

Chapter 1, Why OUYA?

OUYA: A New Kind of Video Game Console

by OUYA

Home Updates **12** Backers **63,315** Comments **20,838**

Los Angeles, CA Video Games



63,315
backers

\$8,585,197
pledged of \$950,000 goal

0
seconds to go

Back This Project
\$1 minimum pledge

This project will be funded on Thursday Aug 9, 1:00am EDT. [How Kickstarter works.](#)





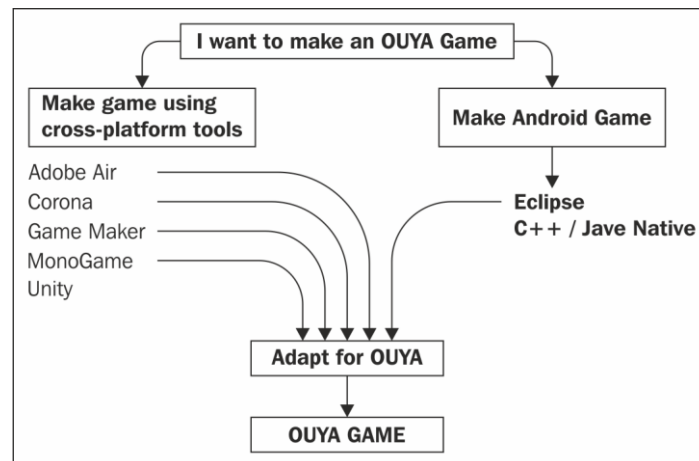
OUYA BRAND GUIDE

The revolution will be televised.



LOGO ► APPROVED COLORS

Chapter 2, Setup Prerequisites



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JDK 8u5 & NetBeans 8.0
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Java Platform, Standard Edition

Java SE 8u5
This release includes important security fixes. Oracle strongly recommends that all Java SE 8 users upgrade to this release.
[Learn more](#)

- Installation Instructions
- Release Notes
- Oracle License
- Java SE Products
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Java EE
Java ME
Java SE Support
Java SE Advanced & Suite
Java Embedded
Java DB
Web Tier
Java Card
Java TV
New to Java
Community
Java Magazine

Get the Android SDK

The Android SDK provides you the API libraries and developer tools necessary to build, test, and debug apps for Android.

If you're a new Android developer, we recommend you download the ADT Bundle to quickly start developing apps. It includes the essential Android SDK components and a version of the Eclipse IDE with built-in **ADT (Android Developer Tools)** to streamline your Android app development.

With a single download, the ADT Bundle includes everything you need to begin developing apps:

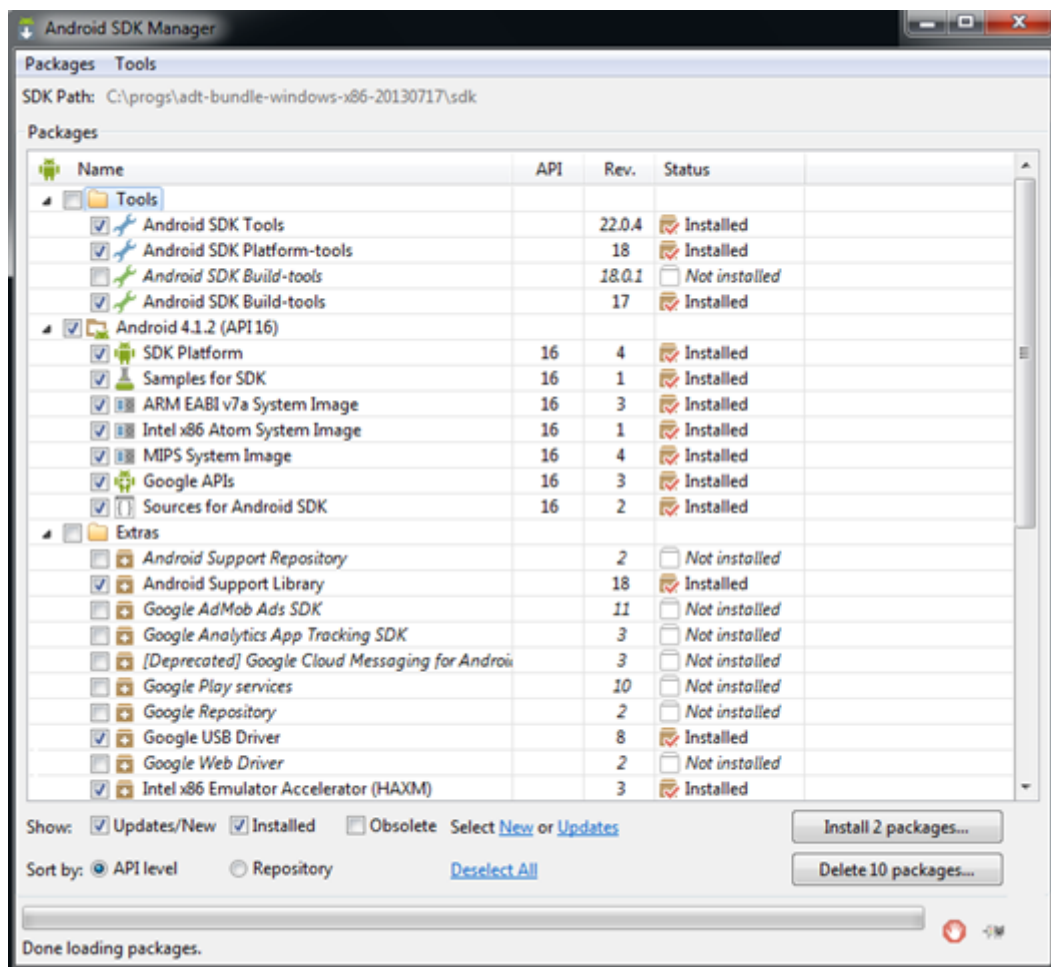
- Eclipse + ADT plugin
- Android SDK Tools
- Android Platform-tools
- The latest Android platform
- The latest Android system image for the emulator

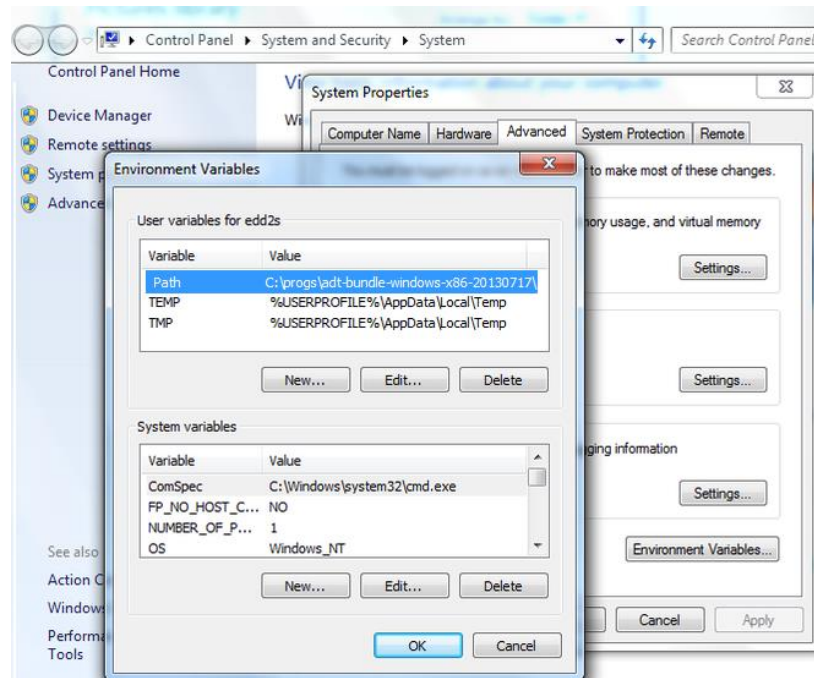


Download the SDK
ADT Bundle for Windows

Android Studio Early Access Preview

A new Android development environment called Android Studio, based on IntelliJ IDEA, is now available as an **early access preview**. For more information, see [Getting Started with Android Studio](#).

