



How to Release PS 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 PS Home content release flow.*
 - *Volume 1: Entry, and Proposal Submission*
 - *Volume 2: Creation, and Publisher QA*
 - *Volume 3: SCE QA, and Release*

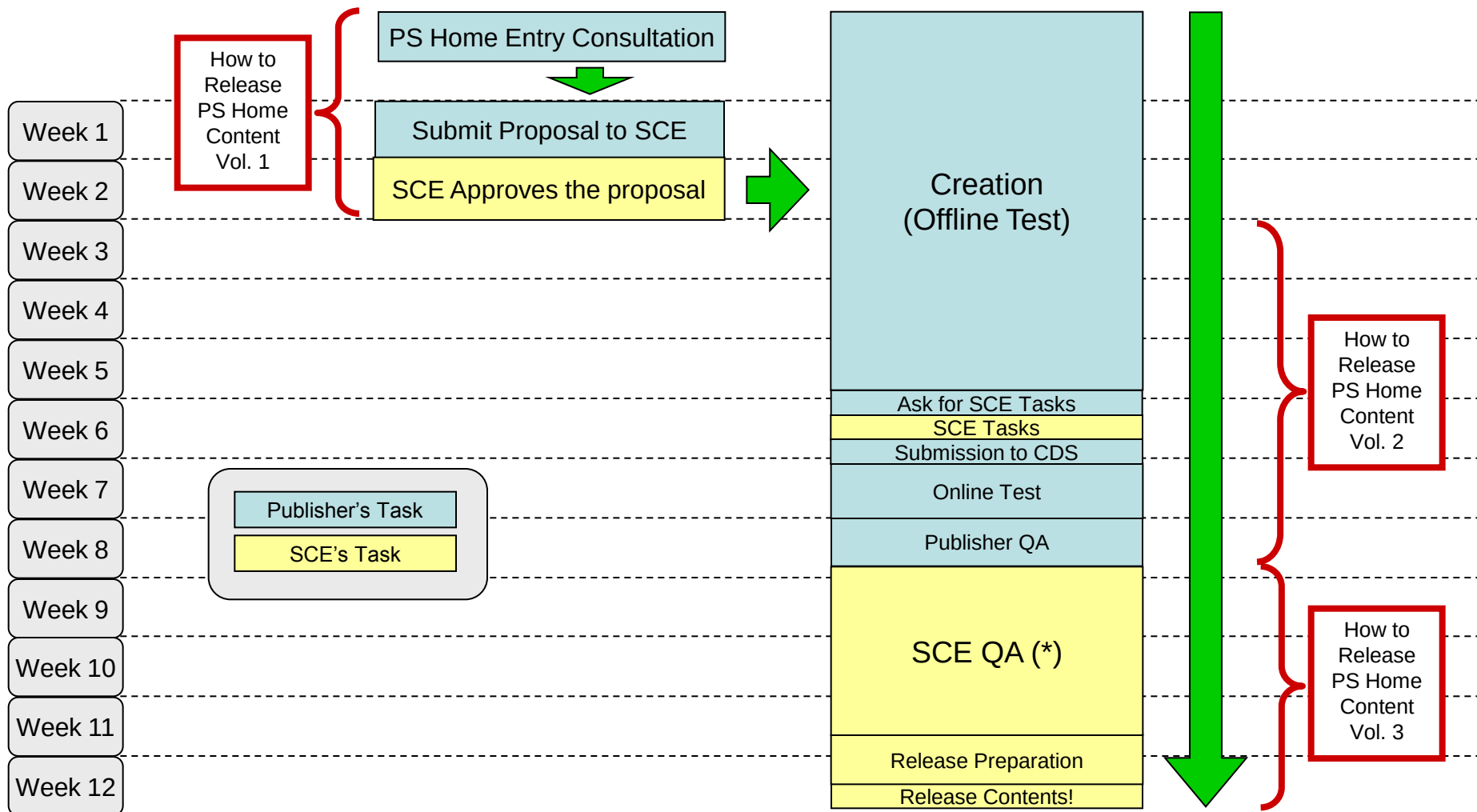
🏠 [Overview of Content Release Flow](#)

🏠 [Details in Each Step](#)



Overview of Content Release Flow

Overview of Content Release Schedule & Flow



(*) PS Home contents must be QAed when PS3 Game which corroborates with PS Home is QAed.

