OUYAFUTURE

RESTARTING THE REVOLUTION

WELCOME TO OUYAFUTURE!

OUYAFUTURE is the world's first magazine solely dedicated to Ouya games, fans, developers and more!

If you would like to contribute, please get in touch through Facebook or Twitter!

@FutureOuya

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Contributors in this issue!

Szeraax
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Xaby

GAMES

In December last year, the Ouya community had its first Game Jam since the Razer shutdown. Twelve games were submitted in total; An incredible feat! Well done to all the developers who participated. Here's the top five:

Sub Hunter - Newmoonfestival

Destroy hostile submarines in this intense side scrolling ship game. Written in just ten days, this game reached number one on the scoreboards, There's no doubt as to why. This game plays superbly. Great graphics and gameplay, decent controls and enough playability to come back a-again and again. The game is available on Newmoon's Itch.io page for free. Go and check this one out. It's a real gem!

The Legend of Ice Soul - Joseph Pro

Another gem spawned from this jam. This pixel art puzzler has the player placing ice blocks in various places to proceed to the next level. The polished graphics and its simplicity is what got this one to number two on the list. Well done to Joseph on th-is one! Go check this out on his Itch.io page!


PARKOUYA - 8-Bit Booter Games

Coming in at number three is PARKOUYA! A platform game in which you need to cl-imb all the way to the top of three levels. This game definitely doesn't come close to the top two, but is still very fun and rew-arding when you do finally reach the top! The game is now available on the OUYA DISCOVER store, as well as its Itch.io page.
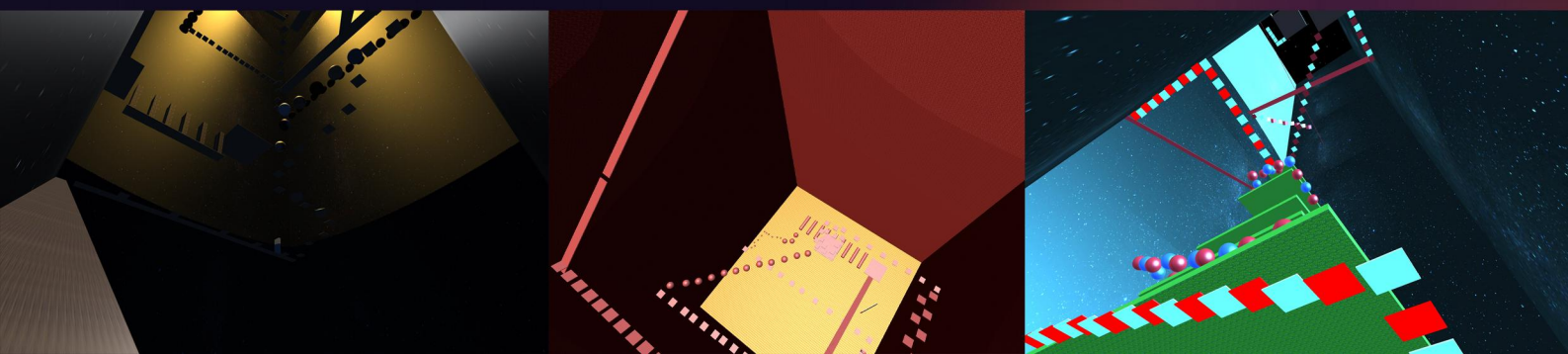
BattleSpace - DOODYsandwich

Inspired by air traffic control games, BattleSpace has you controlling a fleet of planes, trying to shoot down enemy aircraft. BattleSpace began development seven years ago and was finally ported to the ouya for the Ouya game jam. This one is a great addition to the Ouya libary and can be found on DOODYsandwich's itch.io page!
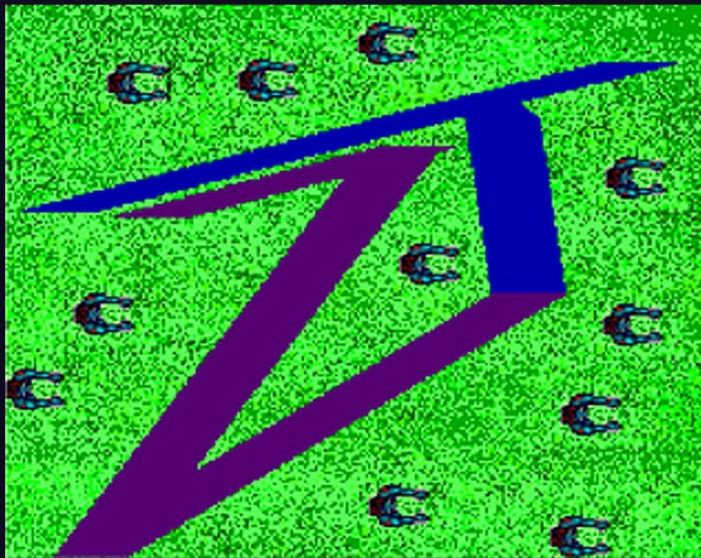
ZombTack! - NYYLE

After five years in develeopment limbo, ZombTack finally makes its way to the DISCOVER store. Pilot your mech around the map and take down the infinite Zombie hoard!
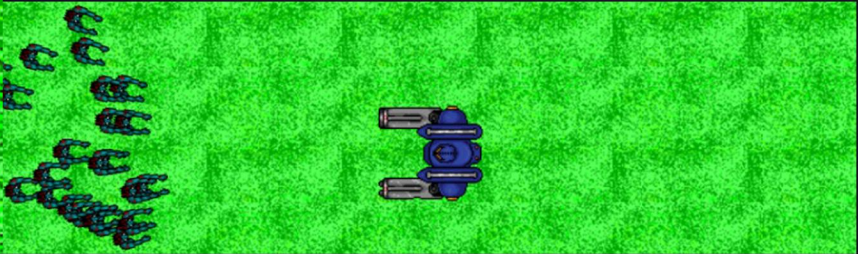
A HUGE THANKS GOES OUT TO THE DEVELOPERS WHO CONTRIBUTED!

