



Business Message Standard (BMS) Align_Trade_Item_Extension_For_ Electronic_Games

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Business Requirements Document (BRAD) Reference

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Data Alignment for Electronic Games	02-May-2005	0.0.5
BRAD Computer/Video Game Gaming Software, and Computer Software (Non Games)Attributes	05-May-2008	0.0.1

Document Change History

Date of Change	Version	Changed By	Reason for Change	Summary of Change	Model Build #
19-Jul-2005	0.0.1	Eric Kauz	Initial Draft		
17-Nov-2005	0.0.2	Brian Bennett	Updated from Comment Resolution Sheet	Updated Code List	
13-Nov-2006	0.0.3	Eric Kauz	Retirement of Candidate Attribute CRs 06-000169	Addition of new code list values. Externalised Battery Type Code List and Game Format Code List.	

Date of Change	Version	Changed By	Reason for Change	Summary of Change	Model Build #
02-May-2007	0.0.4	Eric Kauz	Comment Period	<ul style="list-style-type: none"> Made Orderable and Returnable Information class optional. Made ElectronicGameBatteryInformation class optional. Updated data types for maximumPlayerAge and minimumPlayerAge to restrict measurement values to time. Updated GameFormatCodeList to use alphanumeric values from candidate attributes. 	
06-Aug-2007	1.0.0	Eric Kauz	CR 07-000171	<ul style="list-style-type: none"> Reverted design to approved candidate attribute with the exception of the externalized code lists (06-000169). Added Product Genre and associated code list values. Changes Corresponding to MR2 	
06-Oct-2009	1.1.0	Eric Kauz	CR 08-000092	<ul style="list-style-type: none"> Updates to Class Diagram and GDD Report. See detailed summary in Section 10. 	
24-Nov-2009	1.1.1	Eric Kauz	BMS Comments	<ul style="list-style-type: none"> Updated document objective to specify that this extension is for video games and other software. Updated definition for "requiredStorageCapacity" 	

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1. Business Domain View

1.1. Problem Statement / Business Need

The Entertainment Industry Team has reviewed the existing Trade Item Data Model and compared those attributes to current business process requirements for their industry. Industry unique materials and processes exist which require additional attributes to completely and properly convey the data supporting current business processes in this industry as well as facilitate participation on the Global Data Synchronization Network.

This document both defines and describes those additional attributes that have been identified as necessary to support current Entertainment industry business requirements.

1.2. Objective

The North American Entertainment industry has begun the process of data synchronization and these implementations necessitate the changes and additions to the GS1 standards as documented to support these efforts. The objective is to create a business message standard supporting communication of trade item data attributes for the Entertainment industry.

The specific purpose of this extension is to pass attributes associated with the bricks 10001137 (Computer/Video Game Gaming Software) and 10001138 (Computer Software (Non Games)).

1.3. Audience

The audience of the standards would be any participant in the global supply chain specifically the Entertainment Industry. This would include carriers, and their customers and partners.

1.4. References

Reference Name	Description
Business Requirement for Entertainment Item vertical BRW v0.0.1 Dated 08/30/2004	Attachment to CR 04-000174.

1.5. Acknowledgements

The following is a list of individuals (and their companies) who participated in the creation, review and approval of this BMS.

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2. Business Context

Context Category	Value(s)
Industry	Entertainment
Geopolitical	All
Product	Electronic Games
Process	Align_Trade Item
System Capabilities	GS1
Official Constraints	None

3. Additional Technical Requirements Analysis

3.1. Technical Requirements

Number	Statement	Rationale
	Not Applicable	

4. Business Transaction View

4.1. Business Transaction Use Case Diagram

Not Applicable

4.2. Use Case Description

Covered in Align Trade Item Use Cases.

