OMa
Open Mobile Alliance

Reference Release Definition for
White Paper on Mobile Gaming Evolution
Approved Version 1.0 – 10 Jun 2008

Open Mobile Alliance
OMA-RRELD-MGPC-V1_0-20080610-A

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1. Scope

The scope of this document is limited to the Reference Release Definition of Mobile Gaming Evolution according to OMA Release process and the Reference Release document baseline listed in section 5.

2. References

2.1 Normative References

[RFC2119] "Key words for use in RFCs to Indicate Requirement Levels", S. Bradner, March 1997,
URL:http://www.ietf.org/rfc/rfc2119.txt

[MGPC_WP] White Paper on Mobile Gaming Evolution, Open Mobile Alliance™, OMA-WP-MGPC-200700625-C

URL:http://www.openmobilealliance.org

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.

3.2 Definitions

Reference Release	A set of specifications and/or white papers which form a formal deliverable of OMA. The release can be referenced or otherwise used to support implementable enabler releases, but it cannot by itself be implemented in products.
Reference Release Definition	A definition of the documents that are included in a Reference Release.

3.3 Abbreviations

OMA	Open Mobile Alliance
RRELD	Reference Release Definition

4. Release Version Overview

This document outlines the materials that constitute the Reference Release Definition for Mobile Gaming Evolution. This reference release serves to keep the collection of materials associated for ease of use and acquisition.

The white paper included in this Mobile Gaming Evolution Reference Release aims to stimulate the market for mobile gaming by ensuring content and devices predictably meet gaming consumer expectations. The Open Mobile Alliance focus is on achieving industry alignment on mobile handset performance and feature characteristics that impact game user experience and porting costs to increase quality and quantity of premium mobile games. The guidelines captured in this white paper can be used by content providers, mobile network operators, and handset manufacturers to create devices, content, and services for the mobile gaming market.

5. Document Listing for Mobile Gaming Evolution

This section is normative.

Doc Ref	Permanent Document Reference	Description
White Paper		
[MGPC_WP]	OMA-WP-MGPC-20080610-A	White paper that provides informative technical information regarding Mobile Gaming Evolution

Table 1: Listing of Documents in Mobile Gaming Evolution Reference Release

Appendix A. Change History   (Informative)

A.1 Approved Version History

Reference	Date	Description
n/a		

A.2 Draft Version 1.0 History

Document Identifier	Date	Sections	Description
Draft Versions OMA-RRELD-MGPC-V1_0	02 Jan 2007	n/a	Initial Draft
	07 May 2007	6	Editorial update
	21 May 2007	n/a	Uploaded to TP for approval to candidate
	04 Jun 2007	all	Alligned ERELd name with WP name.
Candidate Version OMA-RRELD-MGPC-V1_0	25 Jun 2007	All	Status changed to Candidate by TP TP ref # OMA-TP-2007-0206R01-INP_MGPC_RRP_for_Candidate_Approval
Approved Version OMA-RRELD-MGPC-V1_0	10 Jun 2008	n/a	Status changed to Approved by TP TP# OMA-TP-2008-0193-INP_GS_MGE_V1.0_RRP_for_Final_Approval