DIZED REVIEW

Before any content is published on DIZED it is reviewed and approved by DIZED.

In the DIZED Review the content is mainly checked for the following:

- Content is made according to DIZED Quality Standards,
- Content is suitable for the platform and the target age group,
- Content is being published by an authorized entity, and
- Other relevant matters that might affect making the content live.

BEFORE DIZED REVIEW

- Before sending any content for a DIZED Review **make sure that everything in the below checklist is in order**. This makes the publishing process a lot faster, and the content is less likely to be sent back to the content creator for tweaking.
- If you need guidance in getting the content ready, reach out in the DIZED Content Creation Community on Discord, or contact DIZED directly (links below).

DIZED REVIEW

- DIZED will conduct the Review within a few days from receiving the request. However, DIZED cannot guarantee a timely review in cases when the same content needs to be reviewed multiple times.
- The Review will only need to be done once per content. After the content has been published on DIZED the Publisher can always make modifications and get the content updated without an additional Review.

ADDRESSING THE ISSUES (CONTENT NOT APPROVED)

- If a content does not pass the DIZED Review, the reason(s) and possible solutions shall be delivered to the Publisher. Once these have been addressed a new DIZED Review can be requested.

PUBLISHING (CONTENT APPROVED)

- In case the content has been created by a third party, it also has to be approved by the Publisher, and any other relevant party, such as a possible third-party IP (Immaterial Property) owner.
- The actual publishing (making the content accessible for players) is done by DIZED. When you are ready to publish a content please reach out to DIZED or contact us in Discord (links below).
- Publisher must adhere to the DIZED Distribution Terms (link below) by filling this form: http://dzd.to/publish-agreement

LINKS

- **DIZED Content Creator Community on Discord:** https://discord.gg/bq8t3wg
- **DIZED Content Creation Guide:** https://portalguide.dized.com/
- **Quality Standards:** https://portalguide.dized.com/quality-standards/
- **DIZED Review:** https://portalguide.dized.com/dized-review/
- **DIZED Publish Agreement:** http://dzd.to/publish-agreement

- **DIZED Distribution Terms:** https://dized.com/distribution-terms
- **DIZED B2B Email:** b2b@dized.com

DIZED REVIEW CHECKLIST

Updated: 6th May 2024

GENERAL

GENERAL TO ALL CONTENT

- ☐ **Content Settings have been appropriately set.**
- ☐ **Texts have been proofread and grammar is correct.** The language should be coherent, easy to understand, and fitting for the theme.
- ☐ **Spelling is consistent.** The spelling for game terms and component names should stay consistent within the content. For example, if talking about 'Crystals' with a capital 'C', the term should always be typed the same way. However, DIZED contents can easily involve heavy usage of such terms which can easily Start To Look Like Title Case Text, which can make the texts harder to read and understand. In this case it might simply be better to just write all terms consistently in lower case.
- ☐ **Content is suitable for the target age group.**
- ☐ **The assets (files) are good or excellent quality.** Follow the guidelines for all kinds of assets (images, 3D models, audio files, etc. The images should be crisp enough to read (when needed) and the sounds should not feel too compressed. However, try to keep file sizes somewhat low to make sure your content runs well on all devices. Most assets shouldn't take more than 1MB, and bigger ones about 1-3MB each.

PORTAL

GAME INFO AND IMAGES

- ☐ **Game Info has been filled in accurately.** This data is used to create the menu entry into DIZED main menu.
- ☐ **Game Images have been set correctly.** Please follow the instructions. This data is used to create the menu entry into DIZED main menu.

TUTORIAL

TUTORIAL GENERAL

- ☐ **Minimum block duration has been set appropriately.** (recommendation is 2500ms).
- ☐ **The start step has been defined.** This is done by setting a default value for **$nextBlock** in **Global Variables**. The value to set is the name of the first step of the content. It's recommended to start the tutorial with a Logic Step, in which the background music is set ($music).
- ☐ **Steps are named appropriately.** The naming scheme should be easy to work with. Having the "step IDs" in an alphabetical order makes proofreading, localization and adding custom voiceovers a lot easier. For example the step names for the first 6 content steps of a tutorial could be:
    1. A-START First step

2. B-INT001 Intro 01
3. B-INT002 Intro 02
4. C-SET001 Set player amount
5. C-SET002 Rulebook away
6. and so on...

- [ ] **Custom variables have been documented.** Each Variable should be named well and have a proper description. For example:

  $tempVariable number
  Variable for short term use here and there across the content.

