



Enabler Release Definition for Games Services V1_0

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Open Mobile Alliance
OMA-ERELD-Games-Services-V1_0-20030612-H

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Document History	
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1. Scope

The scope of this document is limited to the Enabler Release Definition of Games Services according to OMA Release process and the Enabler Release specification baseline listed in section 5.

2. References

2.1 Normative References

- [CREQ] “Specification of WAP Conformance Requirements”. WAP Forum™. WAP-221-CREQ.
[URL:http://www.openmobilealliance.org/](http://www.openmobilealliance.org/) *(To be replaced with proper reference to new corresponding OMA document when approved)*
- [RFC2119] “Key words for use in RFCs to Indicate Requirement Levels”. S. Bradner. March 1997.
[URL:http://www.ietf.org/rfc/rfc2119.txt](http://www.ietf.org/rfc/rfc2119.txt)
- [OMAGP10] [OMA-GamingPlatform-V1_0-20030525-D](#)
- [OMAGPJD10] [OMA-GamingPlatform-JavaDocs-V1_0-20030525-D](#)

2.2 Informative References

None.

3. Terminology and Conventions

3.1 Conventions

The key words “MUST”, “MUST NOT”, “REQUIRED”, “SHALL”, “SHALL NOT”, “SHOULD”, “SHOULD NOT”, “RECOMMENDED”, “MAY”, and “OPTIONAL” in this document are to be interpreted as described in [RFC2119].

All sections and appendixes, except “Scope” and “Introduction”, are normative, unless they are explicitly indicated to be informative.

The formal notation convention used in sections 8 and 9 to formally express the structure and internal dependencies between specifications in the Enabler Release specification baseline is detailed in [CREQ].

<<If needed, describe or declare using appropriate normative references the additional conventions that are used.>>

3.2 Definitions

Enabler Release – a collection of specifications that combined together form an enabler for a service area, e.g. a download enabler, a browsing enabler, a messaging enabler, a location enabler, etc. The specifications that are forming an enabler should combined fulfil a number of related market requirements.

Minimum Functionality Description – Description of the guaranteed features and functionality that will be enabled by implementing the minimum mandatory part of the Enabler Release.

3.3 Abbreviations

ERDEF	Enabler Requirement Definition
ERELD	Enabler Release Definition
OMA	Open Mobile Alliance

4. Introduction

This document outlines the Enabler Release Definition for Games Services and the respective conformance requirements for clients and servers implementing claiming compliance to it as defined by Open Mobile Alliance across the specification baseline.

The specification address the issues of portability and interoperability in the mobile games space.

The specification will allow game developers to produce and deploy mobile games that can be more easily ported between multiple gaming platforms and wireless networks, and played over different mobile devices.

5. Enabler Release Specification Baseline

[OMAGP10] OMA-GamingPlatform-V1_0-20030623-C

[OMAGPJD10] OMA-GamingPlatform-JavaDocs-V1_0-20030623-C

6. Minimum Functionality Description for Games Services

The following areas are addressed:

- Session management: provides the identifiers that bind the user interactions into single concept of a game, provides access to the other APIs and provides the interface through which the lifecycle of game entities can be managed.
Rationale: the core framework upon which all other API access is built.
- Connectivity: provides the communication layers, protecting the developer from the low-level implementation details of the transport mechanism.
Rationale: network access is widely reported to cause significant rework on the part of the game developer.
- Metering: provides a standard API through which the game can inform the gaming platform of game specific billable events.
Rationale: relates fundamentally to how the game is paid for and so of high importance.
- Scores and Competition Management: provides the mechanisms by which the game can report and retrieve scores from the gaming platform, so allowing competitions to be run in a unified manner.
Rationale: the basis upon which online communities can be built in the mobile gaming arena.
- Logging: provides a standard reporting mechanism by which a game informs the gaming platform of its status. This insulates against specific formatting requirements and through the implementation of variable logging levels, assists in the troubleshooting process.
Rationale: by standardizing logging troubleshooting is simplified and thus operational costs reduced.
- Timers: provides the mechanism by which a game schedules and delays activities.
Rationale: provides unified access to time based event triggers for the game developer.

7. Conformance Requirements Notation Details

This section is informative

The tables in following chapters use the following notation:

Item:

Entry in this column **MUST** be a valid ScrItem according to [CREQ].

Feature/Application:

Entry in this column **SHOULD** be a short descriptive label to the **Item** in question.

Status:

Entry in this column **MUST** accurately reflect the architectural status of the **Item** in question.

- M means the **Item** is mandatory for the class
- O means the **Item** is optional for the class
- NA means the **Item** is not applicable for the class

Requirement:

Expression in the column **MUST** be a valid TerminalExpression according to [CREQ] and it **MUST** accurately reflect the architectural requirement of the **Item** in question.

8. ERDEF for Games Services - Client Requirements

This section is normative.

Table 1 ERDEF for Games Services Client-side Requirements

Item	Feature / Application	Status	Requirement
OMA-ERDEF-Games-Services-C-001	Games Services Client	M	???

9. ERDEF for Games Services - Server Requirements

This section is normative.

Table 2 ERDEF for Games Services Server-side Requirements

Item	Feature / Application	Status	Requirement
OMA-ERDEF-Games-Services-S-001	Games Services Server	M	???

Appendix A. Change History (Informative)

Type of Change	Date	Section	Description
Class 0	25-May-2003		The initial version of this document.
Candidate Version: OMA-ERELED-Games-Services-V1_0- 20030612-H	12 Jun 2003	n/a	Status changed to Candidate OMA-TP-2003-0267R1-ERELED-Games-Services-V1_0
Historic Version: OMA-ERELED-Games-Services-V1_0- 20030612-H	17 Jun 2008	n/a	Status changed to Historic by TP TP# OMA-TP-2008-0194R01- INP_GS_Gaming_Services_V1.0_to_be_made_Historic