4.3. Business Transaction Activity Diagram(s)

Not Applicable

4.4. Business Transaction Sequence Diagram(s) (optional)

Not Applicable

5. Information Model (Including GDD Report)

5.1. GDD Report

Class (ABIE)	Attribute (BBIE)	Association (ASBIE)	Secondary Class	Official Dictionary Entry Name	Definition	Multiplicity	Data Type Components	Related Requirements	Facets
DistributionMedia				Distribution Media. Details	The media storage devices that are included in the package for the purposes of storing the software.				
	distributionMediaCount			Distribution Media.Distribution Media Count.NonNegativeInteger_ Numeric	The quantity of media storage devices that is included in the package for the purposes of storing the software.	0..1	Numeric. Content		
	distributionMediaType			Distribution Media.Distribution Media Type.Text	The type of media storage devices that are included in the package for the purposes of storing the software for example memory sticks, discs, cartridges.	0..1	Text. Content		1..35
ElectronicGameBatteryInformation				Electronic Game Battery Information. Details	Logical grouping of information regarding the electronic game battery.				
	areBatteriesIncluded			Electronic Game Battery Information. Are Batteries Included_ Batteries. Indicator	Indicates if batteries are either included or not included with the game.	1..1	Numeric. Content		No Restrictions
	areBatteriesRequired			Electronic Game Battery Information. Are	Indicates if batteries are required to operate	1..1	Numeric. Content		No Restrictions

				Batteries Required_ Batteries. Indicator	the electronic game.				
	batteryType			Electronic Game Battery Information. Battery Type. Text	Type of battery required to operate the game. If "Are Batteries Required" or if "Quantity of Batteries" is populated or if "Are Batteries Included" = "Yes" this attribute is required.	0..1	Numeric. Content		minLength='1' maxLength='70'
	quantityOfBatteriesRequired			Electronic Game Battery Information. Quantity Of Batteries Required. Integer_ Numeric	The number of batteries required to operate the electronic game	0..1	Numeric. Content		Unbounded
ElectronicGamePlayerInformation				Electronic Game Player Information. Details	Logical grouping of information regarding electronic game player information.				
	ageRangeDescription			Electronic Game Player Information. Age Range_ Description. Language_ Text	Description of the recommended age range of participating players.	0..1			minLength='1' maxLength='35'
	maximumNumberOfPlayers			Electronic Game Player Information. Maximum_ Number Of Players. Integer_ Numeric	Maximum number of players that can participate in the game.	0..1	Numeric. Content		Unbounded
	maximumPlayerAge			Electronic Game Player Information. Maximum_ Player Age. Integer_ Numeric	Recommended oldest age for a player participating in the game.	0..1	Numeric. Content		Unbounded
	minimumNumberOfPlayers			Electronic Game Player	Minimum number of players that can	0..1	Numeric. Content		Unbounded

				Information. Minimum_ Number Of Players. Integer_ Numeric	participate in the game.				
	minimumPlayerAge			Electronic Game Player Information. Minimum_ Player Age. Integer_ Numeric	Recommended youngest age for a player participating in the game.	0..1	Numeric. Content		Unbounded
ElectronicGameTradeItemExtension				Electronic Game Trade Item Extension. Details	Provides a logical grouping of information on the extension of "Trade Item" specific for the Electronic Games Industry.				
	availableLanguage			Electronic Game Trade Item Extension.Available Language.ISO639 _ Code	The available languages used to interface with the software users.	0..*	Code. Content		
	electronicGameTitle			Electronic Game Trade Item Extension. Electronic Game Title. Date Time	The name of an electronic game.	0..1	Date Time. Content Date Time. Format. Text		minLength='1' maxLength='200'
	gameFormat			Electronic Game Trade Item Extension. Game Platform. Date Time	Code that identifies the electronic environment or system needed to use the electronic game. For example X-Box, Game Cube, PS2.	0..1	Date Time. Content Date Time. Format. Text		minLength='1' maxLength='70'
	lastManufacturerUpdateDateTime			Electronic Game Trade Item Extension. Last Manufacturer Update Date Time_ Last Manufacturer Update D	The last date on which the manufacturer has made a change to the trade item.	1..1	Date Time. Content Date Time. Format. Text		No restrictions
	productGenre			Electronic Game	The code of the	0..1	Date		1..35

