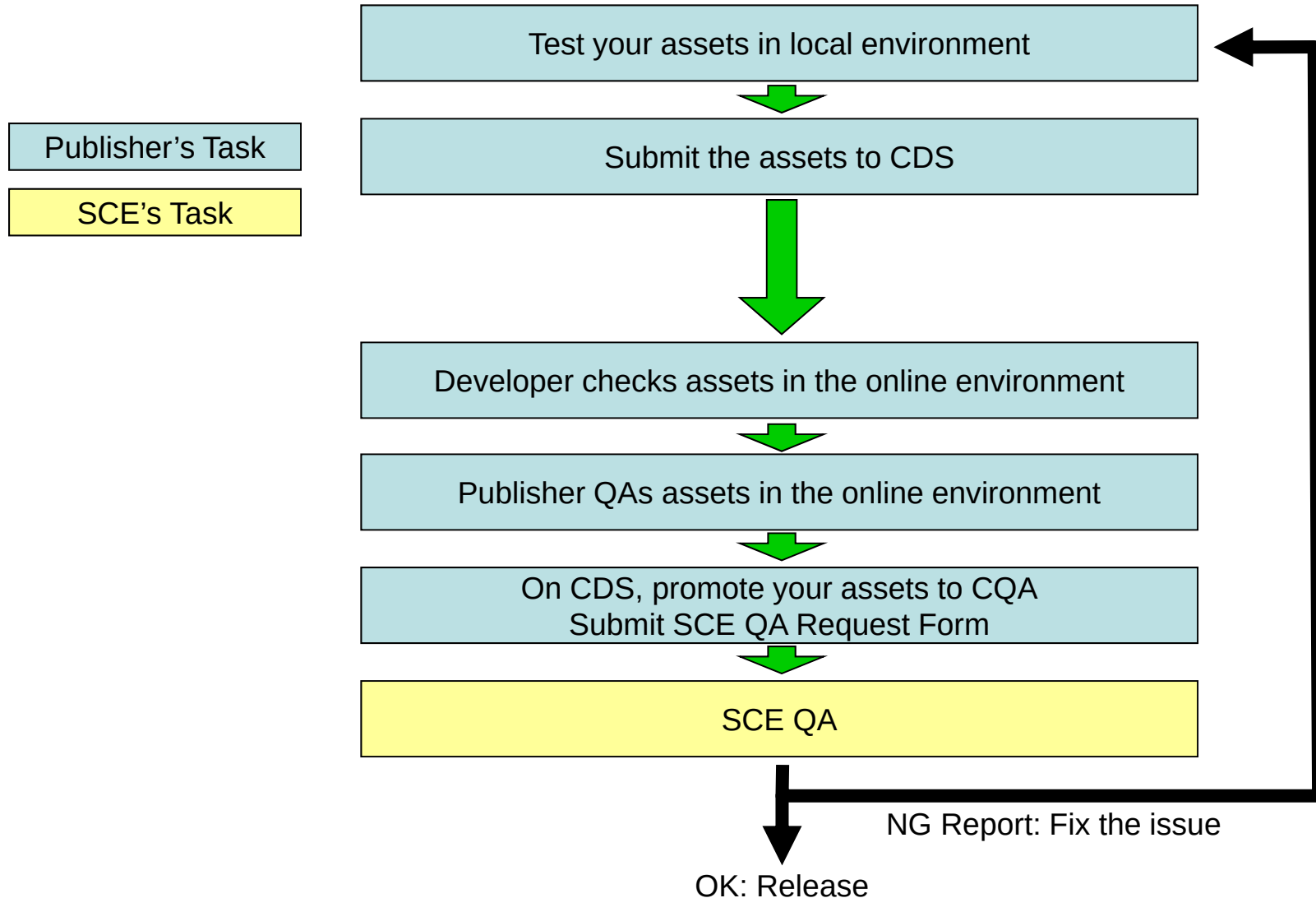


SCE QA Request Form

- ❏ *As soon as the form is accepted, your specific version of assets kept in CDS server will be copied into CQA server for SCE QA.*
 - *SCE only QA data listed in the form*
 - *Please do not forget to list up all data (especially, Scene Entitlement Objects, LUA Scripts, Game Launching Object.)*
 - *SCE cannot QA data which is not promoted to CQA server.*
- ❏ *If you want to QA at once, but release on the multiple date, please separate EXCEL file date by date.*
- ❏ *Thumbnail “files” are not necessary.*
 - *But please attach thumbnails in the EXCEL file.*
 - *Please refer “How to use Application Forms” document.*
- ❏ *SCE will create a commerce XML file for User Environment internally for SCE QA.*
 - *Since in the CDEV server, assets created by other licensee doesn't exist, only test XML will be placed in your test environment.*
 - *There will be a case that SCE ask you to submit a logos for category icons in the shop GUI.*



