Introduction

This document briefly describes our localization process and the steps that are taken to make sure we can delivery high quality localized games.

Procedure

There are several ways to get a game through the localization process. **We prefer to do the translation, integration, testing and fixing on our side, as far as the provided assets allow**. These are the default steps for the localization process:

1. Request Localization Kit.
2. Pre-localization and technical preparation.
3. Translation
4. Text integration
5. Linguistic test
6. Process linguistic test results
7. QA
8. Process linguistic test results
9. Finalize project

1.1 Request Localization Kit.

This is the first contact regarding localization. The e-mail to which this document is attached to is intended to initiate the request for localization materials

1.2 Pre-localization and technical preparation.

Once we receive localizable materials an in-depth look will be taken to make sure everything we need is present in the localization kit, and we can confidently continue the project. Technical preparations will be made to accommodate easy translation.

1.3 Translation

This step generally takes the longest in the process. All of the game its assets will be translated **simultaneously** into all required languages.

1.4 Text integration

All of the translated assets which generally consist of text files and images will be put back into the game and localized builds will be created for the linguistic testers

1.5 Linguistic test

A linguistic test will be performed here to check specifically for language/text related issues. Does all the text fit in the allocated space? Do all of the translations fit within the context? Are special characters displayed properly, and so on. This is a very thorough test and can take up to a couple of days.

1.6 Process linguistic test results

We try to fix as much bugs as possible on our end, however sometimes we might need developer help depending on the amount of bugs found or the severity.

1.7 QA

After all the linguistic content seems in order, the game through an additional QA round to make sure everything is fine. All languages are tested separately to make sure we cover everything.

1.8 Process QA test results

If anything comes up during QA testing, we will again try to fix as much as possible on our side. It is likely that there are certain things that we cannot fix and therefore need developer help. Depending on the bugs fixed, it might to back to QA again.

1.9 Finalize project

Only minor changes to a game will be made at this point.