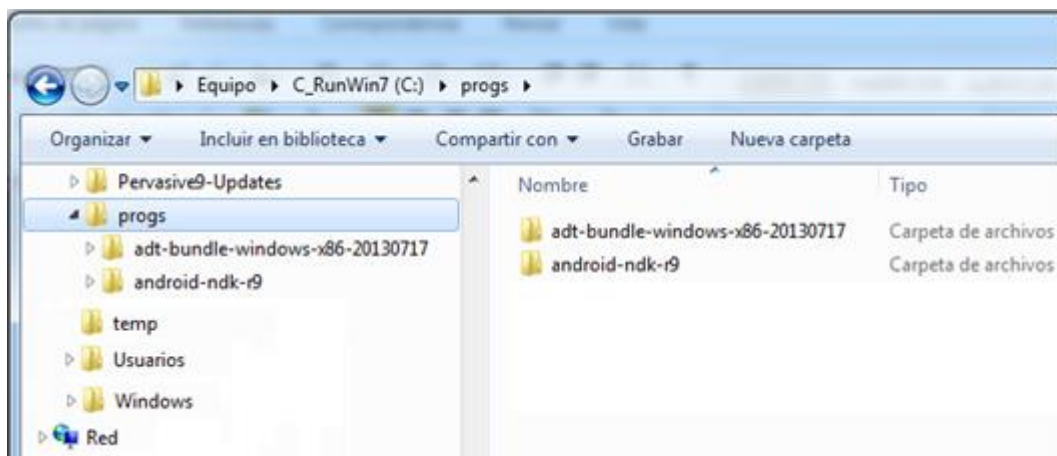




developer.android.com/tools/sdk/ndk/index.html

Downloads

Platform	Package	Size (Bytes)	MD5 Checksum
Windows 32-bit	android-ndk-r9-windows-x86.zip	485200055	8895aec43f5141212c8dac6e9f07d5a8
	android-ndk-r9-windows-x86-legacy-toolchains.zip	292738221	ae3756d3773ec068fb653ff6fa411e35
Windows 64-bit	android-ndk-r9-windows-x86_64.zip	514321606	96c725d16ace7fd487bf1bc1427af3a0
	android-ndk-r9-windows-x86_64-legacy-toolchains.zip	312340413	707d1eaa6f5d427ad439c764c8bd68d2
Mac OS X 32-bit	android-ndk-r9-darwin-x86.tar.bz2	446858202	781da0e6bb5b072512e67b879b56a74c
	android-ndk-r9-darwin-x86-legacy-toolchains.tar.bz2	264053696	9fd7f76a1f1f59386a34b019dcd20976
Mac OS X 64-bit	android-ndk-r9-darwin-x86_64.tar.bz2	454408117	ff27c8b9efc8260d9f883dc42d08f651
	android-ndk-r9-darwin-x86_64-legacy-toolchains.tar.bz2	271922968	251c21defcf90a2f0e8283bab90ed861
Linux 32-bit (x86)	android-ndk-r9-linux-x86.tar.bz2	419862465	beadafdc187461c057d513c40f0ac33b
	android-ndk-r9-linux-x86-legacy-toolchains.tar.bz2	241172797	957c415de9d7c7ce1c2377ec4d3d60f1
Linux 64-bit (x86)	android-ndk-r9-linux-x86_64.tar.bz2	425113267	0ccfd9960526e61d1527155fa6f84ac0



www.eclipse.org/downloads/

Eclipse Downloads

Packages Projects

Eclipse Kepler (4.3) Packages for Windows

**Eclipse Standard 4.3**, 198 MB
Downloaded 1,007,723 Times [Other Downloads](#)
The Eclipse Platform, and all the tools needed to develop and debug it: Java and Plug-in Development Tooling, Git and CVS...

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**Eclipse IDE for Java EE Developers**, 246 MB
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Tools for Java developers creating Java EE and Web applications, including a Java IDE, tools for Java EE, JPA, JSF, Mylyn...

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**Eclipse IDE for Java Developers**, 151 MB
Downloaded 248,695 Times
The essential tools for any Java developer, including a Java IDE, a CVS client, Git client, XML Editor, Mylyn, Maven integration...

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Preferences

type filter text

- General
- Android
 - Build
 - DDMS
 - Launch
 - LogCat
 - Usage Stats
- Ant

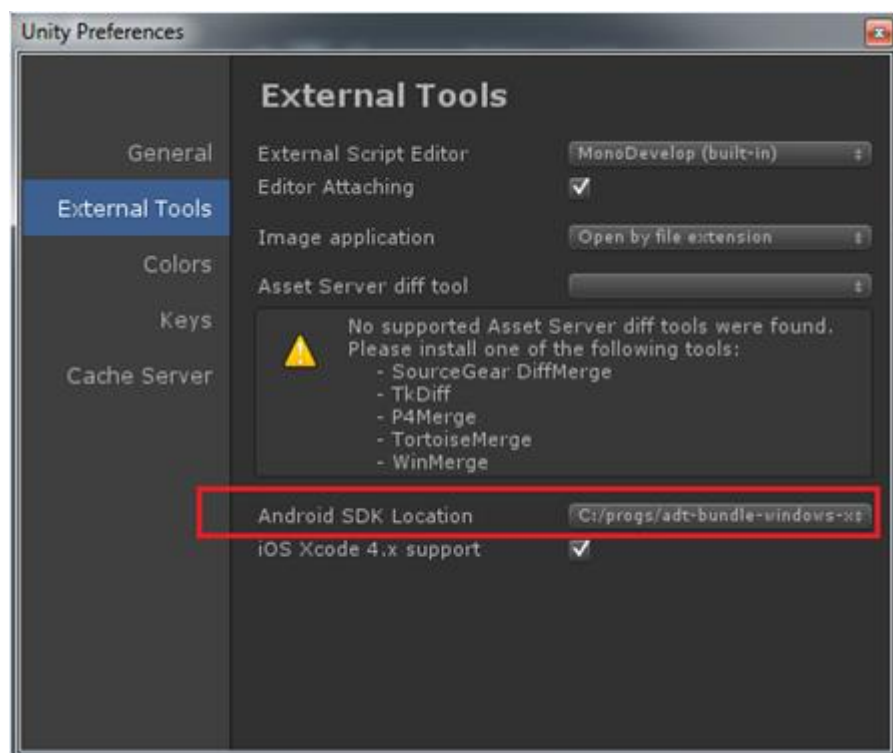
Android

Android Preferences

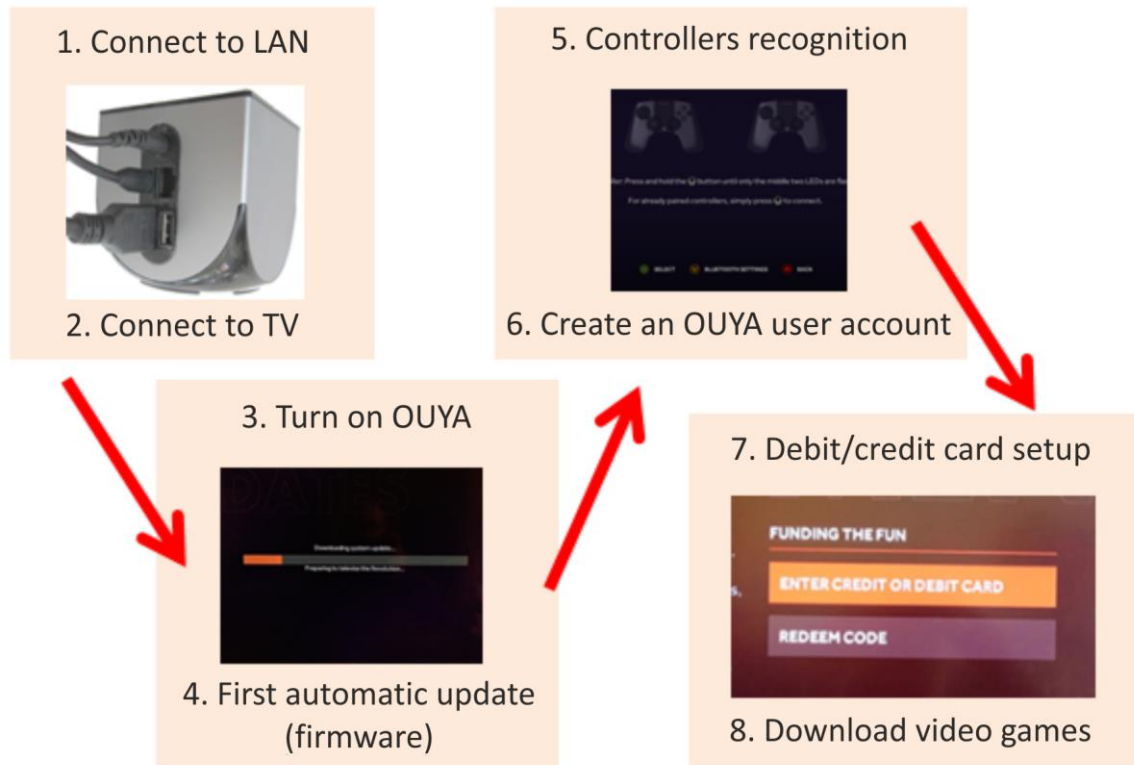
SDK Location: [Browse...](#)