- [ ] **Content has a working flow.** Make sure that there are no "dead ends", endless loops, or logic issues, that will end and crash the tutorial abruptly.

TEACHING METHOD

- [ ] **Content has been designed to provide a play-along learning experience typical for DIZED Tutorials.** The most important thing in the end is that players had a good first time experience with the game. Secondary goal is that players learned the game and now know how to play it correctly. As a distant third comes the player performance: Instead of trying to maximize how well players perform on their first-time-play of a game, DIZED Tutorials focus on getting the action to start sooner, and making sure players enjoy the game while learning to play correctly.

- [ ] **Necessary information is provided before action.** Asking players to perform an action without them having enough knowledge can severely hurt the learning experience. Players should always remain confident when being asked to make a decision or to perform an action. If the player's choice has low significance, the tutorial should note it: *"Don't worry too much about which card to pick at this point as they all give you a benefit. Just pick the one you like the best!"*

- [ ] **Concepts are introduced close to the point of execution.** Implementing the knowledge into practice as often as possible develops it into a skill, and in turns allows players to take in more information.

- [ ] **Information is relevant.** Avoid explaining things that are not immediately needed for players to progress in the game. For example, the players might not need to know what *exactly* happens in phase 2 of the game, unless knowing the information has significant meaning in learning to play the phase 1.

- [ ] **Repetition is being avoided.** Include walkthrough buttons for **long** or **important** teaching segments before an action so that players can recall the information if needed. Also this avoids forcing players to sit through the same information multiple times, unless they specifically call for it.

- [ ] **Long autoplay sequences have been avoided.** Break long segments of information into shorter ones by including a hypothetical question about the matter being taught. This requires players to implement the given information immediately and helps understanding the mechanics.

- [ ] **The tutorial takes different possible game situations into account.** Sometimes it might take a while for a certain game event to happen, and it doesn't make sense to teach about it too early. On the other hand information shouldn't be taught too late in cases a game event happened earlier than the tutorial flow anticipated. Also, a player playing a solo game probably doesn't need to be told that *"turns go clockwise"*.

- [ ] **Call to action is clear.** There should not be any confusion between when the players are supposed to **just follow and learn**, and when they **need to execute an action**. For example: *"Cards are played on the table"* is a general statement and not a clear instruction to do something. An instruction could be something like "Now, play your cards on the table".

- [ ] **Players are informed about any alterations to the regular game rules made because of the Tutorial.** Players are learning how to play the game with the Tutorial, and it's important to note if something is being done differently to normal rules. For example: *"Normally you would choose your hero freely. However, for this tutorial, choose a hero from these 4: Uliessa, Ethairna, Win Keleas, and Grok-Ull."*

- [ ] **Player expectations are being managed.** For example, if some components are instructed to be set aside for now, it might be valuable to let players know why that is: *"Set the fire tokens aside for now, we won't need them until phase 2 of the game."* Or, perhaps the components are not needed at all for some reason, in which case it's also good to note: *"You can put these components back into the box, as they are only needed in a solo game".*

TUTORIAL FLOW AND LOGIC

- [ ] **Steps in flow have proper notes on them where needed.** Notes allow you and other creators to interpret your flow, and why certain solutions in the logic have been made.

- [ ] **Flow and logic works correctly.** Make sure that the information is provided in the right places according to game state, player input, player count, and other variables.

- [ ] **Flow is easy to read and understand.** Structure the flow so that step groups and segments are clearly separated and the flow is easy to follow even for someone who did not create the content in the first place.

- [ ] **Tutorial is streamlined.** The story stays focused and minimizes the times players need to interact with the tutorial. However, remember to stop the tutorial when players need to do an action in the game, or they need to absorb more complex information.

- [ ] **Keep the subtitles short and to the point.** Avoid overly long explanations. If needed, split long steps into several shorter ones, where the animation either repeats in each step, or continues from one step to another. Ideal subtitle length is 1-2 lines (120 characters). However, try not to pass 3 lines of subtitle (180 characters) unless there's a really good reason.