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

All Application Forms

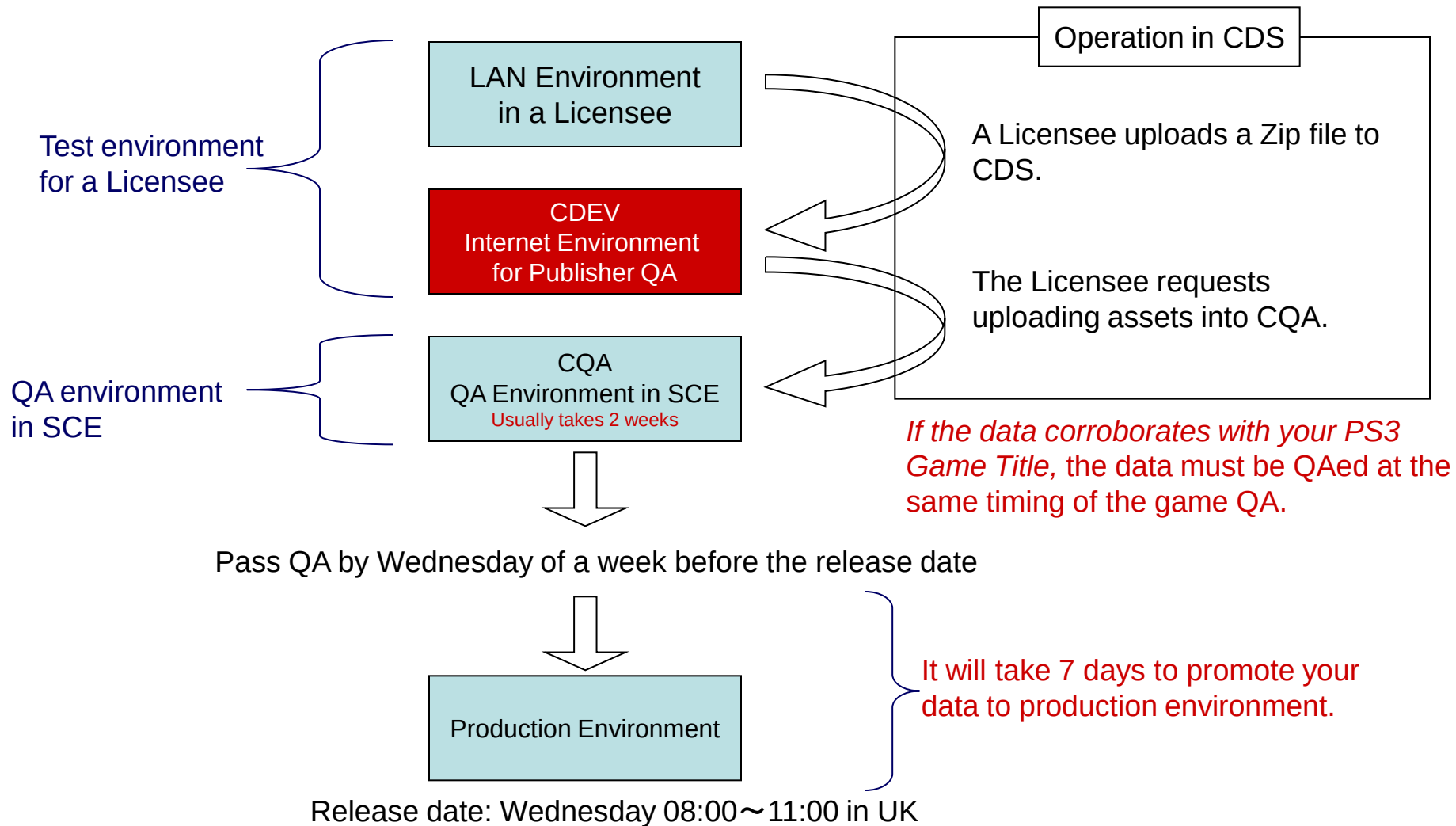
	<i>Time to submit</i>	<i>Development Stage</i>	<i>Application Forms</i>
Vol. 1	3 – 4 months before	Entry Consultation	PlayStation®Home Entry Form
		Proposal Submission	Proposal
Vol. 2	2 – 3 months before	Creation (Offline Test)	Scene Key Request Form Commerce Item Store ID & Rating Request Form Non-Commerce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

If your data corroborates with your PS3 Game, you need to submit all other necessary documents like PS3 Game TRC, Game Spec, and etc. as usual.