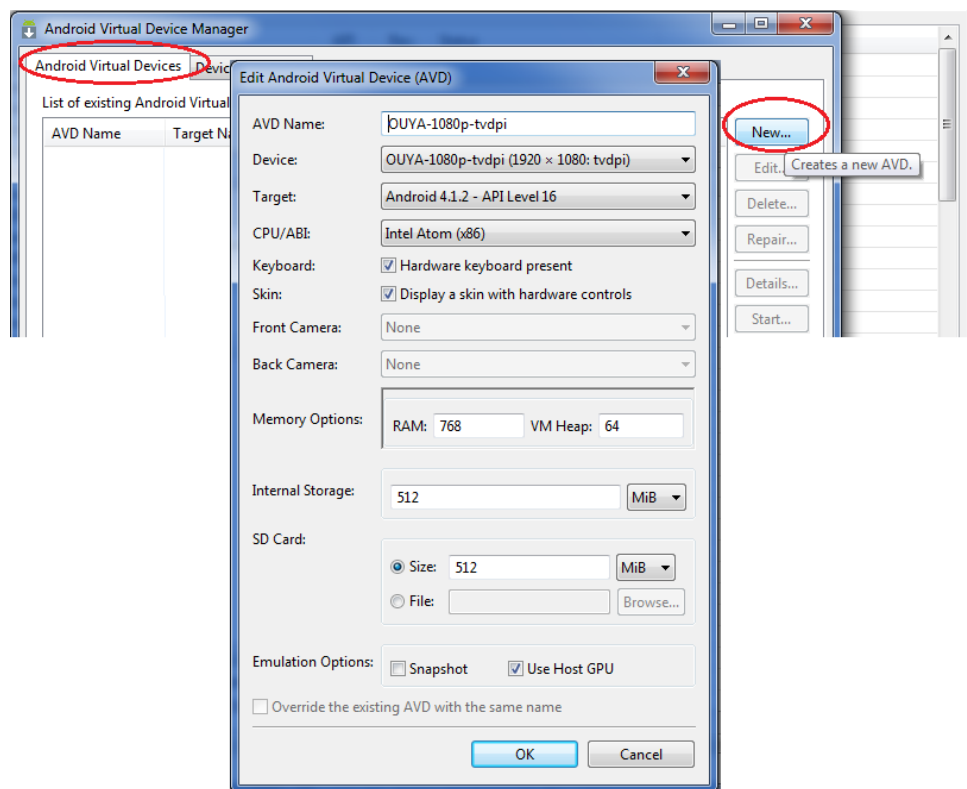
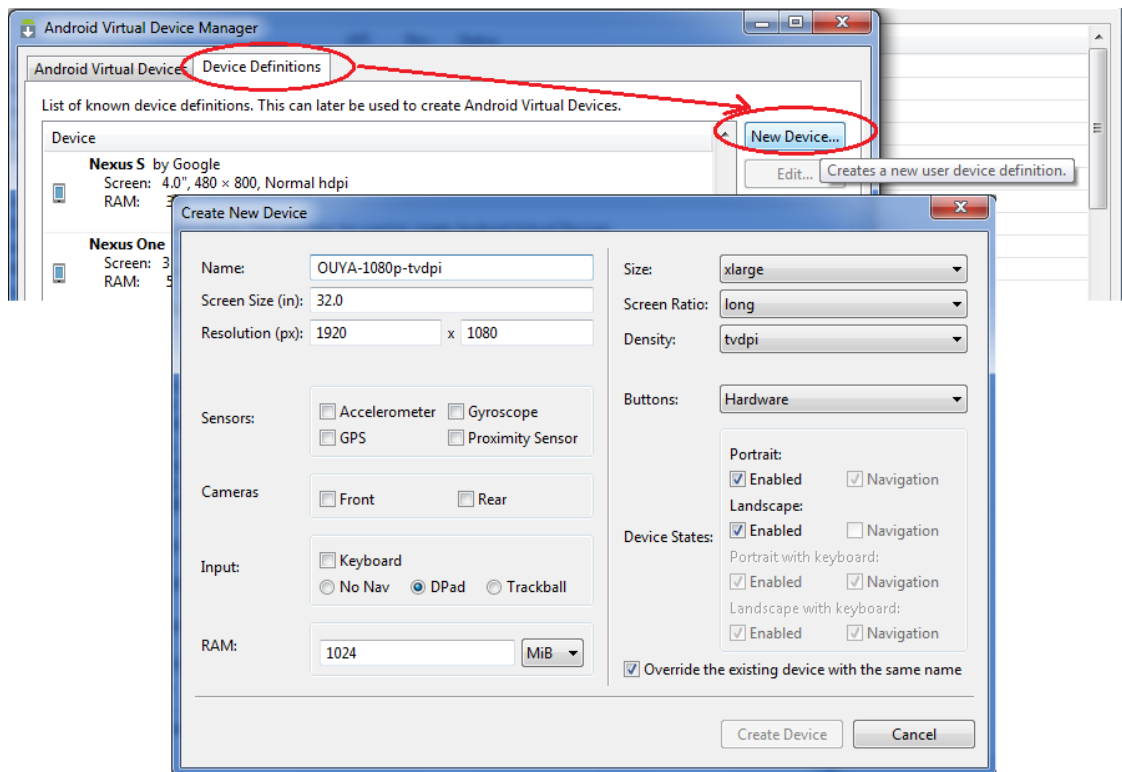
Note: The list of SDK Targets below is only reloaded once you hit 'Apply' or 'OK'.

Target Name	Vendor	Platform	AP...
No target available			



Chapter 3, Setup Instructions for the OUYA ODK



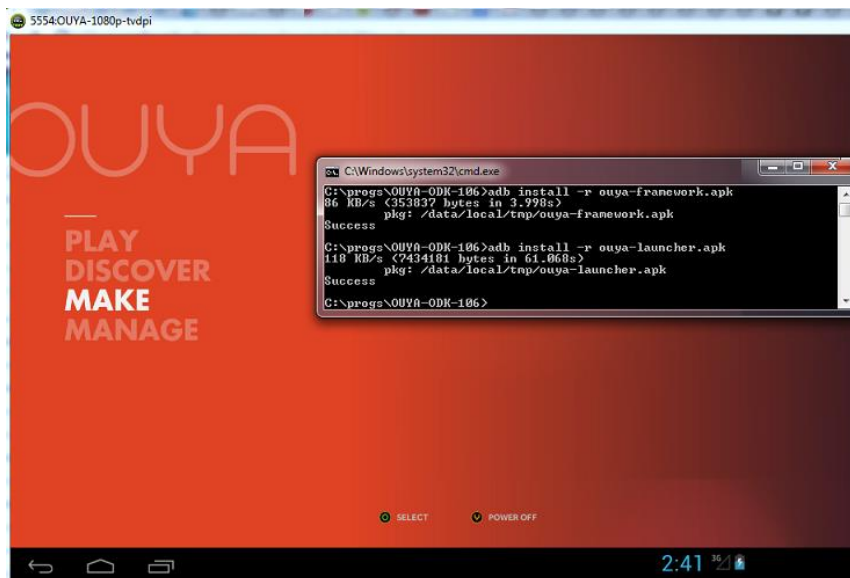
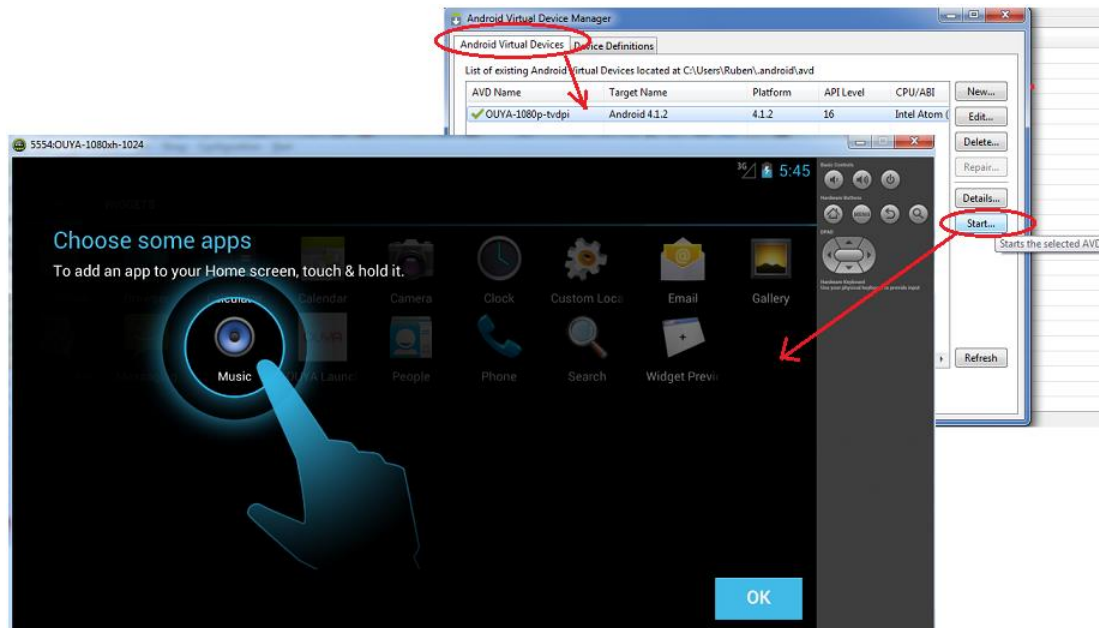


DENSITY

Item	Name	Density
ldpi	low density	120 dpi
mdpi	medium density	160 dpi
hdpi	high density	240 dpi
xhdpi	extra high density	320 dpi
xxhdpi	extra extra high density	480 dpi

SIZE SCREEN

Item	Size	Description
small	426x320 dp	Telephone screen (240x320 ldpi, 320x480 mdpi)
normal	470x320 dp	Telephone screen (480x800 hdpi)
large	640x480 dp	7" tablet (480x800 mdpi, 600x1024 mdpi)
xlarge	960x720 dp	10" tablet (720x1280 mdpi, 800x1280 mdpi)