				Trade Item Extension. Product Genre. Date Time	genre for this electronic games trade item. The genre is a categorisation of the trade item based upon the content and maintained for marketing and merchandising purposes.		Time. Content Date Time. Format. Text		
			DistributionMedia	Electronic Game Trade Item Extension. Association. Distribution Media. Details	Distribution media information for this trade item.	0..1			
			ElectronicGameBatt eryInformation	Electronic Game Trade Item Extension. Association. Electronic Game Battery Information	This information on ElectronicGameBatt eryInformation for ElectronicGameTra deItemExtension.	0..1			
			ElectronicGamePl ayerInformation	Electronic Game Trade Item Extension. Association. Electronic Game Player Information	Logical link between Electronic Game Player Information and Electronic Game Trade Item	0..1			
			EntertainmentTra deItemPrice	Electronic Game Trade Item Extension. Association. Entertainment Trade Item Price	This information on EntertainmentTrad eItemPrice for ElectronicGameTra deItemExtension.	0..1			
			OrderableReturna bleInformation	Electronic Game Trade Item Extension. Association. Orderable Returnable Information	This information on OrderableReturnabl eInformation for ElectronicGameTra deItemExtension.	0..1			
			PublicationTitleRa ting	Electronic Game Trade Item Extension. Association.	This information on PublicationTitleRati ng for ElectronicGameTra	0..*			

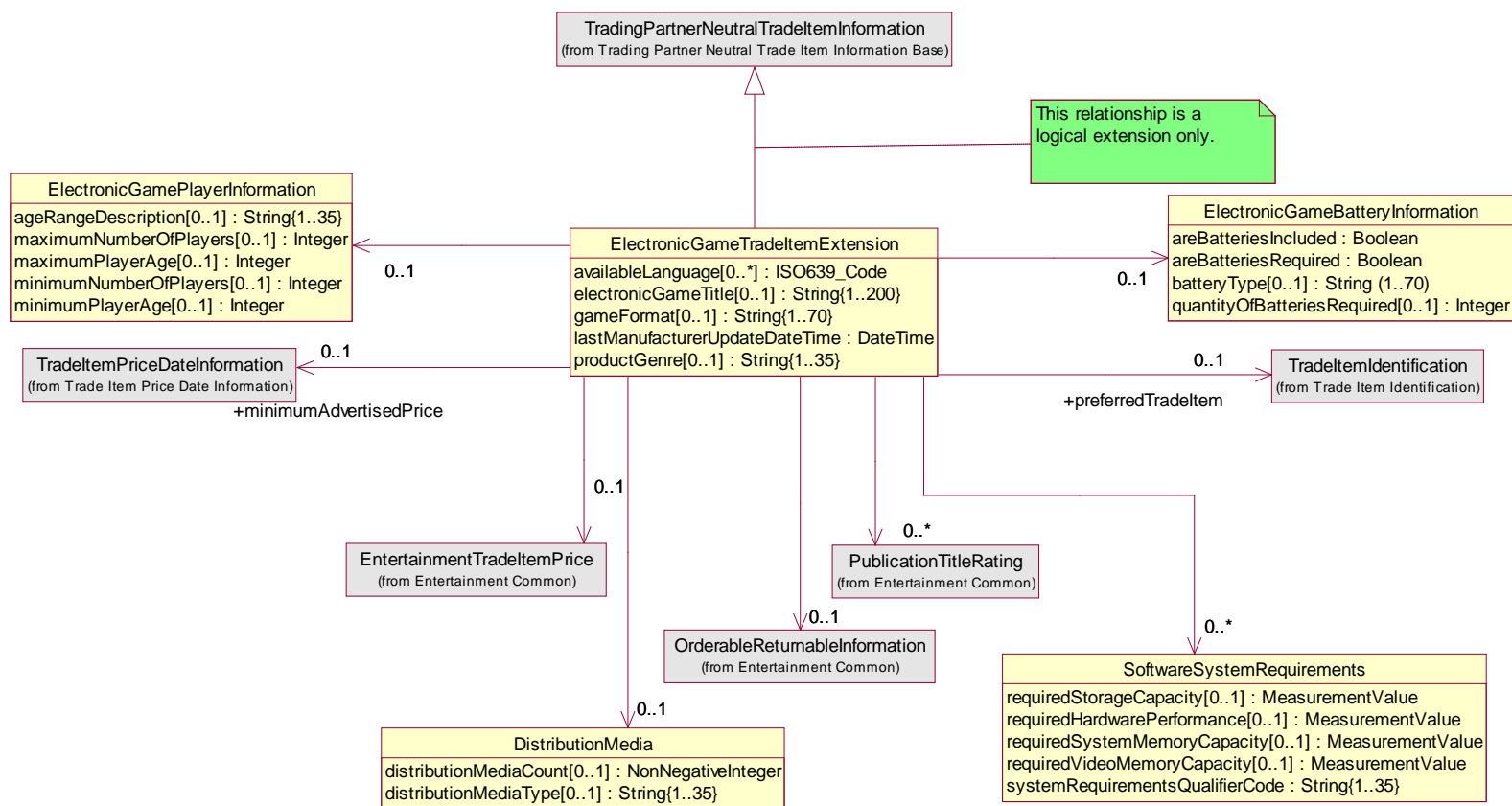
				Publication Title Rating	delItemExtension.				
			SoftwareSystemR equirements	Electronic Game Trade Item Extension. Association. Software System Requirements. Details	Software system requirements for this trade item.	0..*			
		preferredTr adelItem	TradeItemIdentifi cation	Electronic Game Trade Item Extension. Preferred Trade Item. Trade Item Identification	An identification as-signed by the manufac-turer for the purpose of grouping multiple ver-sions of the same trade item (e.g. limited edi- tion, wide screen, etc.).	0..1			
		minimumA dvertisedPr ice	TradeItemPriceDa teInformation	Electronic Game Trade Item Extension. Minimum Advertised Price_ Association. Trade Item Price	Minimum consumer price at which the trade item may be advertised	0..1			
EntertainmentTrade ItemPrice				Entertainment Trade Item Price. Details	The amount of money for which the trade item is bought or sold under various configurations.				
	bulkPrice			Entertainment Trade Item Price. Bulk_ Price. Amount	The amount of money for which the trade item is bought or sold when buying or selling a standard configuration.	0..1	Amount. Content Amount Currency. Code List Version. Identifier		No restrictions
	loosePrice			Entertainment Trade Item Price. Loose_ Price. Amount	The amount of money for which the trade item is bought or sold when buying or selling individual units that are not in a standard configuration.	0..1	Amount. Content Amount Currency. Code List Version. Identifier		No restrictions

