

Checklist Nokia Store Publishing

Game Menu

- About
Version number, biasanya diisi dengan developer credits.
- Help
Penjelasan selengkap mungkin untuk pengguna. Contoh kontrol, walau yang digunakan untuk navigasi hanya d-pad, kalau keypad 2/4/6/8 bisa digunakan harus dimasukan juga di penjelasan kontrol
- Exit

Art Assets

- Icon Set
Defaultnya 256x256, tapi akan mereka resize manual ke 72x72 dan 38x38, kita bisa preview dan/atau submit icon baru untuk ukuran itu.
- Screenshots
Minimal 1, harus persegi, antara 256x256 sampai 2000x2000. Recommended 3
- Banners for spotlight app promotion
Online tool for making banner: <http://snac.nokia.com/2/omt>

Technical Issues

- Display correctly on orientation change
- Use the full screen area
- When game suspended, sound is disabled
- Disable touchscreen keypad on S60 devices

Deliverables

- Application Declaration Documents ([App_declaration_documentv.2.4.pdf](#))
- Application flowchart (screens and transitions)
- Game Files (.jad and .jar)

Tips:

- Don't edit the content or it's info before QA is finished, or it will be re-submitted.
- Choose devices that is tested, or there will be a chance for an issue and revision request from QA.