Nintendo Wi-Fi Connection Lotcheck Process for Wii

Dwayne St. Arnauld

Product Evaluator/Tester

NOA Lotcheck

DEVELOPERS
CONFERENCE

Nintendo®

NOA Lotcheck – Core Philosophy

To Protect:

- The Player
- The Hardware
- The Publisher
- Nintendo

Nintendo

Lotcheck Process Flow

Precheck Submission → Precheck Report

NOA Lotcheck Submission ← Non-Approval Report

NOA Lotcheck Pass?

NCL Lotcheck → NCL Lotcheck Pass?

Rom Approval Report!
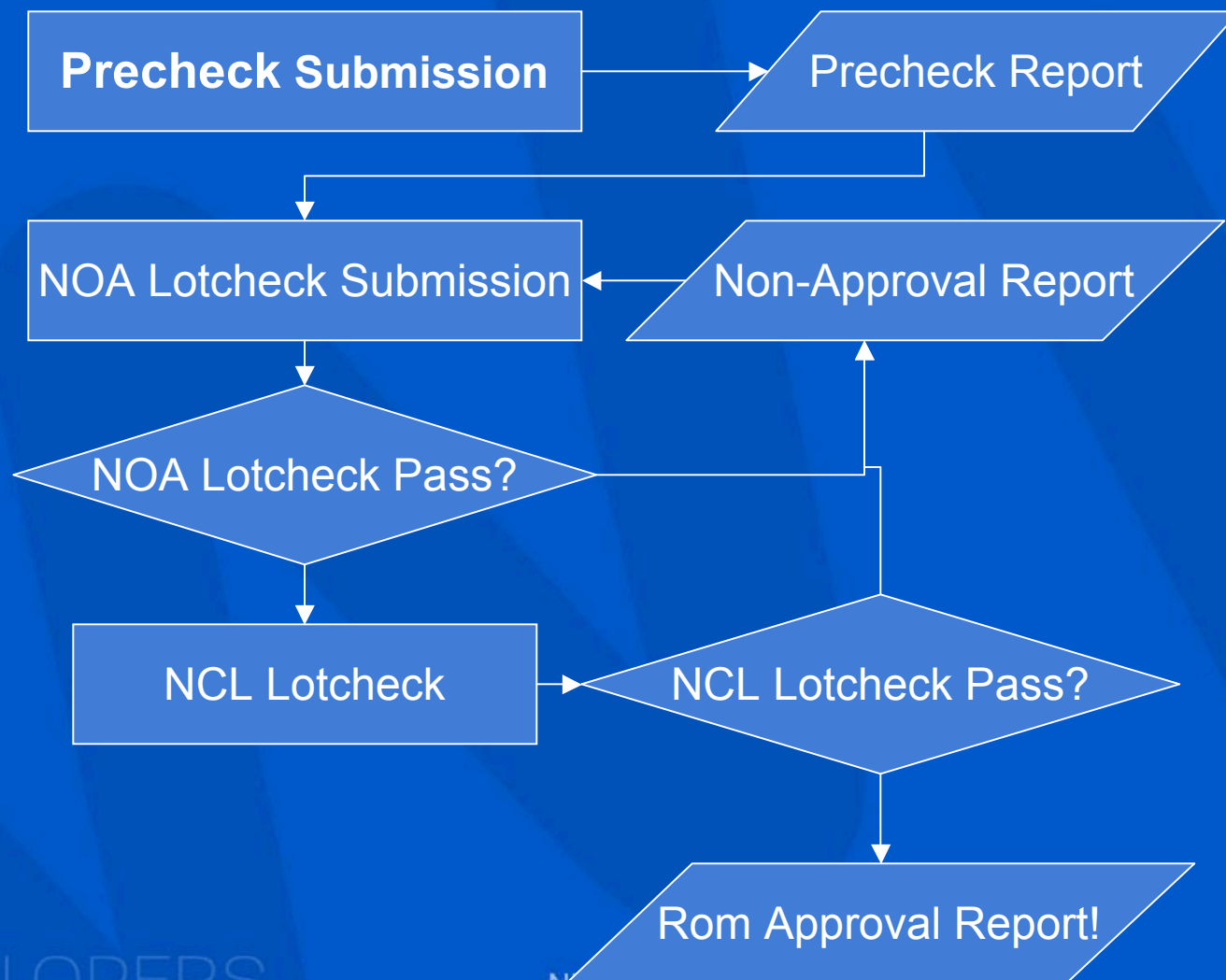
Nintendo Wi-Fi Connection For Wii: 3 Pillars