Just a few of the many other games released for this jam!

63 Little Pieces

Omega Patrol - Zondarg

Rogue - Ouya Edition

Crime In Progress

Forgive or Revenge

REVIEWS

A look at some of the DISCOVER store's classics, as well as a new game from the 2019 Game Jam!

ROGUE - OUYA EDITION

Released on every 8-Bit computer platform imaginable, Rogue was a smash hit in the 80s. To have such a polished port on the Ouya is absolutely brilliant.

As you traverse the dungeon, you can only see what is immediately around you. Monsters can be found in some rooms, waiting to attack.

Rogue has always been a fan favourite on 8-Bit platforms, and definitely deserves a place on the Ouya store. Unfortunately, the game isn't fully complete, missing sound (not a huge deal, as the orignal only had a series of beeps), options and a 'VS Adventure' mode. All can be forgiven, seeing as this was a game jam project!
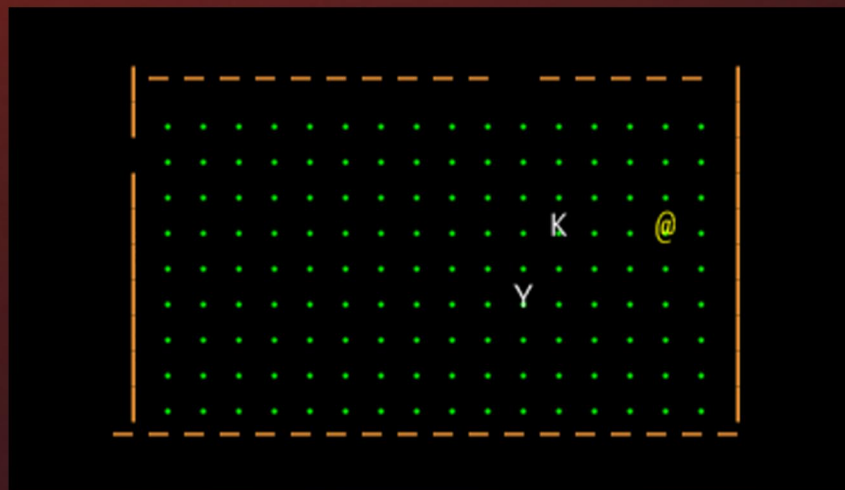
SCORES

PRESENTATION = 8/10
GRAPHICS = 7/10
PLAYABILITY = 8/10
**SOUND = N/A**
OVERALL SCORE = 7.7/10

PARKOUYA - Toasterkidd

Parkouya is one of the latest games for the Ouya, coming third in the Winter 2019 game jam. Jumping your way to the top of a level can prove a difficult task but highly rewarding when completed. With three different levels to chose from and more in develpoment as we speak, parkouya is easily the most "ouya" of every game released for the jam. It is simple, fun and very replayable. I'm looking forward to seeing what Toasterkidd has planned next for the console.

Written by NYYLE

SCORES

PRESENTATION = 9/10
GRAPHICS = 7/10
PLAYABILITY = 10/10
SOUND = 6/10
OVERALL SCORE = 8.25/10
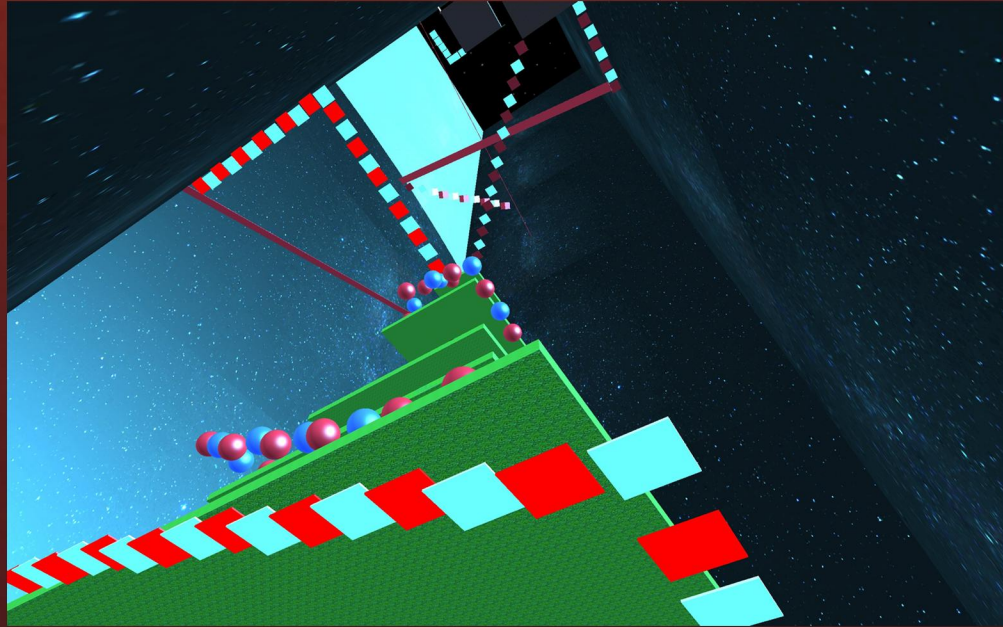
It Takes Two - Epiphany

It Takes Two is a co-op puzzle platformer. The two players must work together to get over obsticles and collect stars to increase in size. The game is very short, but offers a lot in terms of gameplay. Its graphics are very simple but fits the theme well. Definitely one of my favourite games on Ouya!

