Web Game Discovery

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HTML5
What are the biggest barriers to bringing more games to the web?
Discovery and Monetization
Discovery and Monetization
Goals – to improve...

➢ Discovery
➢ Rediscovery
➢ Installability
➢ Load Time
➢ Offline Access
Can we align on the best practices for web games to improve all of these?
Goals – to improve...

➢ Discovery
➢ Rediscovery
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Schema.org Web Game Metadata
Goals – to improve...

- Discovery
- Rediscovery
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PWA Manifest

```json
{
    "name": "Game title",
    "short_name": "Game title",
    "start_url": ".",
    "display": "standalone",
    "background_color": "#fff",
    "description": "Game description",
    "icons": [ {
        "src": "images/touch/homescreen48.png",
        "sizes": "48x48",
        "type": "image/png"
    }, {
        "src": "images/touch/homescreen72.png",
        "sizes": "72x72",
        "type": "image/png"
    }]
}
```
Goals – to improve...

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File Manifest and Web Packaging

```html
<head>
  <link rel="bundle-manifest" href="/files.txt"
       offline-capable="true"
       hash="(hash of the .wbn)">
  ...
</head>

# A line starting with '#' is a comment.
https://example.com/
https://example.com/manifest.webmanifest
https://example.com/style.css
https://example.com/script.js
```
Open Mini Games

“OMG”

https://github.com/tcmsg/open-mini-games
Bonus Topic:
Cloud Streaming
GamePad API Spiking
How can we make Cloud Streamed games more discoverable?
Space for Streaming?

- Where does the game run?
- Include URL for 5 minutes free streamable demo?
- Must detail premium access requirements?

Schema.org Web Game Metadata

```json
{
  "icon": "https://example.com/icon/1",
  "gameBanner": "https://example.com/gameBanner",
  "about": "https://example.com/about",
  "privacyPolicyURL": "https://example.com/privacy",
  "gameExecutionMode": "serverside",
  "image": [
    "https://example.com/screenshot/1",
    "https://example.com/screenshot/2",
    "https://example.com/screenshot/3"
  ]
}
```
Discussion
Thanks!

@tcmg