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中国移动通信  
CHINA MOBILE



vodafone

## JIL Game System Requirement Specification

# JIL Game System Hardware Specification Ver 1.5

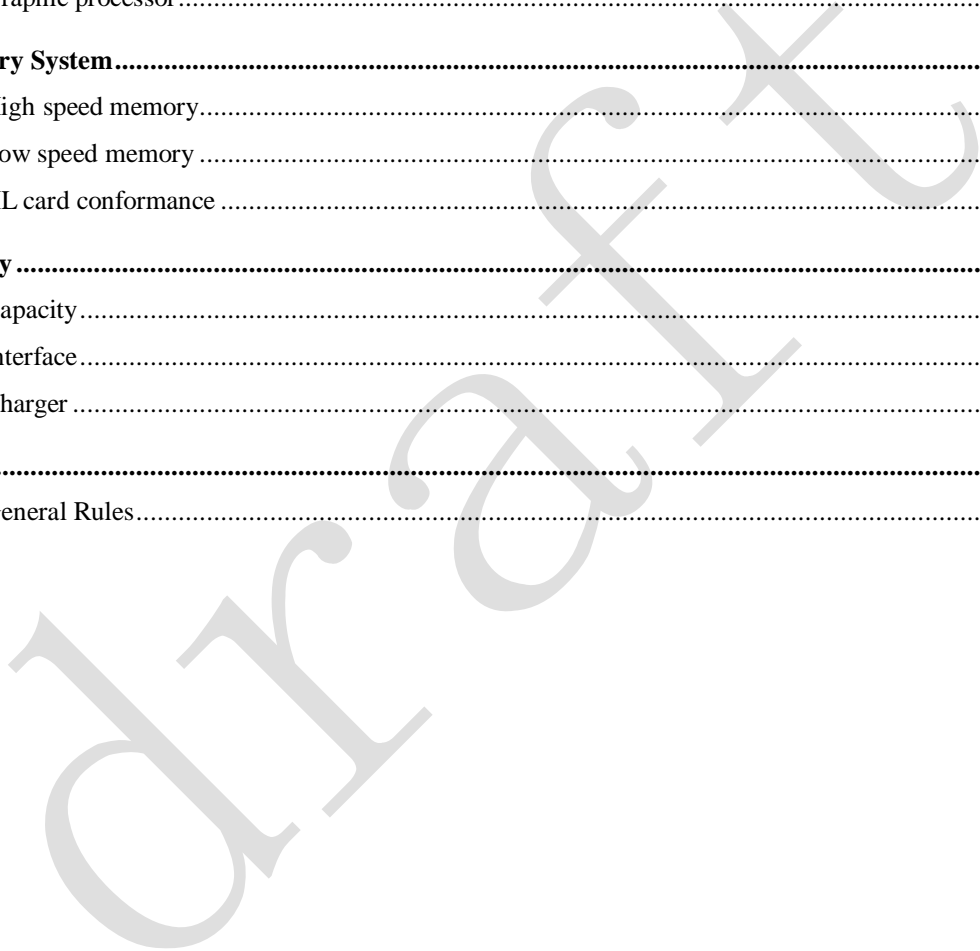
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## Revision History

Date of Change	Doc Version	Sections Changed	Description	Change made by
22 May 2009	0.9	All	Basic device selection.	Shigenori Imanaka
22 Jun 2009	1.12	All	All device	Shigenori Imanaka
7 Nov 2009	1.5	All	Description and Explanation	Shigenori Imanaka

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# 1. Introduction

## 1.1. Purpose

This requirement specification contains functional requirements for JIL's Game system. Since the Game system is an application platform involving multiple parties including end user, independent software vendor (ISV) and operator and service provider (SP), the present document organizes the functional requirements by target audience. The major purpose of this document is to define the hardware specification to help manufacturers to build their handsets to be compliant with JIL specification. Target audiences of this document include product managers, architects and parties with an interest in software development.

This specification was used to be usually submitted by Excel sheet, but sometimes it causes serious misunderstanding because it is a little bit difficult to describe all the features and functions only on text base.

## 1.2. Executive Summary

To join to JIL as a vendor, or manufacturer is very simple. But to get technical information from JIL member is a little bit difficult. Because JIL holds internal discussion so frequently and the definition is sometimes no longer the definition as it used to be. Concurrent, latest information and requirements from JIL are such ambiguous and hard to keep in touch with. So, JIL will provide the specification and the related information periodically.

As a part of the JIL Project, China Mobile, Vodafone, Verizon, and SBM will create a common game specification and propose a new environment. The JIL Game platform is divided mainly into the 2 segments of mobile phones exclusively for games with game exclusive features such as a 4-way key, and regular mobile phones with JIL Game functions. JIL will create requirements for both segments.

This specification is described about a requirement of a mobile phone exclusively for [Game Centric model] and a regular mobile phone with JIL Game function [Game Friendly model]. If there is no description of a model in each requirement, it is a requirement to both models.

## 1.3. Overview

Hardware specification contains the requirements for all devices which are needed by game phone. Hardly JIL does not require manufacturers to equip an certain device like baseband chip. If the device fulfills the specification, manufacturer can choose it for JIL game phone. Of cause there are a few exceptions like analog joy pad device. The reason why JIL compel manufacturer to use the specific devices is to keep the user experience as game developers defined.

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