OrderableReturnabl eInformation				Orderable Returnable Information. Details	Logical Grouping of Orderable Returnable Information				
	lastReturnableDateTime			Orderable Returnable Information. Last_ Returnable Date Time. Date Time	The last date and time when a non sold trade item must be received by the manufacturer to receive credit.	0..1	Date Time. Content Date Time. Format. Text		No restrictions
	orderableReturnableCondit ionsCode			Orderable Returnable Information. Orderable_ Returnable Conditions Code. Code	A code that indicates if the trade item can be ordered and returned if non- sold.	1..1	Date Time. Content Date Time. Format. Text		Facets constrained by code list values
PublicationTitleRati ng				Publication Title Rating. Details	Information regarding the content viewer maturity rating for an entertainment product.				
	ratingContentDescriptor			Publication Title Rating. Rating_ Content Descriptor. Language_ Text	A code that identifies one or several elements in a game that have triggered a particular rating and/or may be of interest or concern.	0..*	Text. Content		minLength='1' maxLength='70'
	titleRating			Publication Title Rating. Title_ Rating. Text	Code that identifies one or several elements in a game that have triggered a particular rating and/or may be of interest or concern.	1..1	Text. Content		minLength='1' maxLength='70'
	titleRatingEntity			Publication Title Rating. Title_ Rating Entity. Text	The name of an organization that defined the rating and attributed the rating content descriptor(s) to an electronic game.	1..1	Text. Content		minLength='1' maxLength='70'
SoftwareSystemRe quirements				Software System Requirements.	Details on any required or				