Chapter 4, Guidelines for Setting Up the OUYA ODK

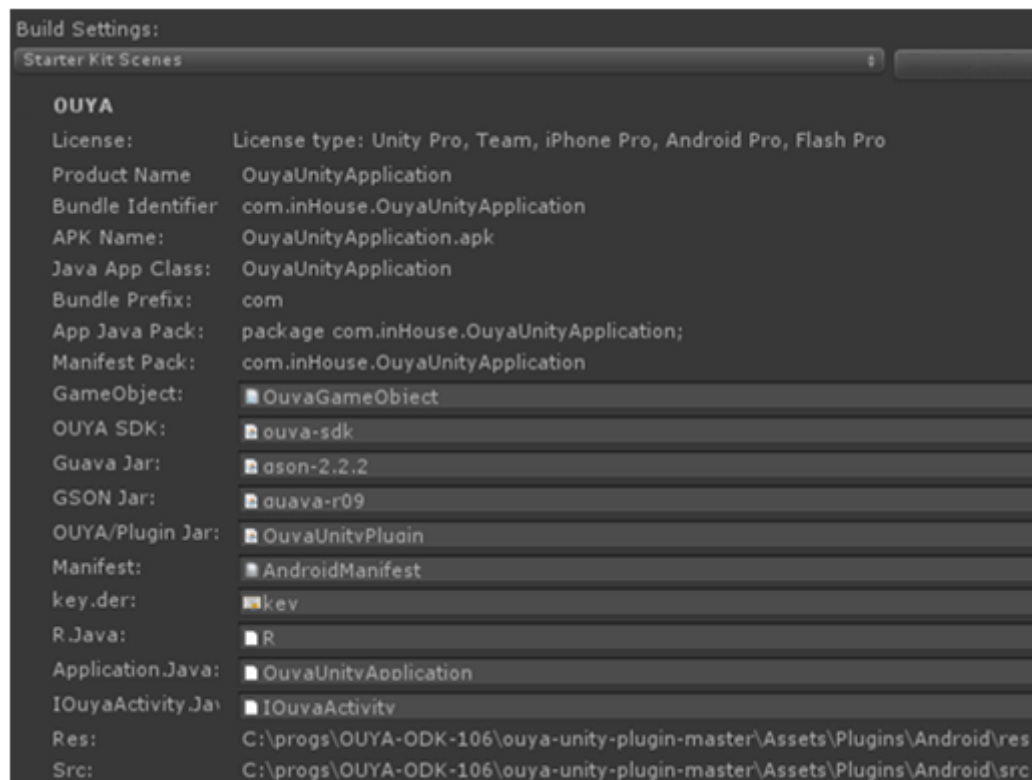


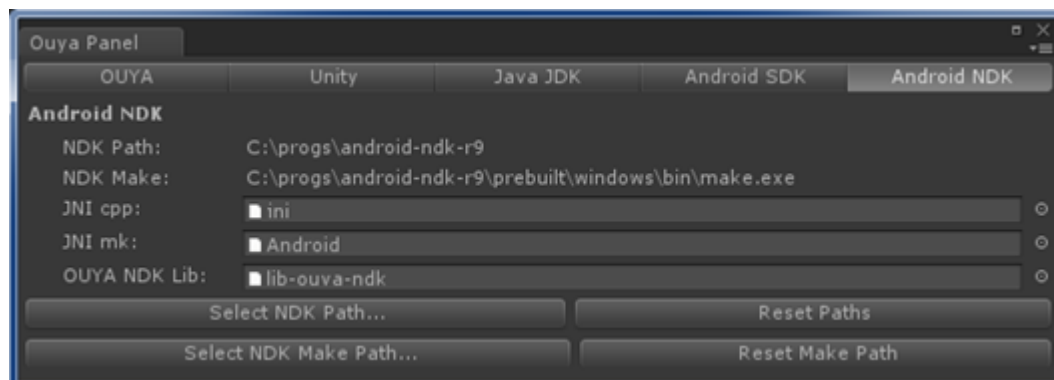
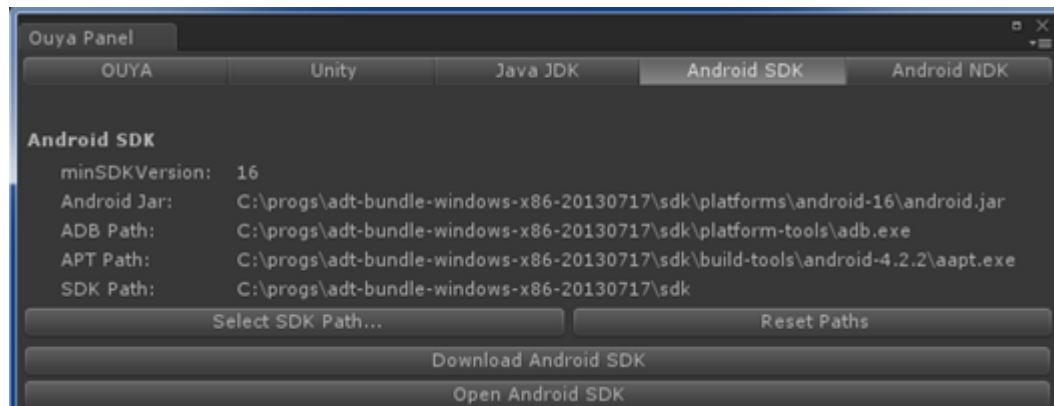
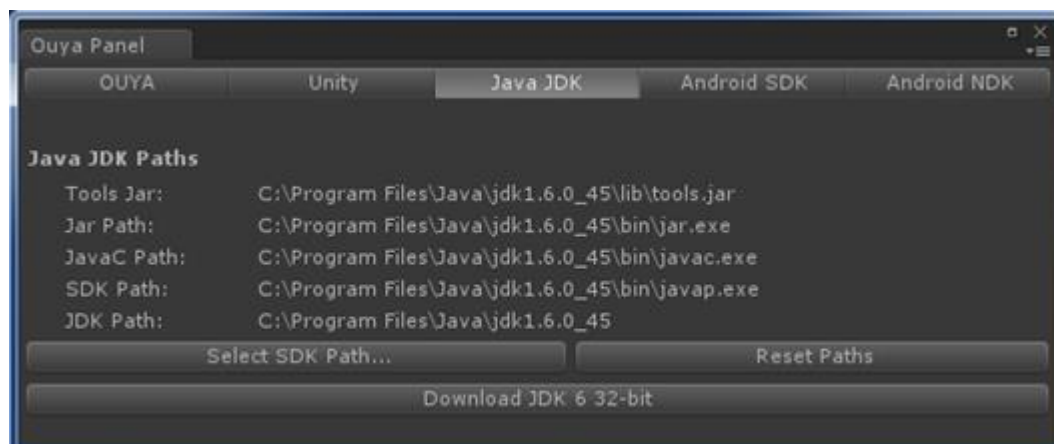
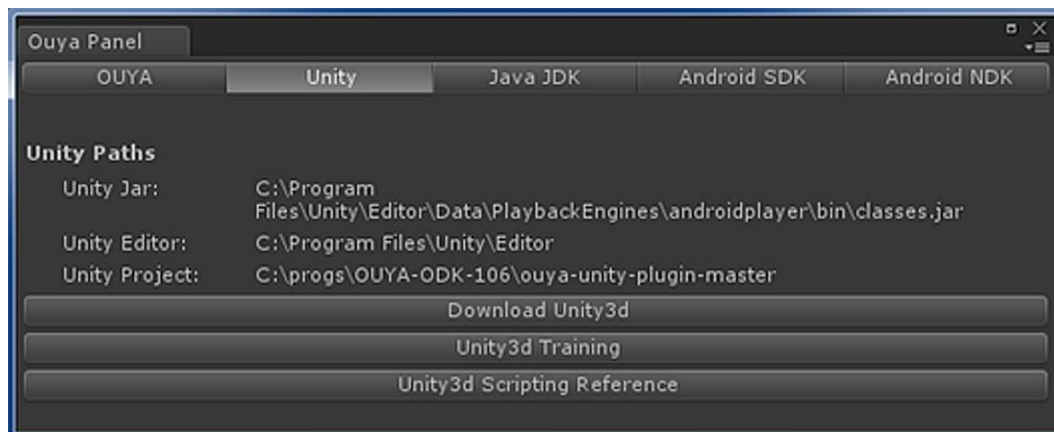
OUYA ODK Main Scripts