Written by Deii

SCORES

PRESENTATION = 9/10
GRAPHICS = 8/10
PLAYABILITY = 10/10
SOUND = 7/10
OVERALL SCORE = 8.5/10
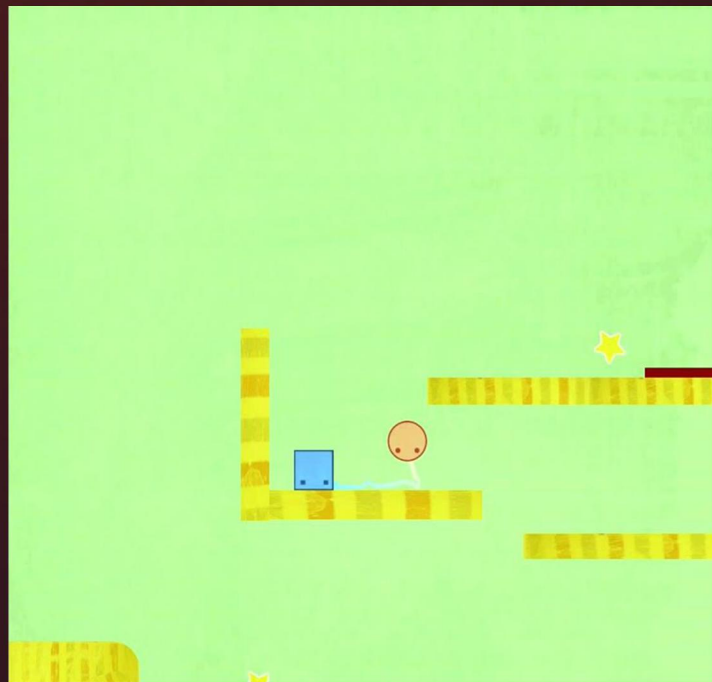
SkyRiders - Inverse Blue

SkyRiders is personally one of my favourite games on Ouya. The soundtrack is absolutely superb, and just gets you so pumped when playing. Each 'Zone' has several levels with a challenge level at the end, which is a mashup of every level in that Zone. The challenge level requires you to complete the stage in one go, which can be extremly difficult, yet rewarding when you do finally complete the Zone. I feel the game takes elements from the Super Monkey Ball series of games, which is one of my favourite game series. I find myself coming back to this game again and again, and would reccommend this game to anyone new to the Ouya Platform.

Written by Toasterkidd

SCORES

PRESENTATION = 9/10
GRAPHICS = 9/10
PLAYABILITY = 10/10
SOUND = 10/10
OVERALL SCORE = 9.5/10

Survival Ball - Rockbyte Software

Survival ball is a great arcade style title where the aim of the game is to simply survive the myriad of obstacles thrown your way, whether it be explosions, enemy balls or the floor falling beneath you. The brilliant physics allow you to pull off some risky but rewarding manauvers making the game that bit more intense. The versus mode is also very fun, but plays much better as a co-op mode than a versus mode. Overall the title is fun, even if the audio engineering could use a lot of work.

Written by NYYLE

SCORES

PRESENTATION = 8/10
GRAPHICS = 10/10
PLAYABILITY = 10/10
SOUND = 2/10
OVERALL SCORE = 7.5/10

Gridlock - Ludometrics Ltd

Gridlock is an intense shoot 'em up written in Unity. The player controls four turrets using the left analogue stick, trying to shoot down enemies. The game gets hard very fast, and plays extremely well. Unfortunately, the sound and UI lets this one down quite a bit. The music is rather bland and in some aspects, annoying, when you die, you end up pressing the O button ca-using you to start another game, and I've had times when my new high score hasn't updated. Although, it is definitely worth a pl-ay, and is extremely fun.
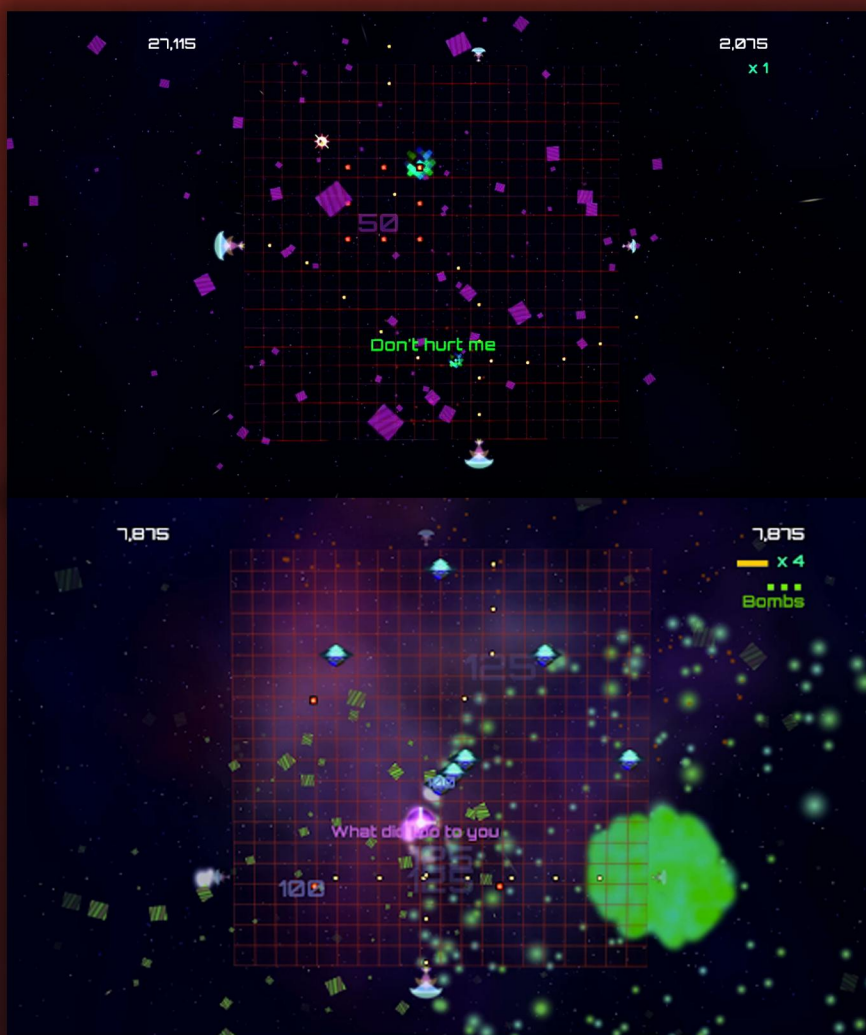
Written by Toasterkidd