				Details	recommended system capabilities to run the software.				
	requiredHardwarePerformance			Software System Requirements.Hardware Performance.Measure	The hardware performance required of the system to operate the software defined by the fundamental rate in cycles per second measured in hertz.	0..1	Measure. Content Measure Unit. Code Measure Unit. Code List Version. Identifier		
	requiredStorageCapacity			Software System Requirements.Storage Capacity.Measure	The required data storage capacity required of the system to store the software expressed for example as megabytes.	0..1	Measure. Content Measure Unit. Code Measure Unit. Code List Version. Identifier		
	requiredSystemMemoryCapacity			Software System Requirements.System Memory Capacity.Measure	The temporary system memory capacity required of the system to run the software expressed for example in megabytes.	0..1	Measure. Content Measure Unit. Code Measure Unit. Code List Version. Identifier		
	requiredVideoMemoryCapacity			Software System Requirements.Video Memory Capacity.Measure	The video memory capacity required of the system to run the software expressed in megabytes. Video memory is memory dedicated to the purpose of holding the information necessary for a graphics card.	0..1	Measure. Content Measure Unit. Code Measure Unit. Code List Version. Identifier		
	systemRequirementsQualifierCode			Software System Requirements.System Requirements Qualifier Code.Text	A code that determines the type of system performance requirements for example minimum	1..1	Text. Content		1..35

or recommended.

5.2. Class Diagrams



Note: The relationship between the extension and the Trading Partner Neutral Trade Item Information class is logical only and does not designate the physical location of the extension tag in the Schema. This relationship states that, logically, the information contained in the extension belongs with other Trading Partner Neutral Trade Item Information such as packaging marking and item dimensions. The physical placement of the extension tag is a technical decision as long as it allows the implementers to relate the extensions to a specific trade item.

5.2.1.1. Entertainment Trade Item Price

EntertainmentTradeItemPrice
bulkPrice[0..1] : Amount
loosePrice[0..1] : Amount

5.2.1.2. Orderable Returnable Information

OrderableReturnableInformation
orderableReturnableConditionsCode : OrderableReturnableConditionsCodeList
lastReturnableDateTime[0..1] : DateTime

5.2.1.3. Publication Title Rating

PublicationTitleRating
titleRating : String{1..35}
titleRatingEntity : String{1..35}
ratingContentDescriptor[0..*] : Description

5.3. Code Lists

Code List Name	Code List Description
OrderableReturnableConditionsCodeList	A code that indicates if the trade item can be ordered and returned if non-sold.
Code Name	Code Description
ACTIVE	Is orderable and returnable unless "Is Trade Item Returnable" = "FALSE".
CUTOUT	Is not orderable and is returnable unless the one-way flag is set to "yes".
DELETED	Not orderable and not returnable.
HOLD	Temporarily unavailable but is still returnable unless the one-way flag is set to "yes".

6. Business Document Example

Not Available

7. Implementation Considerations

Not Available

8. Testing

This section describes the testing criteria for business solutions.

8.1. Pass / Fail Criteria

No.	Test Criteria	Related Requirement	Design Element	Pass Criteria	Fail Criteria
1	Not Available				

8.2. Test Data

Attribute	Value
areBatteriesIncluded	TRUE
areBatteriesRequired	FALSE
batteryType	D
quantityOfBatteriesRequired	2
minimumNumberOfPlayers	1
maximumNumberOfPlayers	2
minimumPlayerAge	10
maximumPlayerAge	15
gamePlatform	JAGUAR
orderableReturnableConditionsCode	HOLD
productGenre	ACTION
ratingContentDescriptor	CARTOON_VIOLENCE
electronicGameTitle	B93X
lastManufacturerUpdateDateTime	2004-12-25T12:00:00.000
titleRating	T
titleRatingEntity	ESRB
systemRequirementsQualifierCode	RECOMMENDED
systemMemoryCapacity	100 4L
distributionMediaType	USB
distributionMediaCount	1

9. Appendices

Appendix A (External Code Lists)