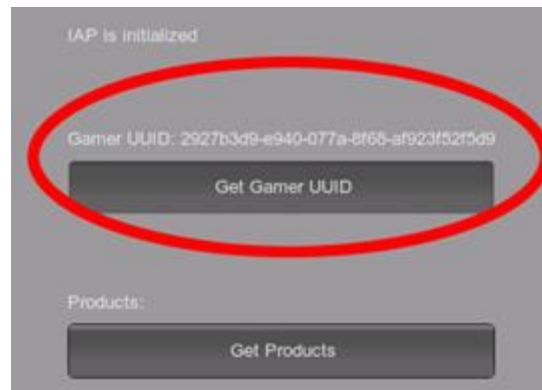
```
./ouya/Examples/Scenes/SceneShowProducts.unity - Example Products Scene
./ouya/Examples/Scenes/SceneShowController.unity - Example Controller Scene
./ouya/Examples/Scenes/SceneShowNDK.unity - Example NDK Scene

./ouya/Examples/Scripts/OuyaInputManager.cs - Example script interacting with OUYA input
./ouya/Examples/Scripts/OuyaShowController.cs - Script for showing controller states
./ouya/Examples/Scripts/OuyaShowProducts.cs - Script for showing products
./ouya/Examples/Scripts/OuyaShowNDK.cs - Script for showing C++ interaction

./ouya/SDK/Scripts/OuyaGameObject.cs - OUYA SDK java interface
./ouya/SDK/Scripts/OuyaSDK.cs - OUYA SDK Unity API
```







```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;

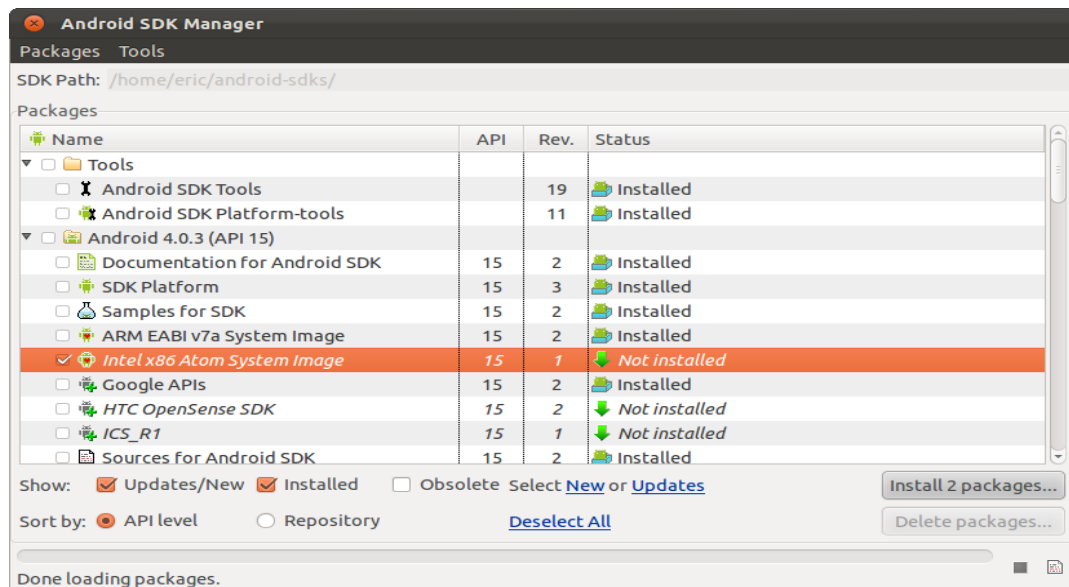
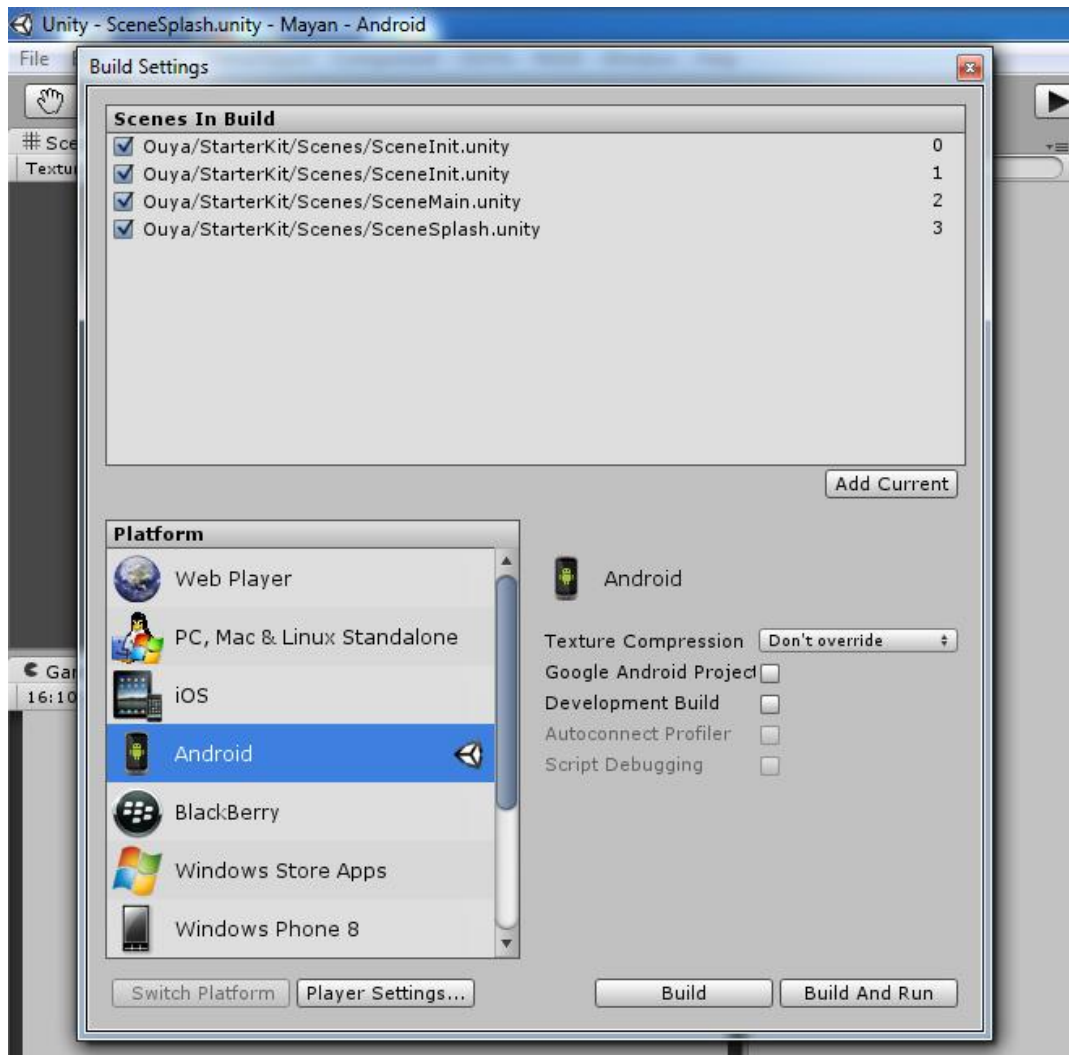
public class OuyaInputHandlerExample : MonoBehaviour
{
    [SerializeField]
    public OuyaSDK.OuyaPlayer player;
    public float speed = 6.0f;
    public float gravity = 20.0f;
    public float turnSpeed = 60f;
    private Vector3 moveDirection = Vector3.zero;

    private const string DEVELOPER_ID = "XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX";

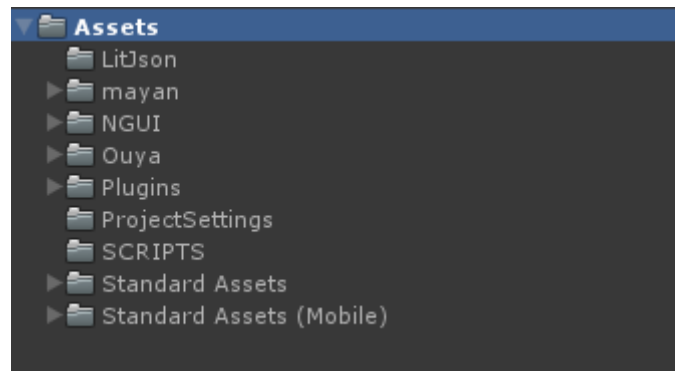
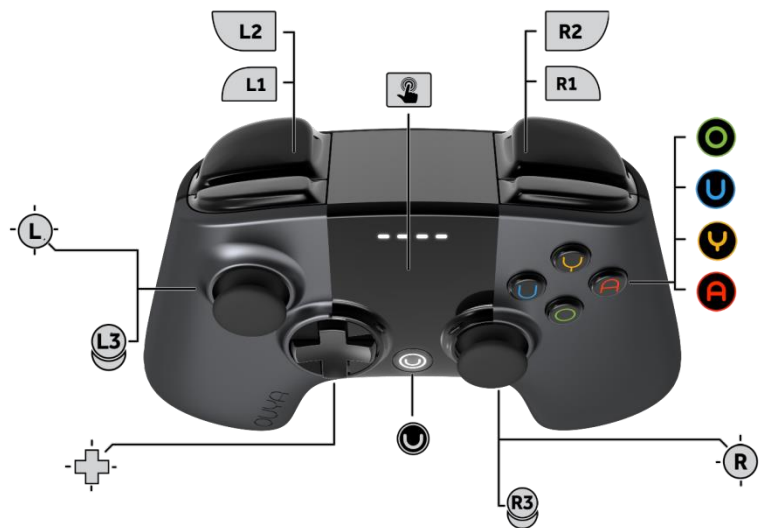
    private CharacterController controller;
    private bool isBattleStance = false;

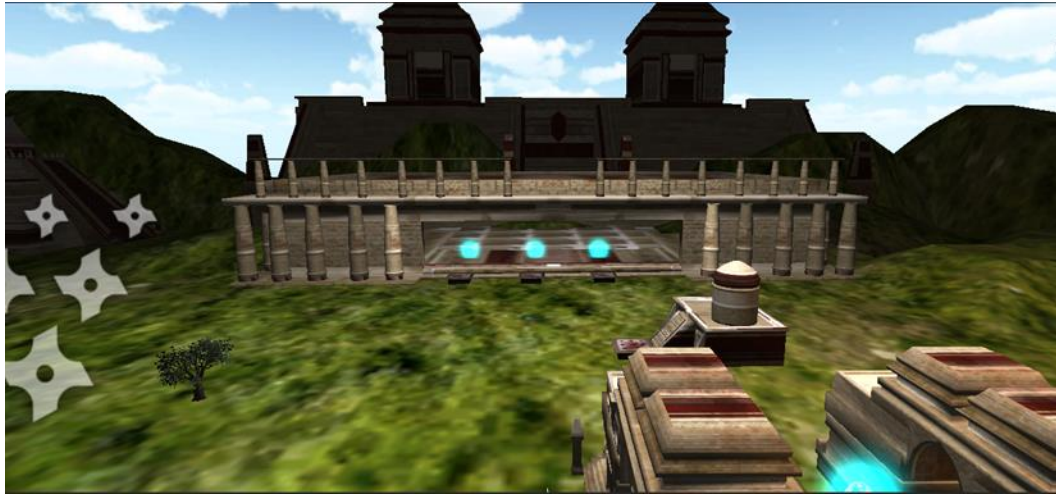
    void Awake()
    {
        OuyaInputManager.OuyaButtonEvent.addButtonEventListener(HandleButtonEvent);

        //Get our character controller;
        controller = GetComponent<CharacterController>();
    }
}
```



Chapter 5, Configuring the Controllers





Inspector

☒ maya ☐ Static

Tag: Player Layer: Default

Model: Select Revert Open

Transform




P	X	-0.0002063178	Y	-1.671247e-08	Z	0.04800795
R	X	0	Y	0	Z	0
S	X	0.1576376	Y	0.1576376	Z	0.1576376

Animation

Animation: walk

Animations:

Size	14
Element 0	walk
Element 1	run
Element 2	stand
Element 3	idle
Element 4	ready
Element 5	attack 1