SCORES

PRESENTATION = 6/10
GRAPHICS = 7/10
PLAYABILITY = 9/10
SOUND = 4/10
OVERALL SCORE = 6.5/10

WOULD YOU LIKE YOUR REVIEW TO APPEAR IN THE NEXT ISSUE OF OUYA FUTURE?
Send us your reviews over on Twitter using the Hashtag #OUYAFUTURE or PM us!

@FutureOuya

@FutureOuya

SYSTEM

The **OUYA community server** is a project to bring back as much of the functionality as possible that existed on the **OUYA** servers. And then add new features for the community.

Latest News

Feature Completed: Database Driven Download Endpoint

Some endpoints on the community server (app, download, and details) were more complicated to get running from the GameData format that we created. In order to quickly get the server up and running, I elected to create static json response files for 1000+ games to each of these three endpoints. This choice meant that any change to the database (like updating purchases, products, etc.) also required a separate refresh to these files in order for it to be seen by OUYAs.

With this feature now merged into the master branch, any database update is now instantly reflected to any OUYA requesting a download link. This allows for a much cleaner solution that is also much more flexible for the future. Woo!

Now, onto the next feature: database driven apps page!

Contributing

Want to help? Do you know Django? Nginx?

As a hobbyist who doesn't really know django, I've love even some basic code reviewing. But I also would love help adding some features or cleaning up the code repo.

Thanks! https://gitlab.com/devirich/BrewyaOnOuya

I need an nginx config made for the community server. It needs to redirect all HTTP queries to HTTPS. It needs serve an HTTPS site at client.ouya.world. It needs to connect to the upstream server on localhost:. I'm probably 50% with this config file at present, but I could be wrong.

Feature Roadmap

- ■ **Allow user login**
- ■ **Statically generate discover store**
- ☐ **Implement database driven endpoints**
  - ■ **[Workaround] Statically generate endpoints**
  - ■ **Products**
  - ■ **Purchases**
  - ■ **Downloads**
  - ☐ **Apps**
  - ☐ **Details**
  - ■ **Ratings**
- ■ **Import/Export Database**
  - ■ **Average database of rating on export**
- ☐ **Enable user sessions (token based)**
  - ☐ **Custom authentication engine?**
  - ☐ **HTTPS provider (nginx, likely) + LetsEncrypt**
- ☐ **Dreams/Bonus:**
  - ☐ **Email developer page to you from game detail page (Easy access to new content you can buy)**
  - ☐ **New products endpoint to auto-register new games to users**
 - ☐ **Homerow displays recently played games**
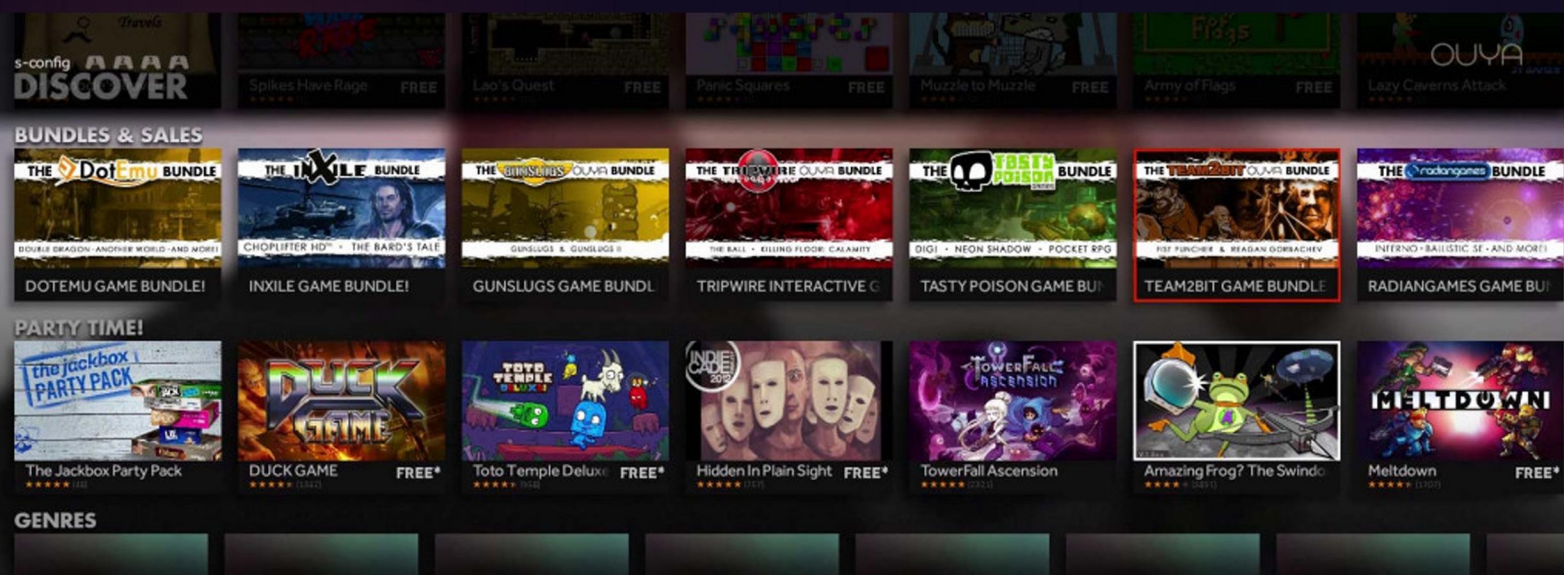
MICROS

As one door closes, another opens. Micro-Consoles such as the Ouya, GameStick and MadCatz M.O.J.O have sadly been discontinued but a new wave of Micros are upon us. Here are some to get excited about.