Class Name	Attribute Name	Code List
Electronic Game Battery Information	batteryType	Battery Type Code List
Electronic Game Trade Item Extension	gameFormat	Game Format Code List
Electronic Game Trade Item Extension	productGenre	Electronic Game Product Genre
Electronic Game Trade Item Extension	distributionMediaType	Media Format Code List
Publication Title Rating	titleRating	Title Rating Code List
Publication Title Rating	ratingContentDescriptor	Rating Content Descriptor
Publication Title Rating	titleRatingEntity	Title Rating Entity
Software System Requirements	systemRequirementsQualifierCode	System Requirements Qualifier Code

Code List Name	Code List Description
Battery Type Code List	
Code Name	Code Description
A	Not Available
AA	Not Available
AAA	Not Available
B	Not Available
C	Not Available
D	Not Available
9_VOLT	Not Available

Code List Name	Code List Description
Game Format Code List	
Code Name	Code Description
8_BIT_NINTENDO	N/A
16_BIT_SUPER_NINTENDO	N/A
ATARI	N/A
DREAMCAST	N/A
GAME_BOY_ADVANCED	N/A
JAGUAR	N/A
LYNX	N/A
NEO_GEO	N/A
NINTENDO_GAME_CUBE	N/A
NINTENDO_PORTABLE_DUAL_SCREEN	Trade name of the NINTENDO DS (Dual Screen System) electronic game format.
NINTENDO_WII	Trade name of the Nintendo Wii electronic game format.
NINTENDO_64	N/A
PC_GAMES	N/A
PLAYSTATION	The trade marked brand name and model for a specific electronic game format manufactured by Sony Corporation.
PLAYSTATION_2	The trade marked brand name and model for a specific electronic game format manufactured by Sony Corporation.
PLAYSTATION_3	The trade marked brand name and model for a specific electronic game format manufactured by Sony Corporation.
SEGA_GENESIS	N/A
SONY_PORTABLE_PLAYSTATION	Trade name of the SONY PSP (PlayStation Portable) electronic game format.
XBOX	The trade marked brand name and model for a specific electronic game format manufactured by Microsoft Corporation.
XBOX_360	The trade marked brand name and model for a specific electronic game format manufactured by Microsoft Corporation.

Code List Name	Code List Description
Electronic Game Product Genre	Used to populate the product genre attribute in the electronic game extension. The genre is a categorisation of the trade item based upon the content and is maintained for marketing and merchandising purposes.
Code Name	Code Description
ACTION	Games are characterized by game play with emphasis on combat.
ADULT	Games intended for an adult audience.
ADVENTURE	Games which cast the player as the protagonist of a story, normally requiring the player to solve various puzzles by interacting with people or the environment, most often in a non-confrontational way.
EDUCATIONAL	Games that attempt to teach the user using the game as a vehicle.
FIGHTING	Games where players face off against each other or against computer-controlled characters in close combat.
MUSIC	Games that challenge the player to follow sequences of movement or develop specific rhythms.
OTHER	Product genre that is a categorization other than the specific genres listed on this code list.
PUZZLE	Games that require the player to solve logic puzzles or even navigate complex locations such as mazes.
RACING	Games that place the player in the driver's seat of a high-performance vehicle and require the player to race against other drivers or sometimes just time.
ROLE_PLAYING	Games that have the player acting in the role of a specific type of "adventurer" or "adventurers" who specializes in a certain set of skills (such as combat, or casting magic spells) while moving through a linear predetermined storyline.
SHOOTER	Games that emphasize shooting and armed combat.
SIMULATION	Games that aim to simulate an experience, such as flying an aircraft, as realistically as practically possible, taking into account physics and other real-world limitations.
SPORTS	Games that emulate the playing of traditional physical sports. Some emphasize actually playing the sport, while others emphasize the strategy behind the sport.
STRATEGY	Games that require careful and skilful thinking and planning in order to achieve victory.
TRADITIONAL	Games that are based on popular board games or card games.
WRESTLING	Fighting games based on the sport of wrestling.