- [ ] **Autoplay has been correctly set on all steps. Always set it to FALSE when players are asked to perform an action.** When they are not, in most cases it can be TRUE. Sometimes there's a good reason to set it to FALSE, for example to give players time to study a complex example, or to give players a breather between two segments of

information. Try to make Autoplay sequences no longer than 5 consecutive steps, and definitely try to keep them under 10 steps.

- ☐ **System button states have been appropriately set.** As a rule of thumb, the **Back** button should ONLY be hidden on the first step. Hiding it anywhere else creates a point of no return in the content. Hide **Forward** button when players are supposed to continue by making a selection on the screen. This avoids a possible dead-end, or prevents the tutorial from continuing in an unexpected state.
- ☐ **Buttons work correctly.** Buttons should not contain any animations or Click Actions until they are designed to be selectable (for example, when introducing the menu buttons before the menu is actually available). Also, the buttons should always fit on screen and be aligned properly.
- ☐ **Tutorial end is well made.** Make sure there's a proper, or even a thematic, ending for the tutorial. A good ending helps wrap things up and leaves players with a good impression of the tutorial and of the game.
- ☐ **Unnecessary steps have been deleted.** Make sure there are no - or very little - steps and assets that aren't used in the actual content. When the project is "compiled" and published, everything is included. Extra material makes the download package larger. This does *not* mean that steps that exist as animation templates or backups would need to be deleted.
- ☐ **Document and mark "jumpers" appropriately.** If you are using so-called “jumpers" to guide the flow without showing the arrows in the Flow Editor, make sure these are easy to spot and are well documented in the step names and notes. If you are unsure how to do this, then avoid hiding the arrows altogether, or contact DIZED for help. Being sloppy with hiding the arrows makes the flow really hard to read and manage.

TUTORIAL VISUALS & AUDIO

- ☐ **Opening screen has been appropriately formatted.** The opening screen gives players the first feel of the content. In order to make a good first impression use the game's art and logo, and pair it with thematic music. Guide players to select forward in the bottom right corner to start as this will already instruct them how to advance in the Tutorial.
- ☐ **Intro is exciting.** To make the intro more grabbing, use art from the rulebook and assets, if possible. If not available, get creative animating the game components. Try to get players excited about the game they're about to learn.
- ☐ **Background image has been set and fits the theme of the game.**
- ☐ **Animations are simple, short, and to the point.**
- ☐ **Animations are smooth.** All the animations look smooth and dynamic, they’re timed well, and assets do not clip through each other.
- ☐ **Focus has been properly set.** Important objects and things of interest should be kept in the middle of the screen and zoomed in enough. If at any point you need to lean in to see the information you probably have an issue. The scene should be effortlessly

viewable even with a small mobile screen where any subtle animations and far-away objects will easily be missed.

- [ ] **Game components and other objects are correctly scaled.** Objects should be placed on the scenes appropriately and overall represented as accurately as possible. This also goes for any “intro” steps with a full background image, so that it covers the whole screen without leaving empty spaces around them.

- [ ] **Animation lengths match well to voiceovers.** Try to keep the animations shorter than the approximate duration of the step's VO (voiceover). This avoids players having to watch an animation after the explanation has already ended. Also, don't try to match specific moments in the VO exactly, as this makes editing the subtitle more difficult, and also most likely won't match in localized versions anyway.

- [ ] **The looping animations are used efficiently.** For example when the step remains on the screen for a long time waiting for player input, the animations should be looped to avoid a “frozen screen”. The animations should not loop immediately, to give players time to understand where the components ended up. Also, pay attention to looping in autoplay steps so that the animation doesn't loop and restart just before the step automatically changes, as this creates a feeling like the player might've missed something.

- [ ] **Contingency works when applicable.** To keep the experience as coherent as possible the component locations and camera angles should not "jump" between steps during one explanation. This is not to say that there can be only one example shown, but rather that some background objects don't suddenly or randomly appear/disappear between steps, as this easily catches the players focus and distracts from the matter at hand.