Atari VCS

The most controversial of the consoles on this list, the Atari VCS is set to release this year. Aimed at hardcore Atari fans, developers and casual gamers, this console may become the go-to place for indie developers. I am personally excited about this one, as there's a small chance that Atari may decide to go the same route as Ouya did; Letting anyone release a game for the console.

As well as the Atari Vault, multiple new games are set to be released on the system, such as LlamaSoft's Tempest 4000, a real gem!
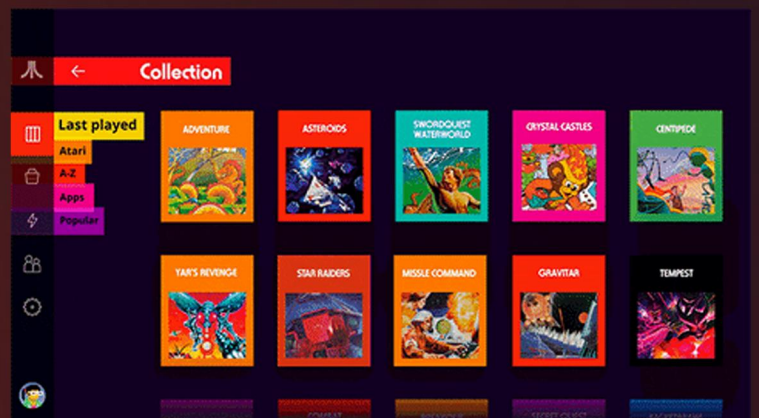
PlayDate

Not much is known about this new handheld except for its specs, a few games and it's awesome looking crank designed by Teenage Engineering. Whichever way Panic decides to go about this, I'm sure it'll be extremely unique and something to follow in the coming years.

Intellivision Amico

The final console on this list is the exciting Intellivision Amico. This console has a number of very cool features, including two motion-touch screen controllers. These controllers will allow developers to be very creative in their games. Several games have already been announced for the system; Earthworm Jim 4 and several remakes of classic atari games such as BREAKOUT, Yar's Revenge and Asteroids.

After some research, it seems as though this console won't be as open to developers as the Ouya, which is a real shame as they are suggesting this will be running on the Android OS.

Specifications:

Dimensions - 11in x 9.5in x 2.5in

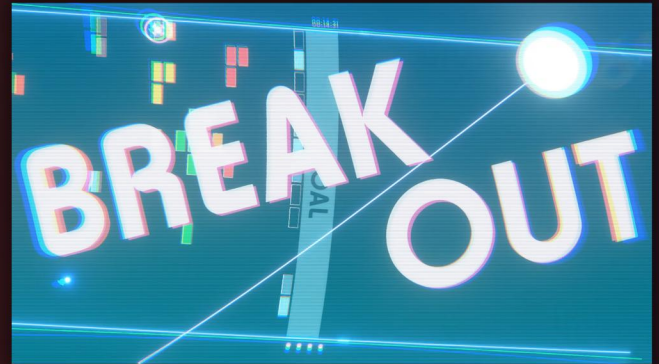CPU - 8 core, 1.8Ghz

Memory - 2GB RAM, 16GB Flash

Connectivity - HDMI, 12V power
            3 USB (2 charging, 1 memory expansion)
            SD card

Video - 1080p HDMI

Wireless - Bluetooth, WiFi, RFID

Additional Features - Interactive Guidance Lighting
                  integrated wireless contact charging
                  passive cooling
                  Karma™ Gaming Engine

Amico™

WORLD

Here we take a closer look at what's been going on over at ouya.world, the best place to go for all your Ouya needs!

ProHighScore gives us info on the Hidden Easter Egg menu in the Ouya firmware!

ProstatePunch offers his 3D printing services to print new Ouya cases!

We debate on whether or not Razer will let the Ouya.tv domain lapse in 2021 (Spoilers - Probably not...)

Fred Wood releases Gamemaker Studio 2 Ouya controller key codes, in case anyone wants to dabble in Ouya development.