Code List Name	Code List Description
MediaFormatCodeList	The code that identifies the type of media on which the media product is recorded and played as well as technical specifications or structured features for users.
Code Name	Code Description
12_INCH_VINYL_SINGLE	
3_INCH_CD_SINGLE	
5_INCH_CD_SINGLE	
5_INCH_CDV	
7_INCH_VINYL_SINGLE	
8_MM	
AUDIO_BLANK_TAPE	
BETA	
BLU_RAY	
CASSETTE_FULL_LENGTH	
CASSETTE_SINGLE	
CD_DVD_AUDIO	
CD_DVD_VIDEO	
CD_FULL_LENGTH	
CD_PLUS_GRAPHICS	
CD_ROM_INTERACTIVE	
DAT_FULL_LENGTH	
DATAPLAY	
DC_SACD	
DCC_FULL_LENGTH	
DIGITAL_RENTAL	
DIGITAL_SELL_THROUGH	
DVD	
DVD_ALBUM	A format that contains the same kind of content delivered on CD/DVD combos but normally on a single disc. This configuration is playable in any DVD player (not CD players) and requires no other special equipment. This configuration can contain the same tracks as the CD, plus optional content that could include some or all of the following: 48khz/24 - bit stereo, high res stereo, surround, high res surround, video, behind the scenes, making of * interviews , lyrics , interactive booklet, portable MP3 audio files, ROM interactive (applications for ring-tones), online enablement for post release content updates.

HD_DVD	
LASERDISC	
LP_FULL_LENGTH	
MAXI_CASSETTE_SINGLE	
MAXI_CD	
MINI_DISC_FULL_LENGTH	
MVI	Stands for Music Video Interactive and is a DVD loaded with many features that plays in all standard DVD Players, computers, and game consoles with DVD drives. Digital files are compatible with all MP3 devices. Features include: * Full album audio with superior sound quality * Video content * MP3 files of every audio track for easy transfer to a computer or MP3 device * Interactive features to create user content * Digital booklets * Online access to additional artist information * May also contain digital extras including song lyrics, photo galleries, posters, wallpaper, screen savers, buddy icons, etc.
RINGLE	This value represents a physical CD with 3 audio tracks (A-side, B-side & Remix) which can also include ringtones and wallpaper. This is a technology feature of the product and is used by consumers in arriving at a buying decision.
SACD	
UMD	This value represents Universal Media Disc. It is an optical disc medium developed by Sony for use on the PlayStation Portable. It can hold up to 1.8 gigabytes of data, which can include games, movies, music, or a combination thereof.
USB	Pre-recorded Media stored on a USB (Universal Serial Bus) flash drive that will interface with any USB capable device.
VHS	
VIDEO_BLANK_TAPE	

Code List Name		Code List Description
Title Rating Code List		Ratings defined by ESRB (Entertainment Software Rating Board – US)
Code Name	Code Description	Definition
EC	Early Childhood	The game has content that may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.
T	Teen	The game has content that may be suitable for ages 13 and older. May contain violence, suggestive theme, crude humour, minimal blood and/or infrequent use of strong language.
AO	Adults Only	The game has content that should only be played by persons ages 18 years and older. May include prolonged scenes of intense violence, blood and gore, sexual content and/or strong language.
E	Everyone	The game has content that may be suitable for ages 6 and older. May contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.
M	Mature	The game has content that may be suitable for persons ages 17 and older. May contain intense violence, blood and gore, sexual content and/or strong language.
RP	Rating Pending	The game has been submitted to the ESRB and is awaiting final rating.
E10+	Everyone 10 and older	The game has content that may be suitable for ages 10 and older. May contain more cartoon, cartoon, fantasy or mild violence, mild language, and/or minimal suggestive themes.

