

# **Viveport Submission Guide**

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# Overview

This guide will help you prepare your VR app to submit to the Viveport app store.

The goal of this guide is to help you understand the submission process: what we look for in an app submission, and what you should be aware of in order to see your app published as quickly as possible.

If you have any feedback about this guide, please email us at [store@htcvive.com](mailto:store@htcvive.com).

After you submit your app (please see details in the “Submitting Your App” section), it will be reviewed. Apps that don’t follow our “Content Guidelines” will not be accepted for publication. A member of our Viveport team may contact you with questions about your app. If your app doesn’t pass our review, you will be given a reason for the decision and you may resubmit your app after incorporating the feedback of our Vive store team.

Once your app passes our review, it will typically be published within 3 business days after being approved.

Please allow up to 2 weeks for the entire process from submission to publication to account for possible revisions you may need to make.

# Submitting Your App

In this section you will find the detailed steps and requirements of the submission process.

## Submission Overview

A complete submission contains the following components:

1. Viveport Listing
2. Distribution & Price
3. Images & Videos
4. Binary Build

## Viveport Listing

### *Application Description*

We recommend that your app's description **be localized** for each country your app will be available in.

### *Categories and Genres*

Select a category for you app from the following two options:

1. Apps
2. Games

Once you have selected a category, you will select a genre from the following options (the same list of genres apply to all three categories):

1. Adventure
2. Casual
3. Action
4. Racing
5. Shooter
6. Sports
7. Strategy
8. RPG
9. Educational
10. 360 video
11. Simulation

12. Exploration
13. Comedy
14. Horror
15. Musical
16. Science Fiction
17. War

## **Distribution & Price**

You can select from a list of supported countries that you wish your app to be distributed in.

Your app can be free or paid. Please note that we require that your pricing to be the same or lower than your listing on other content stores. We reserve the right to unpublish your content if we discover that it is being sold at a lesser price on another content store (temporary discounts excluded).

*Privacy Policy and EULA/Terms of Use (optional)*

If you have your own privacy policy or EULA/terms of use, please enter the URL for them. If not, please check the corresponding checkboxes to use the Viveport Privacy Policy and/or Terms of Use.

## **Image & Videos**

There should be four cover images and 4 to 8 preview for your app and a logo image for your company.

1. Large cover image: 1432x550
2. Medium cover image: 655x369
3. Small cover image: 316x178
4. Square cover image: 256x256
5. 2D preview image: 1366x768
6. Logo image: 256x256
7. App icon: 256x256
8. Preview video: 1080p HD resolution, maximum 2 minutes in both mp4 and WebM formats as well as a 1366x768 PNG cover image (Please note that you need to provide *both* video formats *and* the cover image, if not the submission will fail)

## Binary Build

### *App Summary/Strings (optional)*

Please include a text file with the summary of all of the content of your app, including all the text strings that appear in the app, if available. This is to expedite content review.

### *Zip File*

Compress the optional App Summary/Strings file alongside your app binary and app support files. In other words, when the zip is decompressed, you will get: app summary (if provided), app binary and its support files. Please note that the exe file has to be in Roman characters.

### *Content manifest*

Edit only the line containing "binary\_path\_windows": while leaving the rest of the content manifest unchanged.

```
"binary_path_windows": "path\\to\\your-app-binary.exe",
```

Example, if your app is named coolVR.exe and is located at the root level of the zip file:

```
"binary_path_windows": "coolVR.exe",
```

However, if your app has a Data folder and an Engine folder, then the main binary should be placed in appname\Binaries\Win64, where "Appname" is replaced by the name of your app, and your "binary\_path\_windows": will look like:

```
"binary_path_windows": "coolVR\\Binaries\\Win64\\coolVR.exe",
```

Please note the double forward slashes \\ in the path. If you submit with single forward slashes, the submission will fail.

# Content Guidelines

In this section we will outline the types of content that we are looking for. In general we try not to place too many restrictions on what you may submit in order for you to come up with interesting apps. That said, there are certain kinds of content that we do not want. If your app is found to violate any of these guidelines at any time, it may be prevented from being published in the Vive store.

## Prohibited Content

- No adult content, this includes sexually explicit or erotic material, nudity
- No content that infringes on copyrights you do not own
- No content that is purely advertising
- No content that depicts gratuitous violence
- No content that contain materials that harass, threaten or bully others
- No content that contains hate speech
- No content that deceives the users
- No content that discloses users private information
- No content that engages in illegal activities
- No content that violates local laws and regulations in the countries the app is published
- No content that facilitates gambling, including but not limited to, online casinos, sports betting and lotteries, or games of skill that offer cash prizes
- No content that contains viruses, malware, worms, Trojan horses or any other item that introduces vulnerabilities into the user's system
- No content that modifies the user's system without permission
- No content that interferes with other apps on the user's system

## Comfort Requirements

- Your app should avoid causing nausea by:
  - tracking head movements in a consistent manner
  - rendering visuals stereoscopically and clearly
  - displaying visuals indicating movements that are consistent with user inputs
  - avoiding excessive backwards or sideways movements

- avoiding shaky visuals and unexpected accelerations or decelerations, **a minimum of 90FPS is recommended**
- avoiding dropped frames
- avoiding inconsistent scales
- avoiding sudden changes in brightness
- starting only after the user has indicated readiness



## Content Ratings

Please report the age rating of your app according to the following table:

Rating	Content
<b>All</b>	Content is generally suitable for all ages. May contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.
<b>10+</b>	Content is generally suitable for ages 10 and up. May contain more cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.
<b>13+</b>	Content is generally suitable for ages 13 and up. May contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, infrequent use of strong language and/or scary scenarios.
<b>17+</b>	Content is generally suitable for ages 17 and up. May contain intense violence, blood and gore, sexual content and/or strong language.

ESRB, PEGI conversion table:

Vive rating	ESRB	PEGI
<b>All</b>	E	3+
<b>10+</b>	E10+	None
<b>13+</b>	T	12+
<b>17+</b>	Mature	16+

# HW Requirements

Your app should aim to run on the following minimum system requirement:

- Video Card NVIDIA GTX 970 / AMD R9 290 equivalent or greater
- CPU Intel i5-4590, AMD FX 8350 equivalent or greater
- 4GB+ DDR4-2133 RAM
- 1x Compatible HDMI 1.4 or DisplayPort 1.2 video output
- USB Ports 1x USB 2.0 ports
- OS Windows 7 SP1 or newer

If your app requires a higher performance system than the above recommended minimum system requirement, please state so clearly in the app description as well as the hardware requirements.

# Helpful Suggestions

- Offer a demo or free version of your paid app so users have a chance to try out your app before deciding to purchase it
- Provide a guide or walkthrough of your app as part of your app submission so our content review team can easily navigate your app and expedite the review process. You may include this in the zip along with your app.
- If your app requires a higher performance PC than our recommended minimum system requirement, please state so clearly both in the app description and the hardware requirements in order to avoid users whose systems can't run your app optimally downloading your app by accident.