Whois Record for OuYa.tv

— Domain Profile

Registrant Org	é·èçµèæ¸æææ¯(ä¸æµ·)æ é
Registrant Country	sg
Registrar	https://www.101domain.com IANA ID: 1011 URL: https://www.101domai Whois Server: whois.101do abuse@101domain.com (p) 17604448674
Registrar Status	clientTransferProhibited
Dates	2,852 days old Created on 2012-06-19 Expires on 2021-06-19 Updated on 2020-03-02

```
gamepad_button_check(0, [OuyaKey])

O = 17
U = 19
Y = 20
A = 18

L1= 26
L2= 6
R1= 27
R2= 7

LeftStick=24
RightStick=25

dpU=28
dpD=29? // My controller's D-Pad Down doesn't work?
dpL=30
dpR=31
```
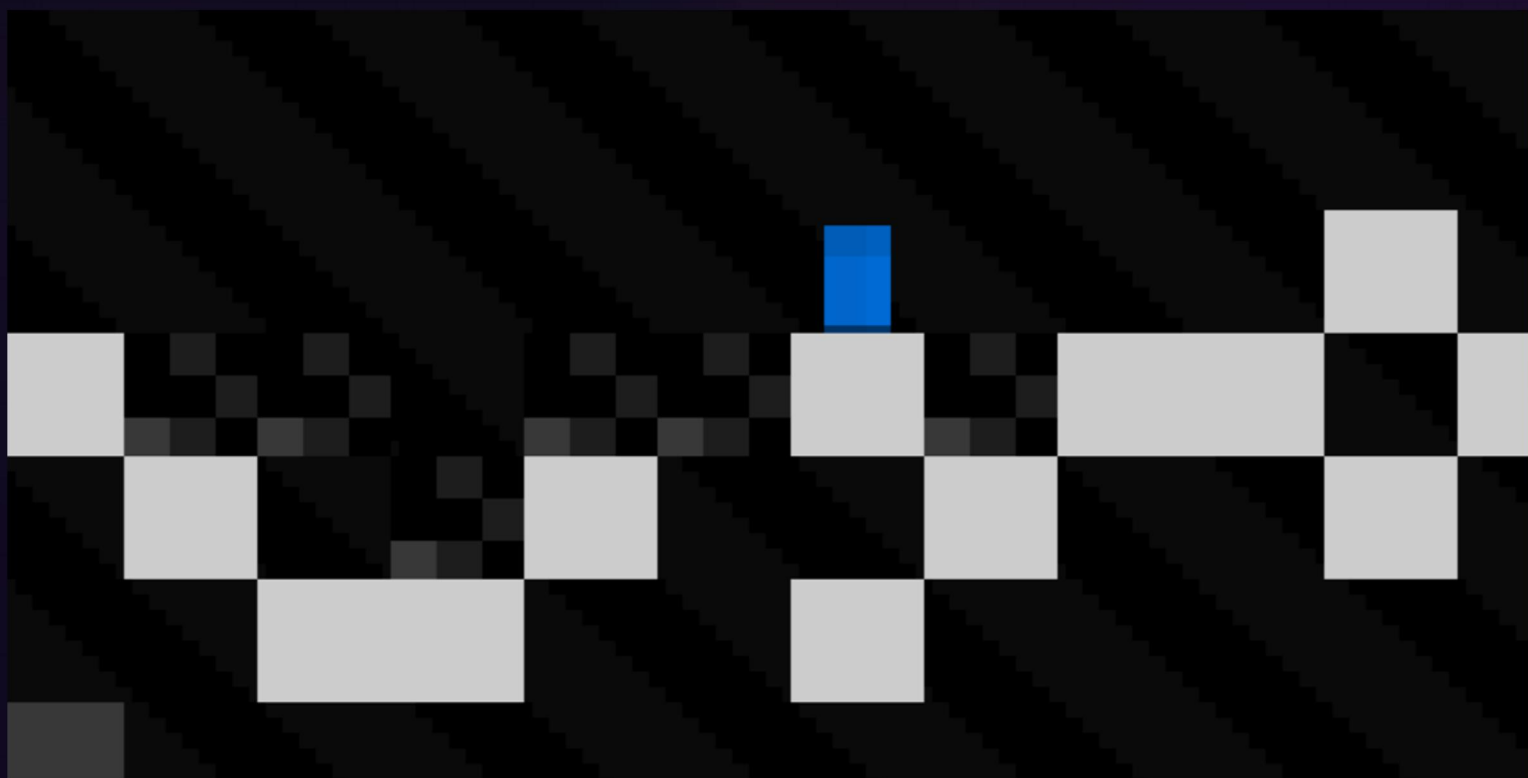
VISIT US AT OUYA.WORLD

Instagram - asti_chin

The movement to preserve as many OUYA games as possible before the shutdown had the unintended side effect of une-arthing some unreleased games! In this edition of un-DISCOVER-ed, we'll deep dive into 2 specific games themed around Alpha builds of development.

ALPHALAND

This unique platformer is almost Metroidvania-like in its exploration, where you help the developer "test" the game by exploring the "alpha" build inside of the game. While it is relatively simple, especially at the start, the difficulty ramps up and soon a unique narrative begins to unfold if you play attention to the atmosphere and the details. Thanks go out to Terry Cavanagh for bringing this to us via Discord. The original game is browser based, and is the brain-child of Jonas Kyratzes, but Terry did some programming for the title. Jonas is most known for his game The Sea Will Claim Everything and his con-tributions as a writer for The Talos Principle. Terry is the creator of such classics as Super Hexagon and VVVVVV, both on OUYA.

The Deer God

This game garnered most of its attention from being an early Xbox One Games with Gold Featured Game. The OUYA version was discovered by Errazking from the OUYA.World forums. He found it through Aptoide, a un-official APK download manager. Early observations show this to be an Alpha Demo version, but it hasn't been tested how complete this build actually is. I tried reaching out to developer Crescent Moon Games for more details, but have not heard back as of this writing. Hopefully it contains the full game, as it was met with decent reviews for being a solid action-platformer that creates a one-of-a-kind nature experience.

Alpha Demo
version 0.3

Begin Adventure

Don't sleep on unreleased games, as often they can be great experiences that we get a second chance to play. Well, technically our first chance to play

Written by ProstatePunch

INTERVIEW

In this issue of Ouya Future, we had the amazing opportunity to speak with the very talented Tulio Adriano, developer of the Ouya fan-favourite Pier Solar!

How did you get into game development?

This goes all the way back to 1996 when I started on my software development technical degree. I was very much in love with games, and being a developer only had one meaning for me: To make games. Unfortunately life doesn't bring all opportunities we want, and I became a business application developer. Fast forward to 2004, on a forum that was mostly dedicated to Sega talk, we started the idea of making a RPG, that would grow into Tavern RPG, and then into Pier Solar. My knowledge in business applications at that point allowed me to develop the tools and editors used in the game to create and compile assets. That's how it all began.

What made you decide to port Pier Solar to the Ouya?

