KALDRIS GAMES

OPERATION: URBAN STRIKE

PS5 Integration & Compliance Plan

Version 1.0 · 2026

Project: Operation: Urban Strike · Target platform: PlayStation 5

Studio: Kaldris Games · Contact: contact@kaldrisgames.com

1. Porting strategy

The playable prototype is the gameplay reference. The port to Unity 6 LTS (C#, IL2CPP) + PlayStation module (phase 2, months 4–9) reproduces the parameters documented in the GDD and TDD; procedural assets are replaced by photorealistic PBR models.

> Official TRC requirements are only shared with studios accepted into the programme. This plan relies on customary console compliance categories and will be updated upon receipt of the official documentation.

1b. Unity port plan

Every prototype building block has an identified Unity equivalent; gameplay parameters (GDD) carry over unchanged.

BLOCK	PROTOTYPE	UNITY / PS5
Rendering	Three.js + post-traitement maison	URP (Universal Render Pipeline), Volume + bloom/ACES, SRP Batcher
Game loop	requestAnimationFrame, pas fixe	MonoBehaviour + FixedUpdate, DOTS/Jobs for drones (Burst)
Drone AI	State machine (patrol/chase/attack)	Same state machine in C#, NavMesh (AI Navigation) and Behavior Graph
Input	Gamepad API	Input System + DualSense (adaptive triggers, haptics)
Audio	Procedural WebAudio	Unity Audio + FMOD/Wwise (TBD), Tempest 3D mix
Online account	PHP + MySQL (REST)	UnityWebRequest client on the same API; PSN for console identity
Target	Browser (WebGL 2)	PS5 via Unity PlayStation module (access after Sony approval), IL2CPP build

2. DualSense

FEATURE	IN-GAME USE	PROTOTYPE
Adaptive trigger L2	Progressive resistance when ADS for optic weight	Simulated rumble
Adaptive trigger R2	Trigger wall; heavier shotgun; double-action revolver	—
Haptic feedback	Frequency tied to fire rate; shells; hits taken; footsteps; pump	Per-shot and hit rumble
Controller speaker	Reload clicks, shells, radio	—
Light bar	Colour tied to health / alert	—
Touchpad / Activity Cards	Street map; direct block launch	—

3. Compliance matrix

CATEGORY	GAME REQUIREMENT	STATUS
Save data	Save settings, loadout, progression; resume after suspend	Settings and loadout already persisted (local)
User profiles / PSN	Active profile, user switching, displayed name	Phase 3
Trophies	Trophy list (blocks, boss, accuracy, headshots, customisation)	Phase 3
System events	Auto-pause, suspend/resume, controller disconnect	Auto-pause and controller alert already present
Input	All menus on gamepad; buttons following PlayStation conventions	Gamepad menus OK; conventions to validate
Performance	Stable 60 FPS, loads < 2 s, no hitch on block change	Measured on PC (earlier build); to validate on kit
Accessibility	Subtitles, colour-blind mode, remapping, motion reduction	Motion reduction present; rest to do
Content and rating	Stylised violence (drones), no blood; age rating to be obtained	Phase 4
Legal	Asset licences, trademarks, notices	CC0 / MIT assets only; final audit before release

4. QA and certification

- Months 10–15: intensive QA (functional, performance, controller compatibility, soak), AI balancing.
- Month 16: final quality assurance (FQA) submission.
- Months 17–18: fixes, Gold Master, PlayStation Store validation.
- Deliverables: test reports, updated TRC matrix, bug log.

Confidential document — intended for the PlayStation Partners team. PlayStation is a registered trademark of Sony Interactive Entertainment Inc.