☒ Character Controller  

Slope Limit

45

Step Offset

0.3

Skin width

0.08

Min move distance

0

Center

X

0

Y

0.67

Z




0

Radius



0.3

Height


1.31

☒ Ouya Input Handler Example (S  

Script

 OuyaInputHandl 

Player

player1 

Speed

6

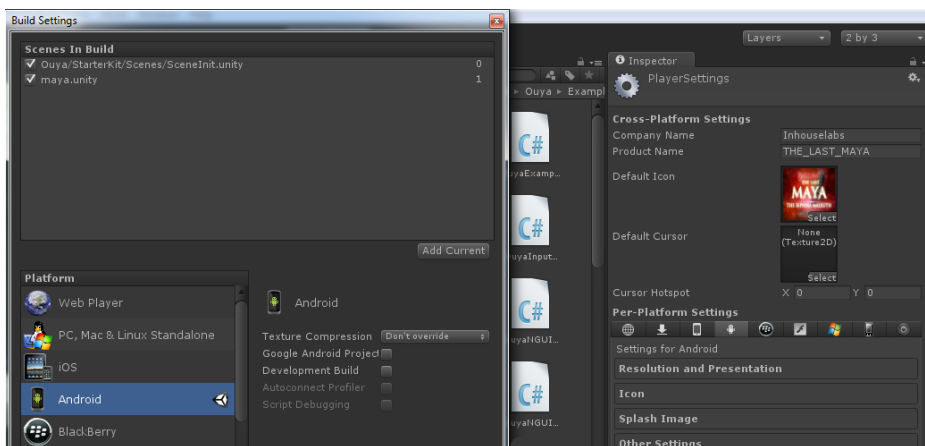
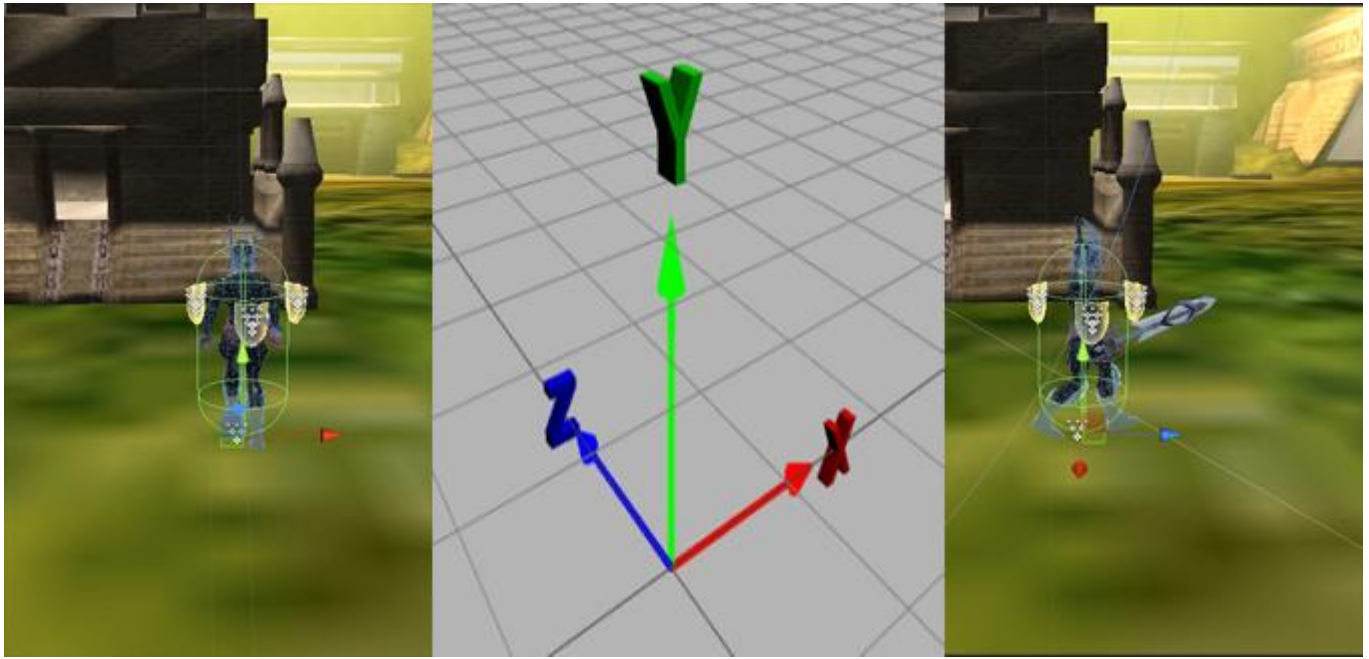
Gravity

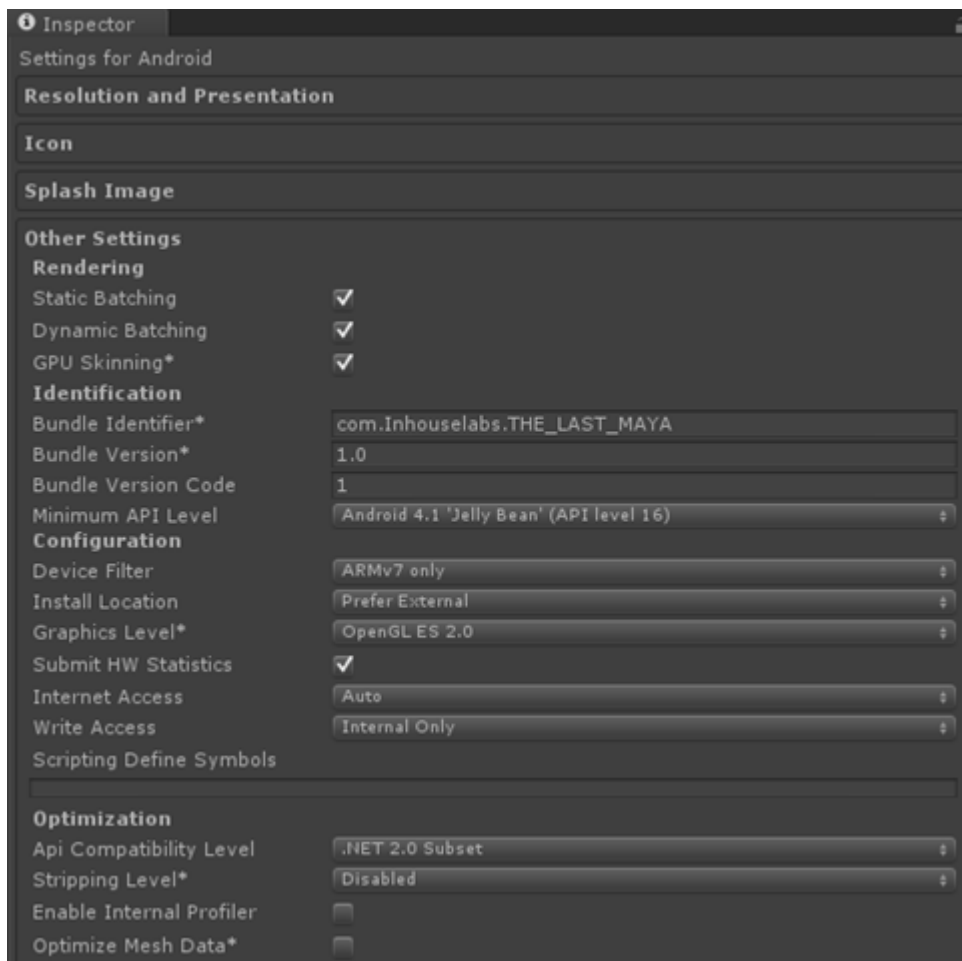
20

Turn Speed

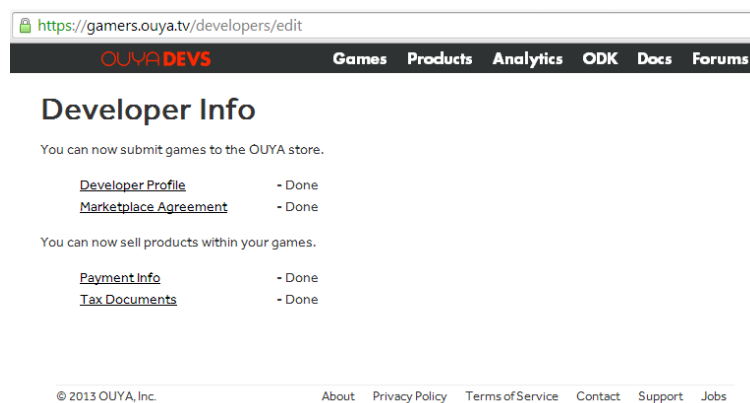
60

Add Component





Chapter 6, The OUYA Marketplace



https://devs.ouya.tv/developers/company_profile/edit

OUYA DEVS

Games Products Analytics ODK Docs Forums

Developer profile

First name	Country *
<input type="text"/>	<input type="text" value="Colombia"/>
Last name	Address line 1 *
<input type="text"/>	<input type="text"/>
Are you an individual or a company? *	Address line 2
<input checked="" type="radio"/> Individual	<input type="text"/>
<input type="radio"/> Company	City *
Developer / Company name *	<input type="text"/>
<input type="text"/>	State / Province / Region *
Phone number *	<input type="text"/>
<input type="text"/>	Zip / Postal code *
Description	<input type="text"/>
<input type="text"/>	<input type="text"/>
Email address *	<input type="text"/>
<input type="text"/>	<input type="text"/>
Website	<input type="text"/>
<input type="text"/>	<input type="text"/>

Save Cancel

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https://gamers.ouya.tv/developers/payment/edit

OUYA DEVS

Games Products Analytics ODK Docs Forums

Payment Info

Location *	<input type="text" value="International"/>
Bank Name *	<input type="text"/>
SWIFT Code *	<input type="text"/>
IBAN / Account Number *	<input type="text"/>
Notes	<input type="text"/>

Consult your bank to determine your SWIFT code and IBAN/account number.

Is there any additional information we need to know in order to pay you?

OUYA DEVS

Games Products Analytics ODK Docs Forums

Tax Info

Since taxes are one of life's two certainties, OUYA needs to collect some tax information from you so that you can get paid per the terms of our Marketplace Publishing Agreement. Please fill out, complete and remit the appropriate form (below) and we'll confirm via email once we've reviewed and verified your Tax ID. Please consult your tax advisor if you're unsure as to which form to fill out.

You most recently submitted tax information on 2013-11-07 01:13:51 UTC

OUYA DEVS

Games Products Analytics ODK Docs Forums

Editing product

Identifier	MAYAOUYABOOK1001
Name	<input type="text" value="CROSIER-BACULO"/>
Description	<input type="text"/>
Price	<input type="text" value="0.99 USD"/>
Type	Entitlement

This will appear on the purchase confirmation screen when a user goes to make a purchase.

