

Super Street Arcade

Game Development Guidelines Rev 1

26 October 2016

Gap Filler's Super Street Arcade project is an all-ages amenity designed to encourage gamers and non-gamers of all ages to play video games together. The 'retro' aesthetic - with just a joystick and two buttons, and simple non-immersive graphics - is part of the strategy to make all games accessible and not intimidating to the general public.

Here are some guidelines for future game development:

1. Game inputs are limited to the 8-directional joystick and two buttons.
2. The response rate of the giant joystick and buttons is slower than a standard hand-held controller, so games generally need to be slower moving than standard arcade games. One obvious / common strategy is to have games that gently speed up over time - but there could be others!
3. Part of the aim is to create a participatory environment where bystanders who see the game will jump on and have a go. To this end, an average game duration of about two minutes seems ideal so that people don't get bored watching and will have an opportunity to play before they walk away. Of course, short duration games are not the only way to promote lots of players and participation; developers could get creative and find other ways to encourage bystanders to jump in, including by adding moments in the game where new players could swap in and out *during* the game at various stages?
4. We very much prefer games that require cooperation and collaboration, using 2-3 players to operate the controller and obliging them to communicate and work together to achieve success in the game. As great as Pac-Man is, it wouldn't be a great fit for Super Street Arcade, as the buttons aren't used at all.
5. This is a free public amenity that anybody might encounter in their travels around the city, whether they intend to or not. Therefore, all content must be appropriate for anyone and everyone. We will base our guidelines on the broadcasting standards authority for all-ages programming: "**G (General) and Children's viewing time** - Programme classification assists parents and guardians in making informed choices about children's viewing ([2008-137](#), [2008-102](#), [2008-066](#)). Programmes classified G should be free from swearing, sexualised imagery or realistic violence, regardless of whether the programmes are targeted at children ([2008-102](#))."
6. We've been working with Community and Public Health, the Mental Health Foundation and others to help ensure that Super Street Arcade has positive health and wellbeing outcomes for the community. In part, these outcomes are inherent in the act of turning gaming into a full-body physical activity - but we don't want to compromise these positive impacts through negative game content. So we cannot allow any realistic violence, first-person shooters or games that involve characters doing significant social harm.
7. We have also been working with the Canterbury Development Corporation to help Super Street Arcade be a real boost to the neighbourhood and help create a sense of identity for the Innovation Precinct. More than 15 companies and organisations (both within and outside of the Innovation Precinct) have been involved in creating this project and will be associated with it and whatever content appears within it. As such, we wish to avoid any inflammatory content directed towards any individual or organisation. We

will base our guidelines on New Zealand's defamation law as interpreted and explained by the Citizens Advice Bureau and Defamation Update, specifically:

1. The legal test most often cited, covering most instances of defamation, is:
"Would the words [or representation] tend to lower the plaintiff in the estimation of right-thinking members of society generally?"
2. Accordingly, it is defamatory – to varying degrees – to make disparaging or derogatory remarks or suggestions about somebody: to say that they are, for example, criminal, corrupt, a crook, a liar, a cheat, a fraudster, a paedophile, deceitful, dishonest, exploitative, hypocritical, lazy, incompetent, unfaithful, immoral, disloyal, a coward, a drunkard, or are otherwise worthy of anything ranging from disapproval, ridicule or mockery, right through to odium, hatred and contempt.
3. The basic test to consider is: *"As a result of the publication, is it likely that ordinary people will think less of [X]?"*