Code List Name	Code List Description
Rating Content Descriptor	Rating content descriptors defined by ESBR (Entertainment Software Rating Board – US)
Code Name	Code Description
ALCOHOL_REFERENCE	Reference to and/or images of alcoholic beverages.
ANIMATED_BLOOD	Discoloured and/or unrealistic depictions of blood.
BLOOD	Depictions of blood.
BLOOD_AND_GORE	Depictions of blood and mutilated body parts.
CARTOON_VIOLENCE	Violent actions involving cartoon-like situations and characters. May include violence where a character is unharmed after the action has been inflicted.
COMIC_MISCHIEF	Depictions or dialogue involving slapstick or suggestive humour.
CRUDE_HUMOR	Depictions or dialogue involving vulgar antics, including "bathroom" humour.
DRUG_REFERENCE	Reference to and/or images of illegal drugs.
EDUTAINMENT	Content of product provides user with specific skills development or reinforcement learning within an entertainment setting. Skill development is an integral part of the product.
FANTASY_VIOLENCE	Violent actions of a fantasy nature, involving human or non-human characters in situations easily distinguishable from real life.
INFORMATIONAL	Overall content of product contains data, facts, resource information, reference materials or instructional text.
INTENSE_VIOLENCE	Graphic and realistic-looking depictions of physical conflict. May involve extreme and/or realistic blood, gore, weapons, and depictions of human injury and death.
LANGUAGE	Mild to moderate use of profanity.
LYRICS	Mild references to profanity, sexuality, violence, alcohol, or drug use in music.
MATURE_HUMOR	Depictions or dialogue involving "adult" humour, including sexual references.
MILD_VIOLENCE	Mild scenes depicting characters in unsafe and/or violent situations.
NUDITY	Graphic or prolonged depictions of nudity.
PARTIAL_NUDITY	Brief and/or mild depictions of nudity.
REAL_GAMBLING	Player can gamble, including betting or wagering real cash or currency.
SEXUAL_THEMES_	Mild to moderate sexual references and/or depictions. May include partial nudity.
SEXUAL_VIOLENCE	Depictions of rape or other sexual acts.
SIMULATED_GAMBLING	Player can gamble without betting or wagering real cash or currency.

SOME_ADULT_ASSISTANCE_MAY_BE_NEEDED	Intended for very young ages.
STRONG_LANGUAGE	Explicit and/or frequent use of profanity.
STRONG_LYRICS	Explicit and/or frequent references to profanity, sex, violence, alcohol, or drug use in music.
STRONG_SEXUAL_CONTENT	Graphic references to and/or depictions of sexual behaviour, possibly including nudity.
SUGGESTIVE_THEMES	Mild provocative references or materials.
TOBACCO_REFERENCE	Reference to and/or images of tobacco products.
USE_OF_DRUGS	The consumption or use of illegal drugs.
USE_OF_ALCOHOL	The consumption of alcoholic beverages.
USE_OF_TOBACCO	The consumption of tobacco products.
VIOLENCE	Scenes involving aggressive conflict.

Code List Name	Code List Description
SystemRequirementsQualifierCodeList	A code that determines the type of system performance requirements for example minimum or recommended.
Code Name	Code Description
MINIMUM	The least possible quantity.
RECOMMENDED	The quantity or degree suggested for best performance.

Code List Name	Code List Description
TitleRatingEntity	Rating content descriptors defined by ESRB (Entertainment Software Rating Board – US)
Code Name	Code Description
ESBR	Entertainment Software Rating Board - US

10. Summary of Changes

Change	BSD Version	Associated CR Number
<ul style="list-style-type: none">○ Reverted design to approved candidate attribute with the exception of the externalized code lists (06-000169).○ Externalised Battery Type Code List and Game Format Code List.○ Added Product Genre and Electronic Game Product Genre Code List○ Added NINTENDO_WII, NINTENDO_PORTABLE_DUAL_SCREEN and SONY_PORTABLE_PLAYSTATION to Game Format Code List.	1.0.0	07-000171
<ul style="list-style-type: none">○ Made following attributes optional:<ul style="list-style-type: none">○ electronicGameTitle○ productGenre○ publicationTitleRating○ electronicGameTitle○ Added the following attributes:<ul style="list-style-type: none">○ availableLanguage○ systemRequirementsQualifier○ requiredSystemMemoryCapacity○ requiredVideoMemoryCapacity○ requiredHardwarePerformance○ requiredStorageCapacity○ distributionMediaCount○ distributionMediaType○ Added new code list (SystemRequirementsQualifierCodeList)○ Increased document scope to include non-games software.	1.1.0	08-000092