Tasks during SCE QA period



Note

- ⏏ *Please resubmit “SCE QA Request Form” when you have to resubmit data because of QA result.*
 - *Resubmit fixed data through CDS, then, submit it to CQA, then, change status of “CQA Upload Request” to “Yes” in “SCE QA Request Form.”*
 - *To make sure all assets will be listed in 1 file, and won't be lost anywhere else, please keep all data in the file.*
 - *Please do not list items which are not related to the release date.*
 - *When you reuse an old QA Request Form, please make sure to delete items which are not related to the release date.*
 - *SCEJ Operators use EXCEL Macro. If unnecessary data is listed in the form, they cannot operate your data properly.*
- ⏏ *Please understand that depending on the QA results, there is a case that you cannot release your assets on the targeted date as you planned.*

🏠 *7 days are needed for SCE internal data promotion flow*

- *Merge all data list from all regional SCEs*
 - *QA pass confirmation among regional SCEs*
- *Encrypt the all data*
- *Copy the all data to test environment*
- *Final check for PlayStation®Store Information*
- *Publish to public*
 - *Wednesday 08:00~11:00 in UK*

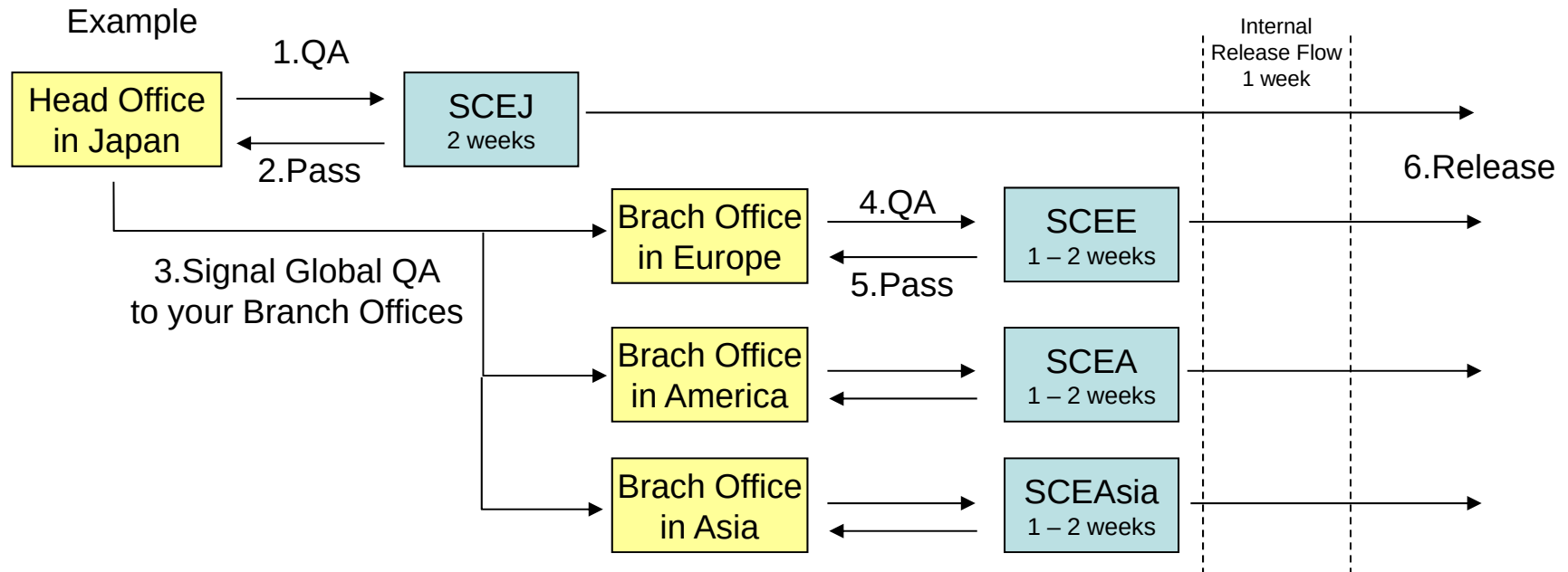
🏠 Please understand that it is impossible to insert any data after the publishing flow started.



QA Flow for World Wide Content

🏠 Please follow the same QA path to release global game titles.

- Your content must pass functional QA in the First region.
- Your content must pass localization QA in other region.



It is of course possible to release your content in a certain region first,
and then, release it to other regions later.

Global QA by a host region has not been supported for PlayStation®Home contents yet.