When Pier Solar for the Mega Drive was released in 2010, Fonzie and I started on a crazy idea called the project "TeraDrive". Not related to the computer with same name, our goal was to build a handheld console that would run Android underneath, and would come with a Docking station that would allow us to plug the console and play on the TV as well. Of course the lack of resources prevented us from moving forward with the project, and when Ouya came out it felt like it had like 50% of our goal in it. I wish I had known about Kickstarter early enough...

After we started the kickstarter for Pier Solar, we thought that an Ouya port would be a nice stretch goal, to show support for the creator's community and to expand our horizons. We reached all our stretch goals, and thus, the Ouya port was born.

What was your expierience with developing for Ouya? Did you come accross any problems?

That port was the fastest one ever. Literally, it was running on Ouya on the same day that the console arrived. Of course that only happened because we had an Android target in the works. But it wasn't that much smooth sailing. The Ouya port would crash many times in certain maps, because it would exceed the memory limitations with the graphics we were using for PS4 and Xbox One. We compromised by reducing the resolution to 720p and the color depth to 16 bit. Certain places also had frame rate drops, but the auto frameksip helped with that. I think the only other harder part was dealing with Ouya DRM. Other than that we were very proud of our Ouya release.

What are you planning for the future? Any exciting new games?

Yes, we're working on some internal projects and a collaboration with another studio. We have over 8 games all documented and ready to push, but we're tackling one at a time, and most of our past years were spent on pushing Ghost Blade HD. We'll be sure to reveal more information as we get more stuff completed.

Finally, what's your favourite game on Ouya?

It was nice to see Sonic 4 on Ouya, though it was clearly the mobile version...

Thanks ever so much for your time, Tulio!

DEV-DIARY

My name is Xaby. This is me, 10 years ago. The OUYA was my first real console. I never had a Mega Drive or Master System.

I am an artist. I love music. I love to draw things, but mostly I am a photographer. So, I took pictures of a lot of things and people. I also love it to thinker around. That's why I bought an OUYA and never gave up programming things. I build my own tools. Also, for my first game.

What's next? I am still figuring out the limitations of the OUYA. I am using App Game Kit Studio from the "The Game Creators" for most programming and testing. They still support Android 4.1 and OpenGL ES 2.0, so it is very easy to export some ideas to the OUYA.

At the moment I am working on some tools for OUYA "game" development like 2D and 3D asset creation and also music making. These tools will also work on the OUYA. So, in theory, we could create our own content and share it, without the need of other hardware than the OUYA and maybe some internet connection. [But I am working also on the idea of creation codes, that we could print out and send by physical mail or so and with these codes, we could have music, levels or even games without the need of internet, but that would be the next thing, if really wanted.]

Current project I am working on for the OUYA.
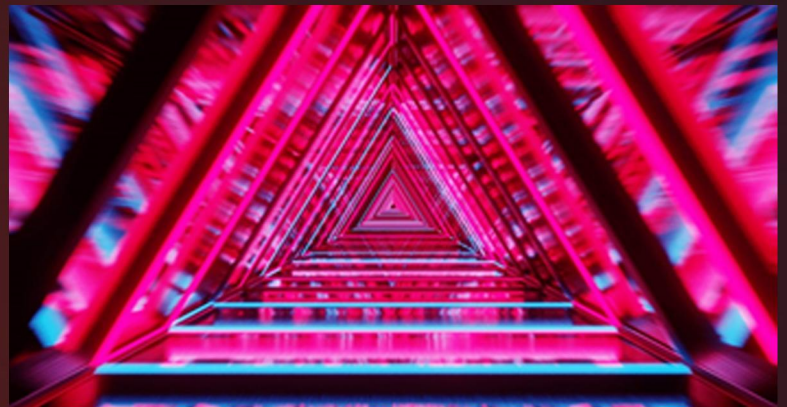
A tool of mine for creating levels in FolkisA
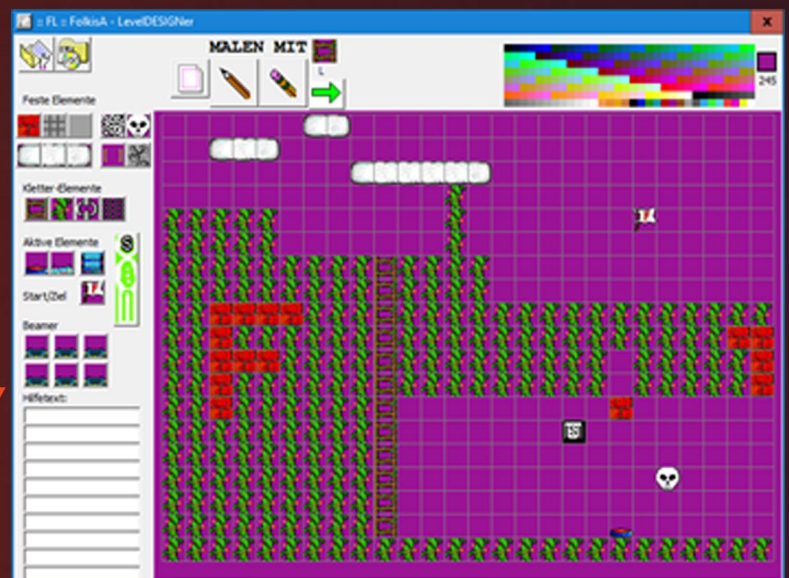
These tools are like a painting program, music making program and a level editor. Where you could choose from a bunch of objects or sprites and sounds and put them together. Maybe it is in the end like "Mario Paint Composer" for the SNES, but the OUYA version. Or a tiny bit like "Mario Maker 2". But with our mascots.