The text the user will see is:
You are about to purchase "[{ Product Name }]" for [{ Product Price }].
[{ Your product's description }]

New Game

Title

The title of your game

Android package name *

Your APKs' unique identifier (e.g. com.company.GameName).

Note: You must set the package name in your APK's manifest to this. It cannot be changed once created!

OUYA exclusive

☐ Yes ☒ No

Are you interested in releasing this game as an OUYA exclusive?

Expected

2014 ▼ April ▼ 15 ▼

When do you expect or plan to publish this game?

Developer permission

☐ Yes ☒ No

Would you like OUYA to display this release date on www.ouya.tv?

☐ I have read and can confirm that this game meets the [OUYA Interface Guidelines](#)
☐ I have read and can confirm that this game meets the [OUYA Content Review Guidelines](#)
☐ I certify this App may be imported to and exported from the United States and all other countries in which we

Notes for reviewer

 Anything our game reviewers should know. For example, if this is a resubmission of a game we rejected, let us know what you changed. Please see our review approach [here](#).

Game Binary

Your game's APK file

(Current APK: ghxFUA9FRISdFwhtsSCr.apk)

Screenshots

Submit at least 5 JPEG screenshots with a resolution of 1280x720.



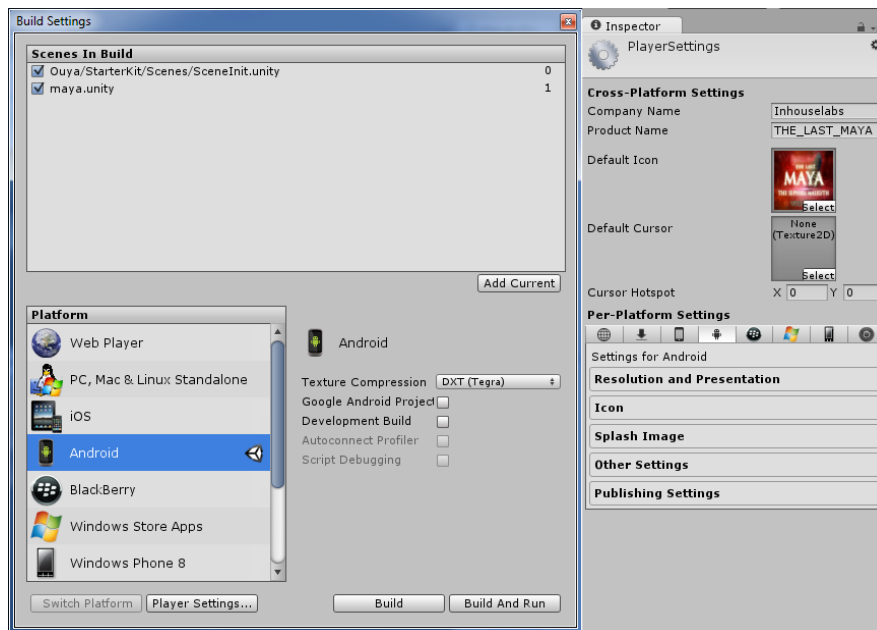
My Games

 It's time to upload your games! Once you submit your game it will be **reviewed for content**, and once approved, you can publish at your convenience. Download a copy of the [Submission Checklist](#) [here](#)

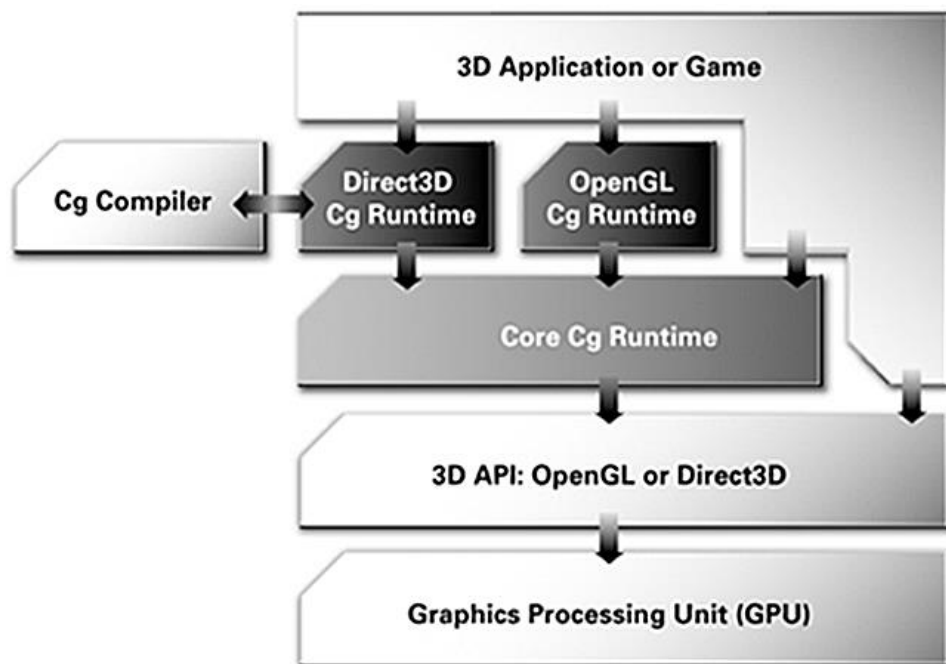
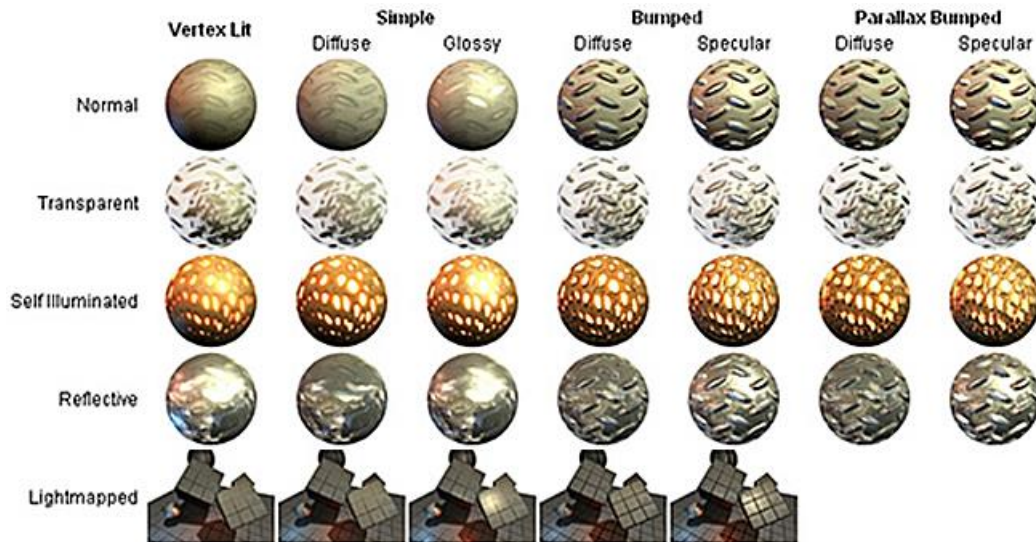
Game info					Version info				
Title	Live Version	Release Date	Signing Key	Region Restrictions	Version	Status	Edit	Action	Errors
inHouse-DEMO		12/20/2013 edit	Download	Restrict Availability	1.0	Unsubmitted	Edit	<input type="button" value="Submit for review"/>	

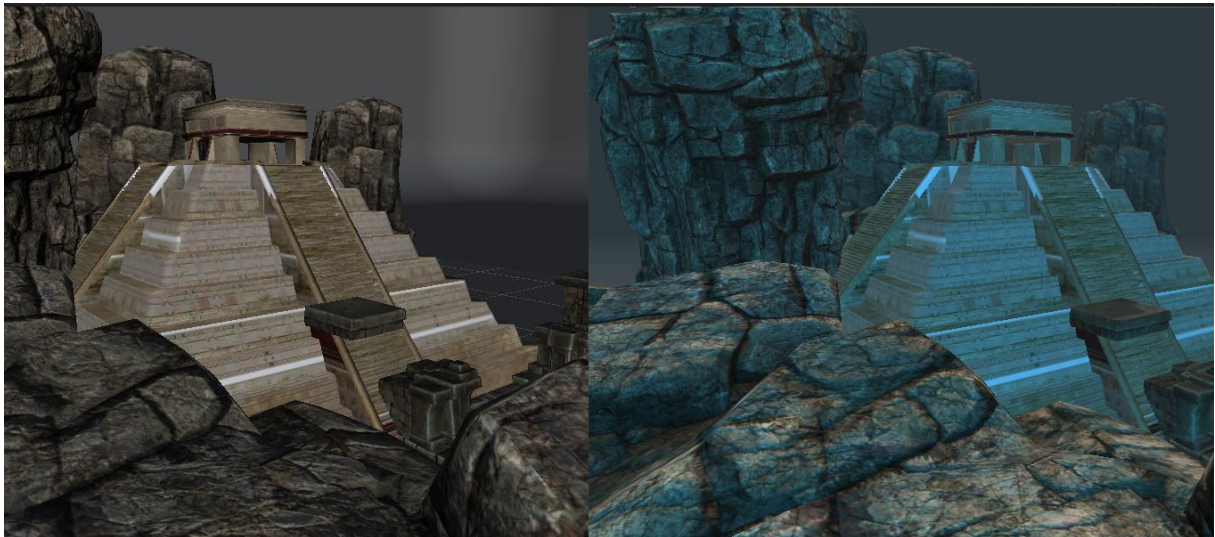
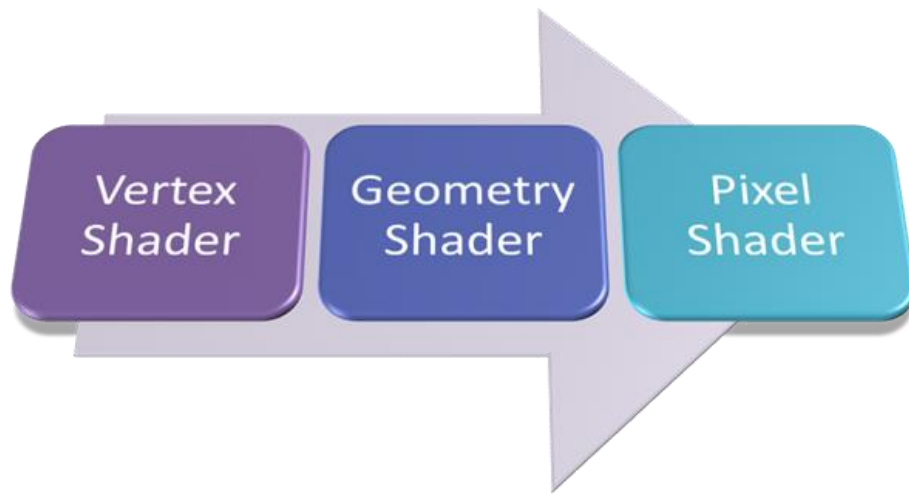
[Add a Game](#)