Details in Each Step

Content Promotion Flow



SCE QA (4 weeks before the release date)

🏠 QA Request Timing

- *Doesn't related to a game title
(4 weeks in advance)*
- *Connected to PS 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.

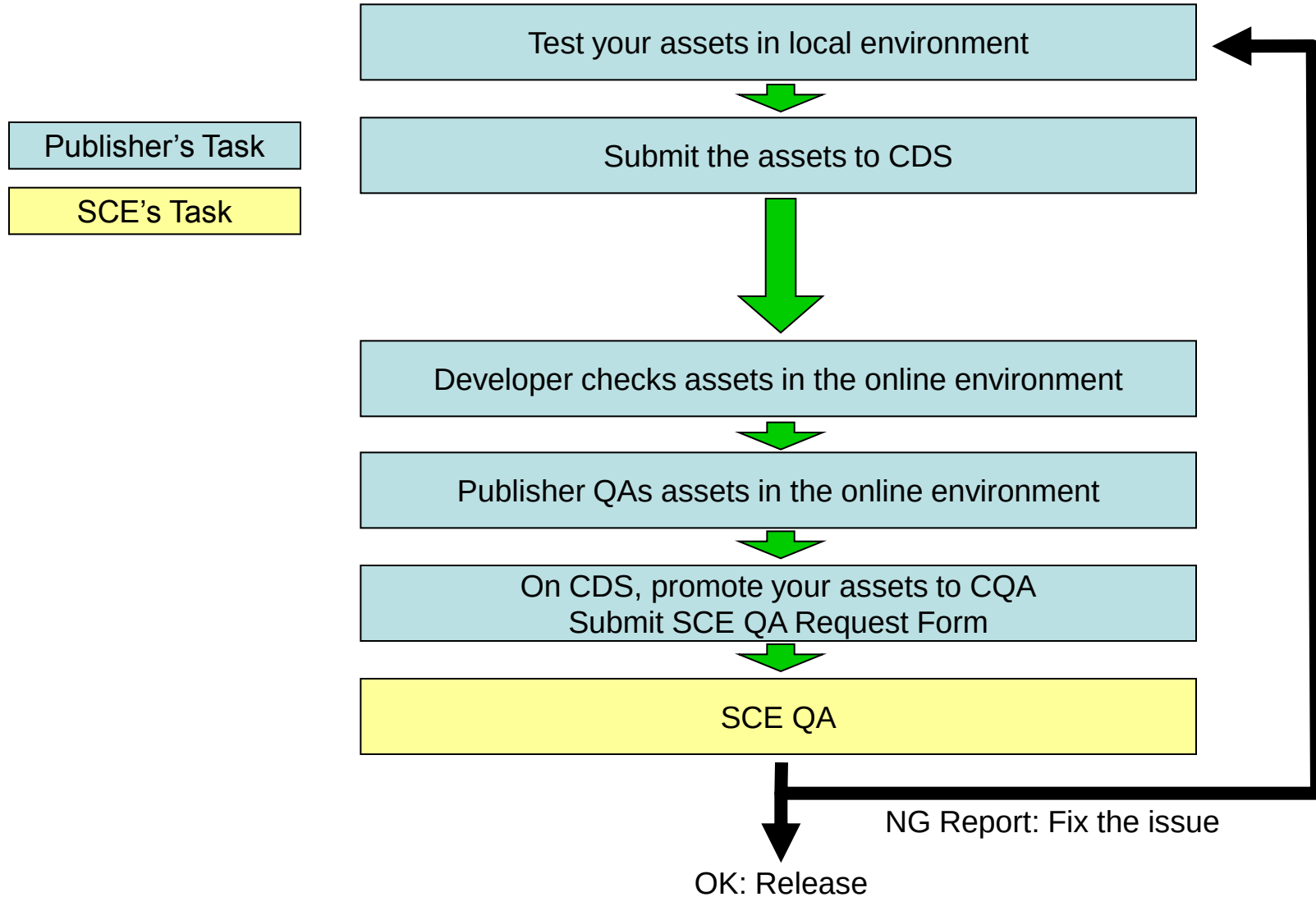
🏠 Please submit "SCE QA Request Form," "PS Home TRC," and "Specification of your Assets" to your regional SCE.