Free

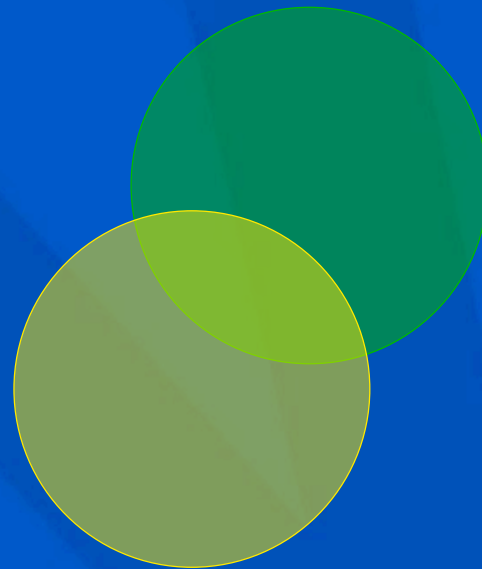DEVELOPERS
CONFERENCE

Nintendo®

Nintendo WFC Pillar - Free

- All Nintendo WFC games must be FREE for the player to play online.

- Player should always feel that Nintendo WFC as a community is free to enter and play.

DEVELOPERS
CONFERENCE

Nintendo®

Nintendo Wi-Fi Connection For Wii: 3 Pillars
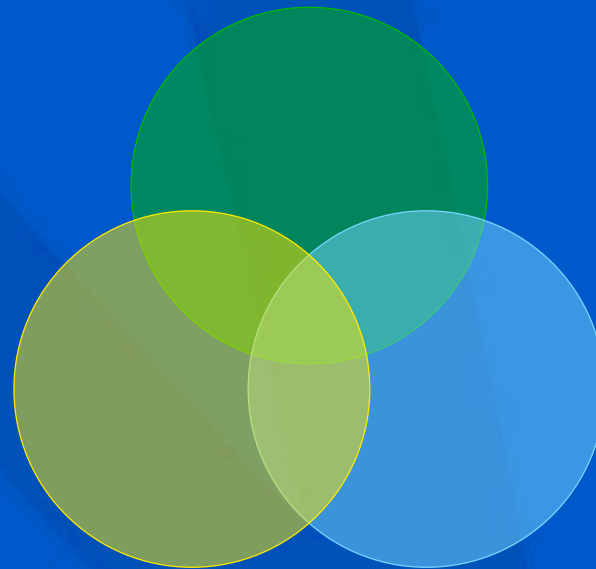
Free

Comfortable

Nintendo WFC Pillar - Comfortable

- All games must use 12 digit Friend Codes
- Both players must confirm Friendship
- Free Text and Voice Chat not allowed with Strangers
- No inappropriate User Names
- ESRB Notice: Game Experience May Change With Online Play

Nintendo Wi-Fi Connection For Wii:
3 Pillars

Free

Comfortable

Simple

Nintendo®

Nintendo WFC Pillar - Simple

- Player never has to register "user names"

- Router Compatibility

- Numbered Error Codes

- Consistent Flow and Flow Messages

DEVELOPERS
CONFERENCE

Nintendo

Friends and Rivals

Friends

- Can be added via Friend Code

- Must be listed on Friend Roster

- Must have a way to view own Friend Code

- Feature to delete Friends

- Required feature of RVLDWC

Rivals

- Follow all rules of Strangers

- Can never be promoted to Friends

- Must have consent

- Feature to remove Rivals

- Optional feature of RVLDWC

Inappropriate Names

- All titles must validate User Names
- Feature to Change names – Don't let the player get stuck!
- "badword" is a bad word!
- Only for Strangers and Rivals
- Don't forget about Rankings!

Badword

DEVELOPERS CONFERENCE

Nintendo

Rankings

- ## No Open Access

- ## Once per minute average

Packet Information

- ## ProductID and GameName
  - Assigned by GameSpy

- ## Connect to the Authentication Server!

- ## Server Availability
  - gamename.available.gs.nintendowifi.com
  - gamename.master.gs.nintendowifi.com
  - Etc.

Nintendo®

Other Items

- HOME Menu Disabled

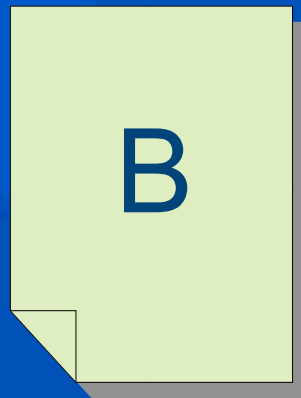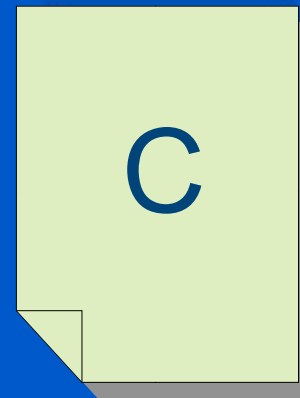- Timed Player Input / Disconnection

- Disc Errors!

