

# Atari Arcade

# Submission Guide

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## Overview

Atari.com is proud to offer third party developers the opportunity to submit games to the Atari Arcade! This document outlines the steps involved to prepare a game and its assets, and provide them to Atari for review.

## 1. Build Your Game

If you haven't already, get started building games for the Atari Arcade by visiting the Developer Center. <http://atari.com/arcade/developers/>

1. Check out the SDK code from the [Atari Arcade GitHub](#).
2. Read the [Quick Start Guide](#) PDF, which provides a good foundation for building a game using the SDK.
3. Read the "[Building HTML5 Games for the Atari Arcade](#)" article, which provides some tips, tricks, and examples used in the development of the games built by Atari.
4. Check out the sample game "Falling Stuff" supplied with the SDK. It shows implementation of a simple game using the framework.

Presently, third party games will only be offered in **single player** mode for the website version of the arcade. Support for mobile games, multi-player games, and other exciting features are planned for future releases of the Arcade SDK, but are not available right now.

## 2. Test

Test on all target browsers. Atari testers will be looking at your game in several browsers, including:

- Internet Explorer 10
- Internet Explorer 9
- Chrome on Windows and OSX
- Safari on OSX
- Mobile Safari on iPad
- Firefox and Opera on Windows and OSX

Ensure that you have handled errors, game end, continue, and restart scenarios. Test your game on lower-end computers to ensure that all users will be able to play it. Games that have poor framerates will be pushed back to you by the Atari team for optimization.

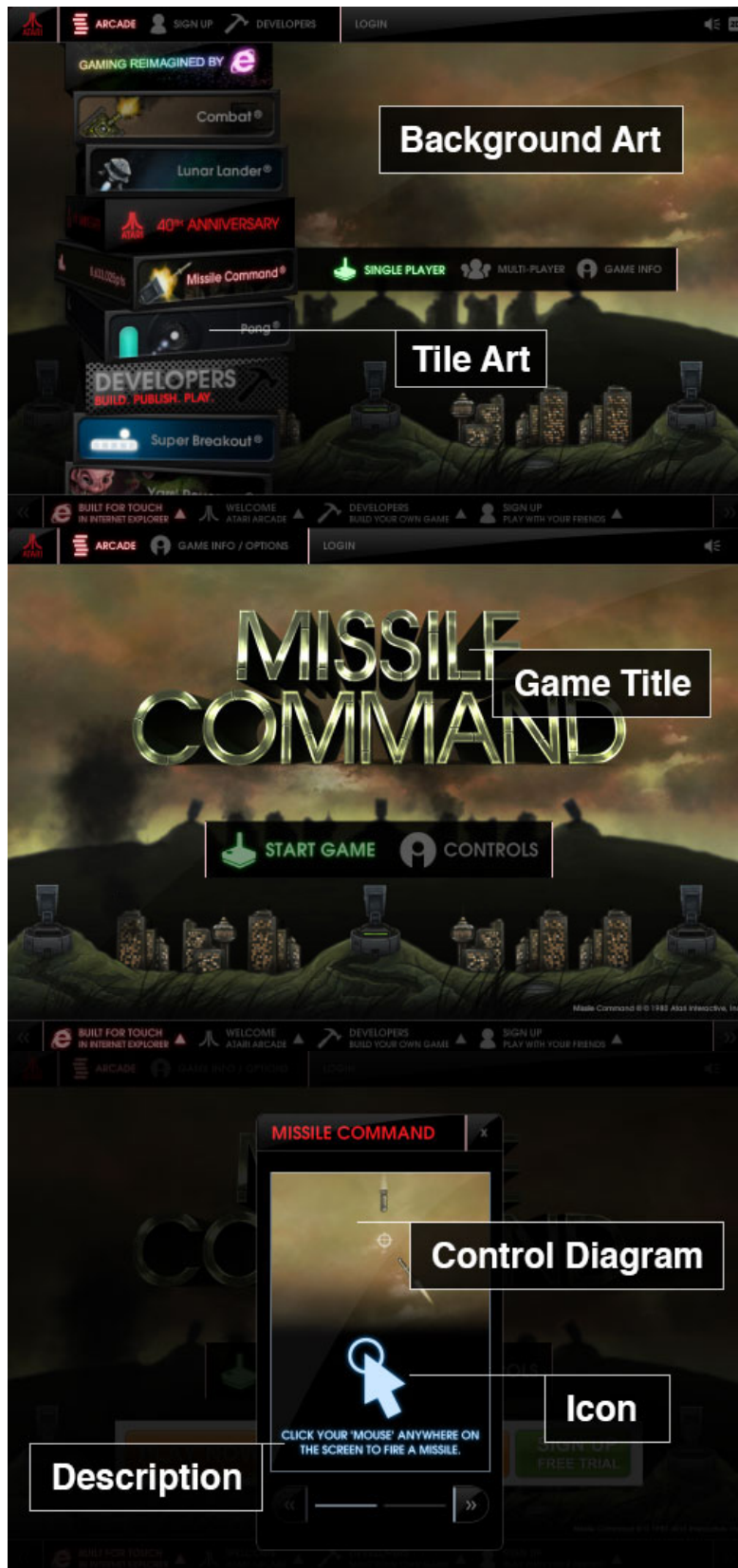
Future versions of the SDK will also support mobile browsers, but currently only the static desktop/tablet size is supported.