- *Please do not forget to submit a document which tells game rules and how to get 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.” If nothing changed, please select “No,” and do not leave the field empty.*
 - *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.*

After your asset passed SCE QA

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

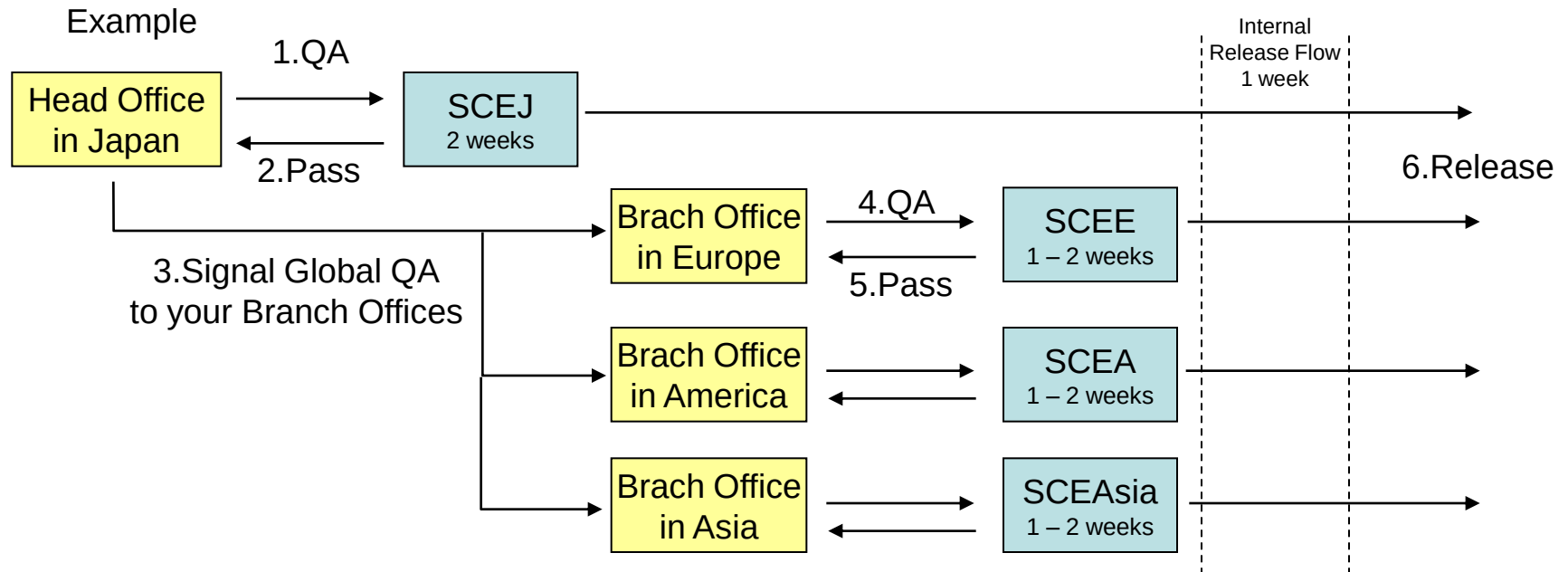
- *Merge all data list from all regional SCEs*
 - *QA pass confirmation among regional SCEs*
- *Encrypt the all data*
- *Copy the all data to test environment*
- *Final check for PS Store Information*
- *Publish to public*
 - *Wednesday 08:00~11:00 in UK*

🏠 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 PS Home contents yet.