DEVELOPERS
CONFERENCE

Nintendo®

Submission Preparation

- Design Statements! - Easy as A-B-C
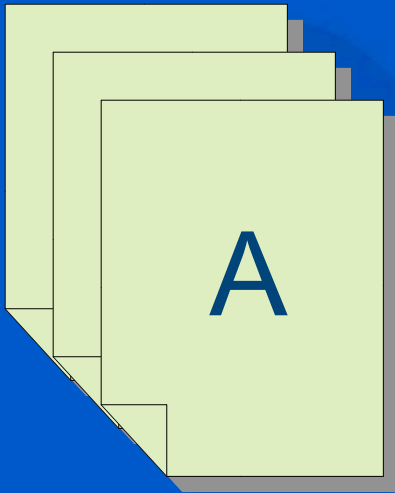
A

General

B

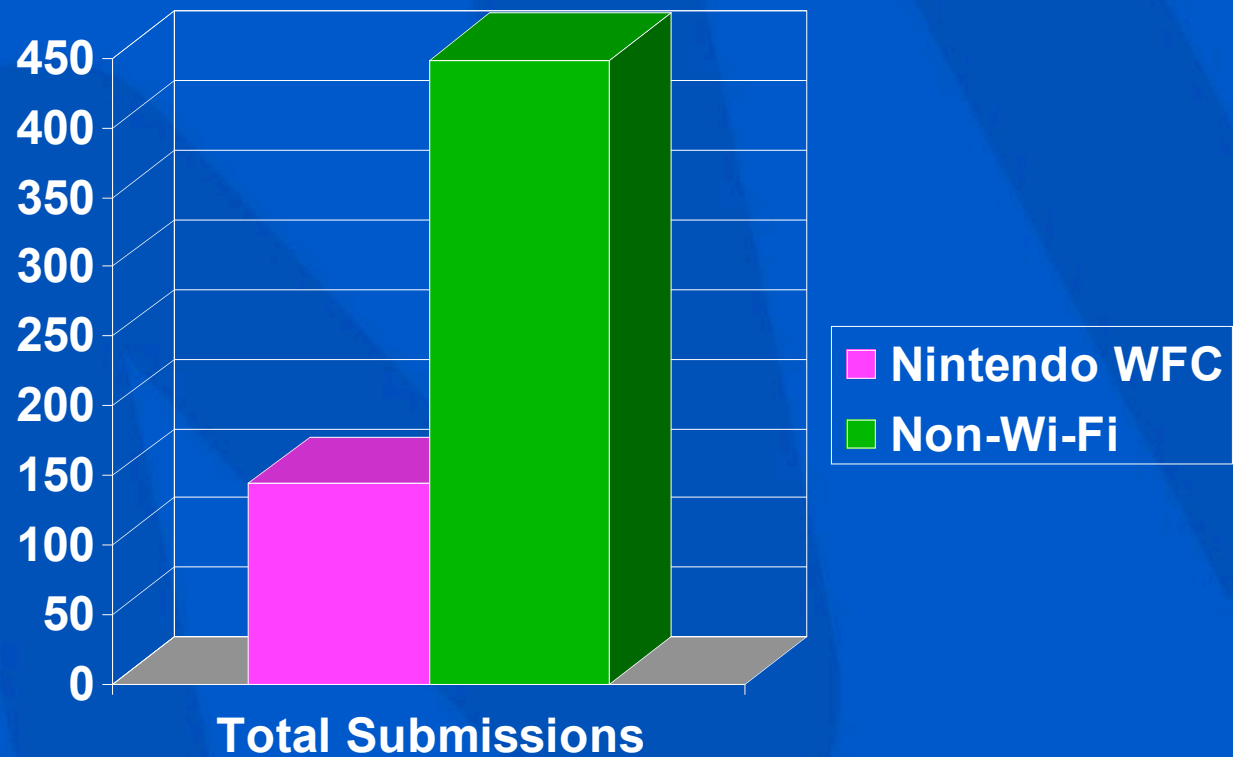Ranking

C
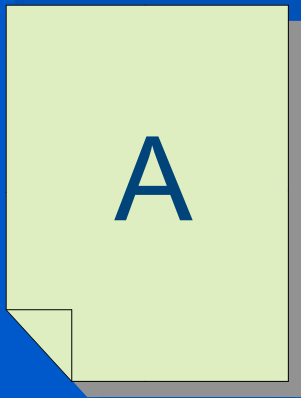
Persistent Storage
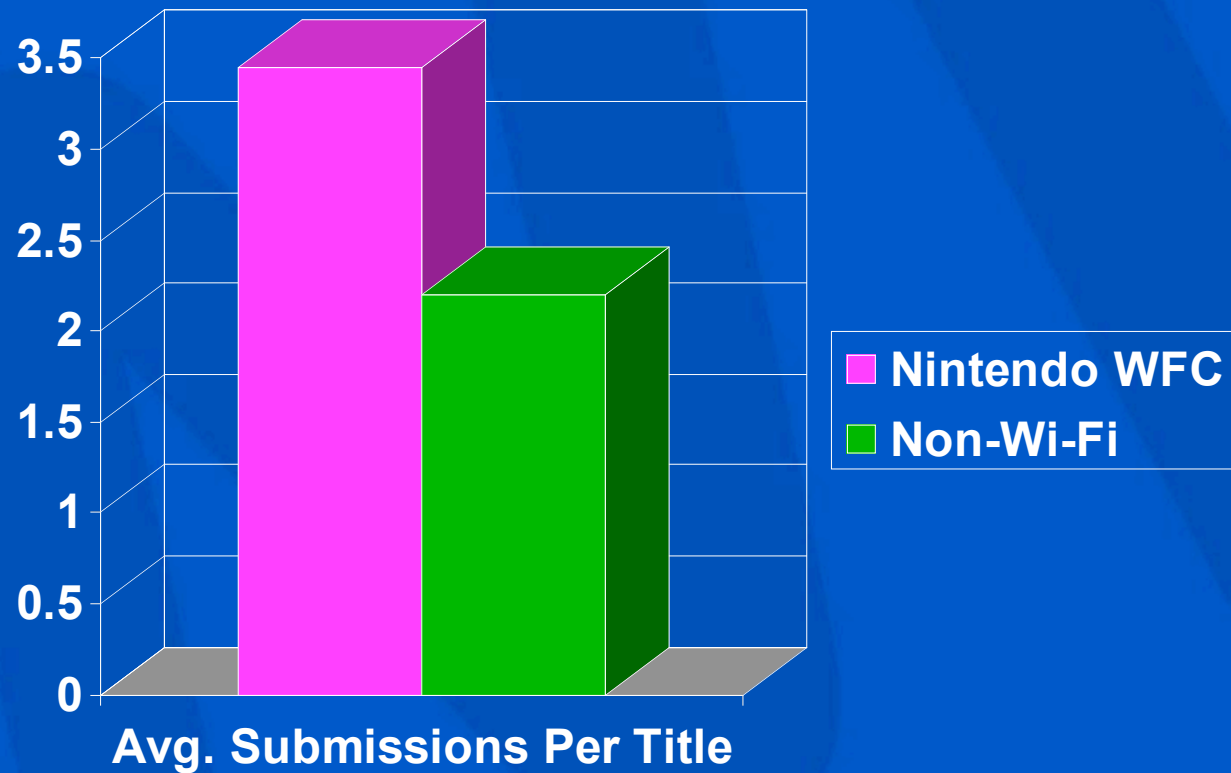
Nintendo®

Submission Preparation

- **Design Statements! - Easy as A-B-C**

- Be sure to Submit Design Statements 4 Months Ahead of time

- Available on www.warioworld.com

- Be as detailed as possible!

- Send the completed forms to submissions@noa.nintendo.com

DEVELOPERS CONFERENCE

Nintendo

Total Submissions

450
400
350
300
250
200
150
100
50
0

Total Submissions

- ■ **Nintendo WFC**
- ■ **Non-Wi-Fi**

DEVELOPERS
CONFERENCE

Nintendo®

Average Number of Submissions

Chart with y-axis values: 0, 0.5, 1, 1.5, 2, 2.5, 3, 3.5

X-axis label: **Avg. Submissions Per Title**

Legend:
- **Nintendo WFC**
- **Non-Wi-Fi**

DEVELOPERS
CONFERENCE

Nintendo®

Submission Preparation

- Precheck!!

- Read and Comply with all Concepts Guidelines!

- Complete and Submit Wi-Fi Checklist!

- Ask Questions! lotcheck@noa.nintendo.com

Nintendo

Thanks!

Contact us at:
lotcheck@noa.nintendo.com