(c) Folker Linstedt for Ludum Dare #27

This is my office/studio in 2013

Back then I was using Game Maker Studio 1.x. My dream was it, to create a game. I made one before when I was 14 years old. It runs under DOS and only needs an 80286 CPU and a VGA compatible GPU.

I will not hype too much but since I am a photographer and loved the game "Mega Race" as a child, dreamed of creating someday a game like that. Also, with an announcer and like a gaming show. The other genres I wanted to do something in are like Doom, Resident Evil and Earthworm Jim. I also love Real Time Strategy, but don't know, if that would work well on the OUYA without a real mouse. But who knows? Star Craft since inspired me.

My first release for the OUYA will be "Electro Cat"

PROTIPS

In this issue of Ouya Future, we take a look at the two Ouya controller types, and which to look out for when buying additional controllers.

Check the analogue sticks!

The quickest way to check if a controller is the newer model is to take a look at the thumbsticks. The older model will have a smooth surface, while the new model has a ridge around the edge.

OLD CONTROLLER

The old style controller isn't awful, but it's not the best controller out there. The triggers on the back feel very spongy, the firmware is usually outdated and many Kickstarter bacers experienced buttons sticking underneath the faceplates.

NEW CONTROLLER

The newer model was definitely a step in the right direction. The thumbsticks were redesigned, each controller came with a new firmware update that made them more responsive and the back triggers were massively overhauled.

Other controllers

Remember! Xbox 360 and PS3 controllers work with most ouya games straight out of the box. Buying another Ouya controller isn't the only solution to having more than one controller.

Customise your controllers!

There are several ways you can customise your Ouya controllers. These are just a few of the ways you can do so.

Controller faceplates

Official Ouya faceplates are one of the easiest ways to customise your controllers. These can be tracked down on Ebay and other second hand stores at quite cheap prices. Colours include the six coloured faceplates, black and white (included with the black and white controllers only), silver faceplates and the Kickstarter bronze faceplates.

Analogue Sticks

The Ouya controller's analogue sticks use the same standard as the Xbox 360. This is great for us as it means we can buy after-market 360 analogue sticks, and replace our Ouya ones. The stick on the left requires absolutely no dissassembly of the controller to replace it, and the right can be replaced when dissassembling the controller.

Controller Skins

Another very easy method of customising your Ouya controllers is purchasing decals from websites such as DecalGirl.com. Even in 2020, these are still in stock with hundreds of designs to choose from!

Here is my personal favourite, in the style of the NES. Others include block colours, floral patterns and much more!

I know where I was when they announced the shutdown. It was in Minneapolis. Which is more weird when you get to know that I am from central Europe. I was volunteering for the Video Game History Foundation, digitizing the archives of the Game Informer magazine. It was a blast and it was the first time I got to interact with the global game preservation community in person. And we sure did joke around, also about my constant love for obscure systems. I would be amazed when we dug up a N-Gage, a Gizmondo or a Pioneer LaserActive. I like the unloved, the underdogs, the failures. And I can clearly remember that we talked about the OUYA. How it being digital only, as many other modern systems, is a threat to it's preservation. Well, a few days later they started the countdown. And when I read the message, I started thinking if I am able to do something about it.

I wasn't exactly a novice to these kind of projects. Lurking around online communities for years, I had a good grasp on how people approach these things and where to find interested souls. I have been helping when the Nintendo DSi store was being shut down, managing a missing list for unpreserved games and updating it weekly as new data streamed in. And I was trying to raise awareness. When the same happened to the Wii shop a bit later, there were already people on it. I learned about server scrapes and there was a fundraiser for purchasing titles. There was little I could help with except once again spreading the word and trying to find some-one from Korea, the only region we did not have a contact in. One thing was for sure, I have little technical knowledge, although that slowly changes. I would not be the one dissecting the copy protections or the server communication. But over the years one of my main goals was to bring people together. Every project needs a critical mass of people before it can lift off. And someone needs to get enough people and motivate them to be able to reach it.

So it was settled. I would try to start something, an initiative, and see where it goes. It will be up to the community to make the work. I just started pulling together friends from many places around the internet and also ones I know back home and which are working with me on a local game history association. The numbers grew slowly but steadily. Then I was contacted by a reporter. I already did some local interviews for my project and an article with me was being written back in the day for the DSi shop that didn't get published in the end. But this time, it hit big. Not only about me, or only OUYA, it showed how easy it is to lose digital data and also had wonderful insights by BlackChar. From there on the game was on. The numbers grew daily and solutions were brainstormed. I could easily see we have done it. Not that the battle has been won, but there was an army to fight on our side. Truth to be said, it also marked a time I once again returned to lurking, mostly cheering up folks whenever a breakthrough happened and offering tidbits of opinion here and there. There were other projects to do and work to be done elsewhere, I was not needed anymore.

But that doesn't mean I was not utterly amazed by what this group was able to achieve. Not only did it take just about half a year to have a working reimplementation of the servers using the default UI, grabbing data from a public archive repository. There was more, new games being made and even a game jam. Developers meeting old friends. Several hundreds of active members chatting daily and not only about OUYA. I think this has been a massive success, and there is no better proof then the magazine you are reading right now.

I have played the OUYA only once in my life. A fun party where there was Towerfall on for the whole time on a projector. Still, I knew a lot of the games for the platform are an unpolished mess, that it serves as a joke for some. That is not the reason to let it rot, maybe the contrary. It's a fascinating platform, and even more then that, it was a movement back in the day. For games more free, more personal. And this community embodies the same values. I very recently finally got an OUYA for our association and I am very much looking forward to enjoying my time with it. And that is thanks to so many great people. I will not try to list them, as I would only make a fool of myself by forgetting someone, but anyone who has helped this effort deserves a pat on the back. The community did all the hard work and I cannot be more grateful for it.

So thank you, the reader, for believing.

Written by Sczther

ISSUE 2 - COMING OCTOBER 2020