## 3. Gather Materials

The game materials should all be packaged up in a directory, containing:

- The “arcadeArt” folder, with all the required site images (described below)
- The source directory, containing the game images, data, and scripts
- The game manifest, as described in the [Quick Start Guide](#) PDF

A number of photoshop templates are available in the GIT repository ([DeveloperTemplates-X.X.X.zip](#)) that you should use to create your own images.



## Tile Image

An image that defines the faces of the navigation tile, both in the 2D and 3D navigation views.

- Dimensions: 240x60
- Format: [arcadeArt/menuTile.jpg](#)
- Should not contain the game title text, which is added automatically on by the site.
- Must use the “cartridge” border, provided in [DeveloperTemplates/menuTile.psd](#). Please see the template to view the safe areas.

For example, check out the Missile Command tile



## Main screen background

The main image is displayed when your game is selected in the navigation, as well as in the game start screen. This image is fully opaque, and is partially covered by the navigation, as well as the various on-screen buttons.

- Dimensions: 1024x622
- Format: [arcadeArt/background.jpg](#)
- Should not contain the game title, which is added on top.
- Please see the [DeveloperTemplates/background.psd](#) for safe zones.

For example, check out the Missile Command background:



## Title Art

This image is displayed on the start screen, once the user has clicked “Play”.

- Dimensions: 1024x320. Images can be smaller than these dimensions, but it is recommended to use available size to maintain positioning in the site.
- Format: [arcadeArt/gameTitle.png](#)
- Requires full transparency, as it is overlaid over the main background.
- Avoid excessively wide title art. Make titles multi-line when possible.
- Please see the [DeveloperTemplates/gameTitle.psd](#) for safe zones.

For example, check out the “Missile Command” title in the arcade.



## Interaction Control Artwork

Controls are displayed in the game info screen to assist users with gameplay. Add definitions to the game manifest. Both touch and desktop controls can be defined with images and descriptions.

```
"instructions": [  
  {  
    "touch": {  
      "image": "arcadeArt/control-shoot-touch.jpg",  
      "icon": "icon-control-press",  
      "description": "Tap the 'shoot' button to shoot."  
    },  
    "desktop": {  
      "image": "arcadeArt/control-shoot-desktop.jpg",  
      "icon": "icon-control-spacebar",  
      "description": "Press the 'spacebar' to shoot."  
    }  
  }  
];
```

## Icons

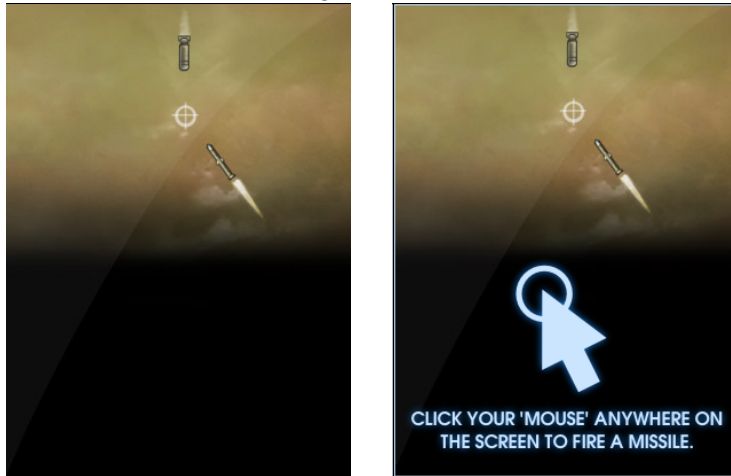
Atari Arcade uses an icon font to provide scalable iconography that can be tinted any color easily. The control icons are part of a font, which includes a number of preset icons to show keyboard, mouse, touch, and other interaction controls. Use the following guide to use some of the common icons:

- mouse click: icon-control-click
- mouse drag: icon-control-drag
- vertical mouse drag: icon-control-drag-vert
- horizontal mouse drag: icon-control-drag-hor
- tap: icon-control-press
- touch drag: icon-control-tap-drag
- vertical drag: icon-control-tap-drag-vert
- horizontal drag: icon-control-tap-drag-hor
- shift: icon-control-shift
- spacebar: icon-control-spacebar
- up (also W): icon-control-w-key
- down (also S): icon-control-s-key
- left/right (also A & D): icon-control-ad-key
- up/down (also W & S): icon-control-ws-key
- all directions (also WASD): icon-control-wasd-key

Images should be:

- Dimensions: 300x410
- Format: [arcadeArt/control-interaction.jpg](#) (See example above)
- Please see [DeveloperTemplates/control-NAME.psd](#) for safe areas.

For example, check out one of the Missile Command instruction images on the left, and the superimposed icon and description on the right.



## Mode Artwork

Games can support different modes, which are displayed when the user clicks “start game”. Modes are passed into the game via the `gameInfo` class, and are defined in the manifest:

```
"modes": [  
  {"id": "cavity", "label": "Cavity Mode",  
    "src": "arcadeArt/sp-mode-01.jpg"},  
  {"id": "progressive", "label": "Progressive Mode",  
    "src": "arcadeArt/sp-mode-02.jpg"},  
  {"id": "double", "label": "Double Mode",  
    "src": "arcadeArt/sp-mode-03.jpg"}  
],
```

Images should be:

- Dimensions: 277x182
- Format: `arcadeArt/sp-mode-01.jpg` (naming is not strict, and is defined in the manifest)
- Please see the `DeveloperTemplates/sp-mode-00.psd` for safe zones.
- Note that there is a multi-player template, `DeveloperTemplates/mp-mode-00.psd`, which is not applicable at this time.

Currently, up to 3 modes are supported. Here is an example of the Super Breakout “progressive” mode screen:



## Manifest

This JSON file defines the game so it can be loaded into the site framework. More about the manifest is described in the [developer center article](#).

## Game Details

Along with the artwork, games in the arcade will display a short credit link to you, such as:

Pirates Love Daisies

[gskinner.com](http://gskinner.com)

copyright ©2006 gskinner.com

Please ensure the manifest is complete. Please see the sample game manifest for reference.

## Notes

- Non-transparent images can be either PNG8 or JPG images. It is recommended to try both, and use whichever gives you the best quality for the filesize.
- Transparent images need to be PNG32, but can be optionally compressed to PNG8 with full transparency using tools like [ImageOptim](#) or [ImageAlpha](#).

## 4. Submit to Atari

Visit the submission form on Atari.com. Eventually this process will be streamlined into the site to provide better feedback and live testing, but for now, package the game contents, package them into a zip file, and use this form to submit the zip file, and any additional game data:

<http://atari.com/developers/submit/>

On the form, you will also be required to provide:

- Your Atari.com username (if not logged in)
- Email address



- Full name
- Address
- Phone Number
- Company name (if applicable)

Additionally, you will be asked for:

- The game name
- A short description
- Your “credit” name, which is displayed on the Atari.com site when your game is selected
- A credit URL to link to
- The tile hex color (visible on the sides and back of the 3D menu tiles)
- Game “continue” cost

## **5. Feedback Loop**

Once Atari receives the game package, the game will be tested and reviewed, and feedback provided to the developer. Feedback and game release information will be provided as soon as possible, however it may take up to 30 days, and will be impacted by game complexity, as well as any issues surfaced during testing.

Please note that submitting a game does not guarantee it will be included. Atari reserves the right to refuse games for any reason.