- [ ] **Buttons and UI elements have distinct styles.** There should be a uniform style for buttons so that players immediately know what is a selectable button. This style must be different from other UI elements that are NOT selectable. For example, say you want to demonstrate how an area in the game scores 3 points, and to indicate this you want to show a number 3 on the scene next to the area. Don't use the button that has a 3 on it, because it would now look like something players might need to select in order to get more information.

- [ ] **Selectable items are clearly marked.** Using game components (as-is) as buttons should be avoided, unless it's made very obvious that the player needs to select a game component shown on screen. For example: *"Select the card you just played."*

- [ ] **Buttons have no embedded text.** Avoid embedding text into button graphics as this makes localization work more tedious. Instead, use the Text Object to add the text on top of, or under the button.

- [ ] **Voiceovers have been checked.** If you use TTS VO (Text-to-Speech Voiceover), note that it might pronounce some words in an unintended way. If this is the case, use the voiceover text box to write an alternative text that works. For example, the TTS VO might spell out the word 'DIZED' as D-I-Z-E-D. This could be fixed by replacing the word with something that sounds similar. In this example the subtitle could be *"Thank*

you for learning the game with DIZED!" while the TTS text is set to "*Thank you for learning the game with diced!*"

- [ ] **Music has been appropriately selected.** The background music should fit the theme of the game. Opening screen and intro can have "bangers", but for the rest the music should not distract players from learning. This is especially important for the setup phase, and the initial player turns where the most important information is presented. The amount of music should match the approximate length of the tutorial so that it doesn't repeat too much. For example, if the tutorial (first time play) takes about 90 minutes, it's good to have 30-45 minutes of music, so 10-15 pieces of 3-minute songs.

- [ ] **Avoid clutter.** Make sure that there are very little or no objects outside the camera view in content steps. Steps with a lot of objects are slower to load and produce clunkier animations, especially on older devices. This does not mean that every object outside view needs to be deleted, but applies to situations where the entire game setup with 100+ objects is used as a template for a scene, but then due to a zoomed in camera the players are only seeing 5 objects being animated in the scene.

TUTORIAL REVIEW

- [ ] **Content has been checked in the Review mode.** Check the **REVIEW** available in the DIZED Portal Menu. Review shows how the content will be shown to players in DIZED and is a good way to make sure everything works as intended.

- [ ] **Playtest, playtest, playtest!** Try to get a group that doesn't know the game to learn it with your tutorial. Focus on making notes on how you can improve the content so that future players will have the best possible experience. Try not to help the group, and rather pay attention to where players might be struggling and how they try to solve the situations, so you can then improve the content. It's extremely easy to become "blind" to your own content and teaching method. If you can't playtest properly, try at least to simulate a full game by yourself.

RULES

RULES

- [ ] **All Rules have been included.** Content includes ALL rules for the game in easy to understand format with **enough images** for clarifications and better visual look.

- [ ] **Rules are clearly named and properly organized into Categories.**

- [ ] **Categories clearly named including Descriptions and properly organized in categories and sub-categories.**

- [ ] **Categories Icons and color schemes set.**

- [ ] **Rules icons set (if needed).**

- [ ] **Related rules have been set.**

- [ ] **Rules and text modules are appropriately created.** They should not be too long unless there's a good reason. Normally each **rule** should contain information about one

subject. Each **text module** should contain "one rule" or "one topic". Avoid having text modules with long paragraphs, it makes finding specific information more difficult.

- ☐ **Text embedded into images has been avoided.** Embedding texts onto images makes them difficult to localize and also "invisible" for search engines. This does not apply to the text embedded onto a game element itself. If text needs to be embedded into an image, then it's good to include it in the regular text modules as well if possible.

- ☐ **Rulebook references have been corrected.** If you copied texts from the rulebook make sure references like "see page 13" etc. are removed. Use *related rules* instead.

RULES FAQ

- ☐ **Rules have an ample FAQ section (Frequently Asked Questions).** A good starting point is an average of 1 question per rule. Most rules answer at least one good question that might come up during the game. You can come up likely questions yourself, but for already published games check also BoardGameGeek, publisher's website, online search, etc.

RULES SETTINGS

- ☐ **Necessary settings have been set on the Settings tab.**