Get an embeddable button for gamers to queue downloads to their OUYA from any website



Chapter 7: Advanced OUYA Functions – Graphics and Controls

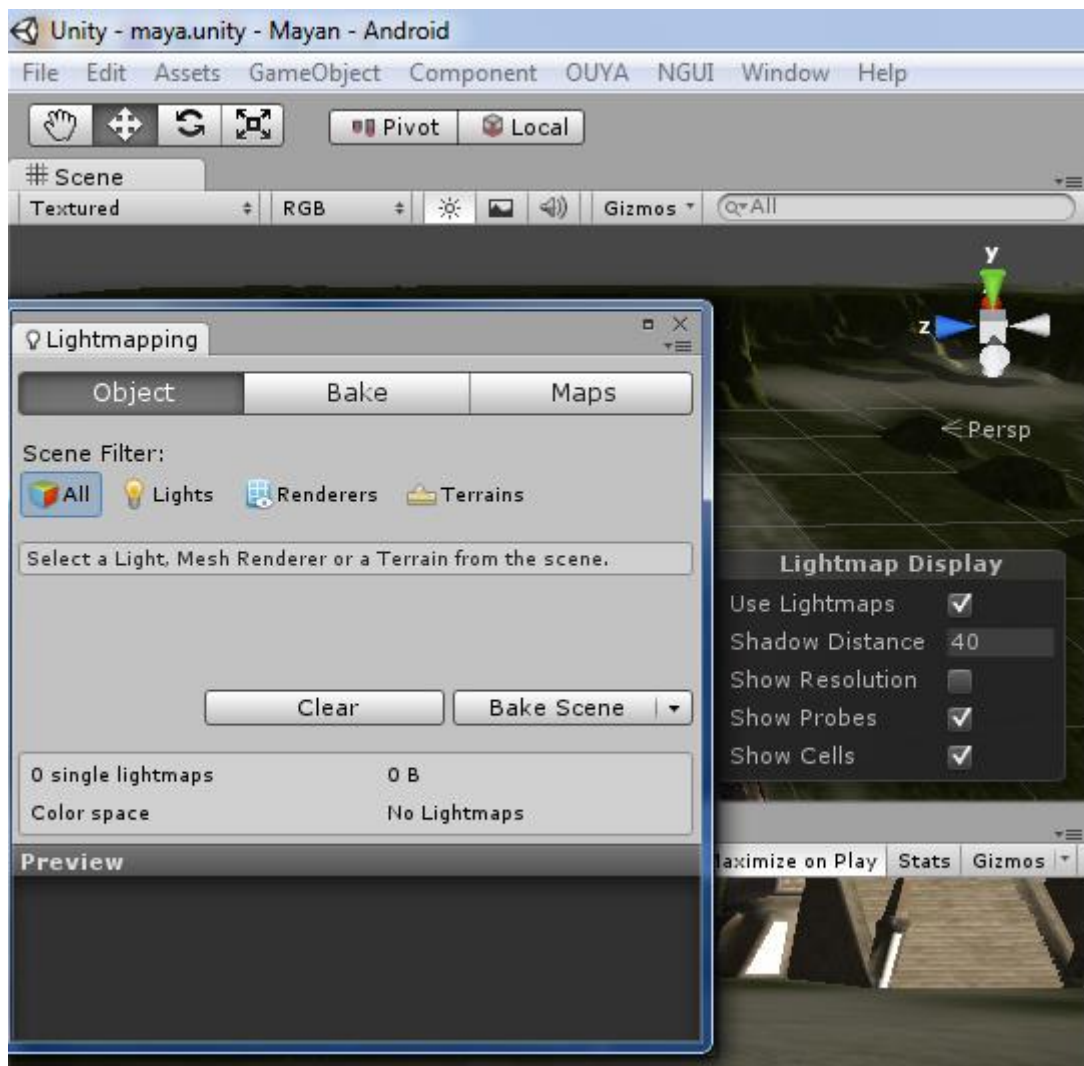


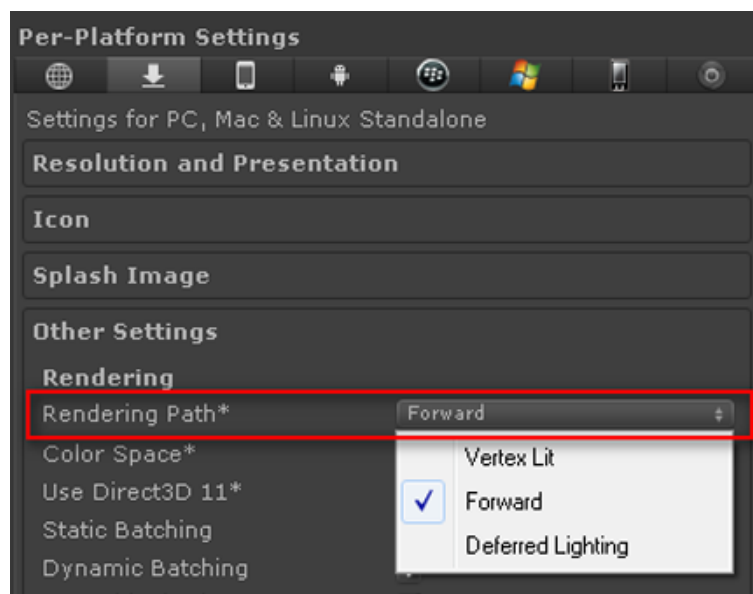
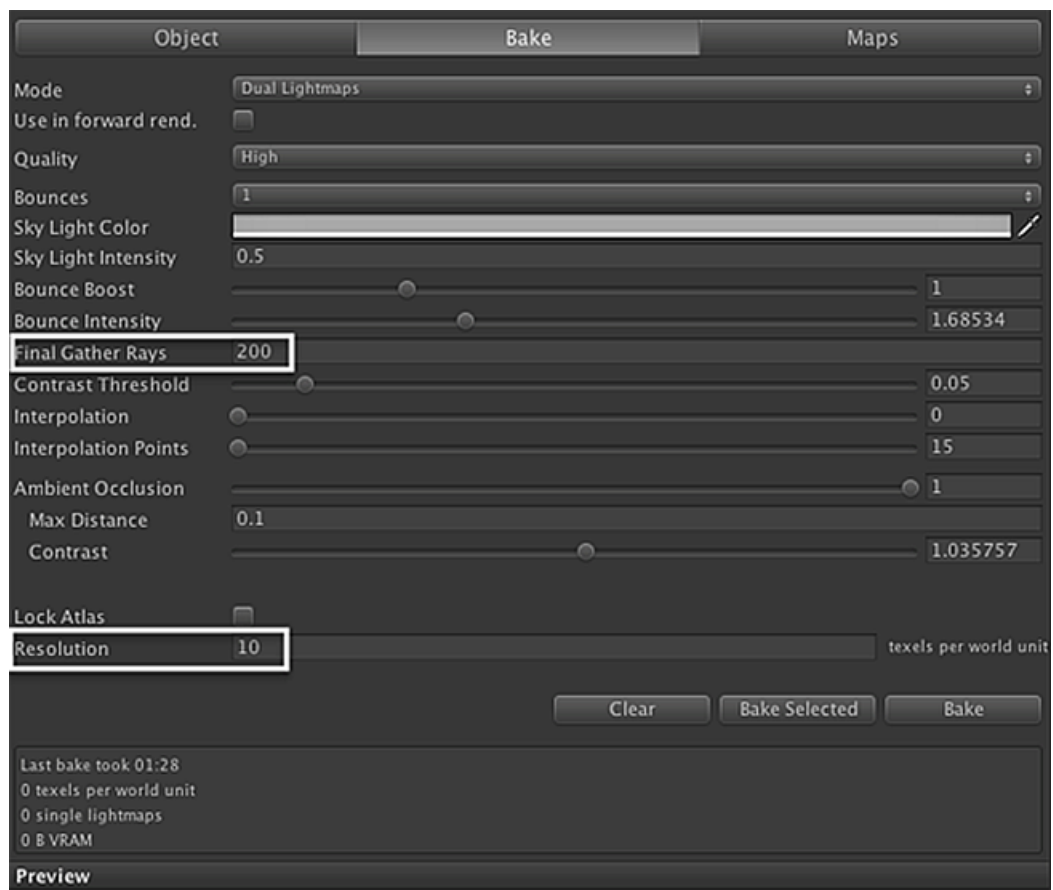


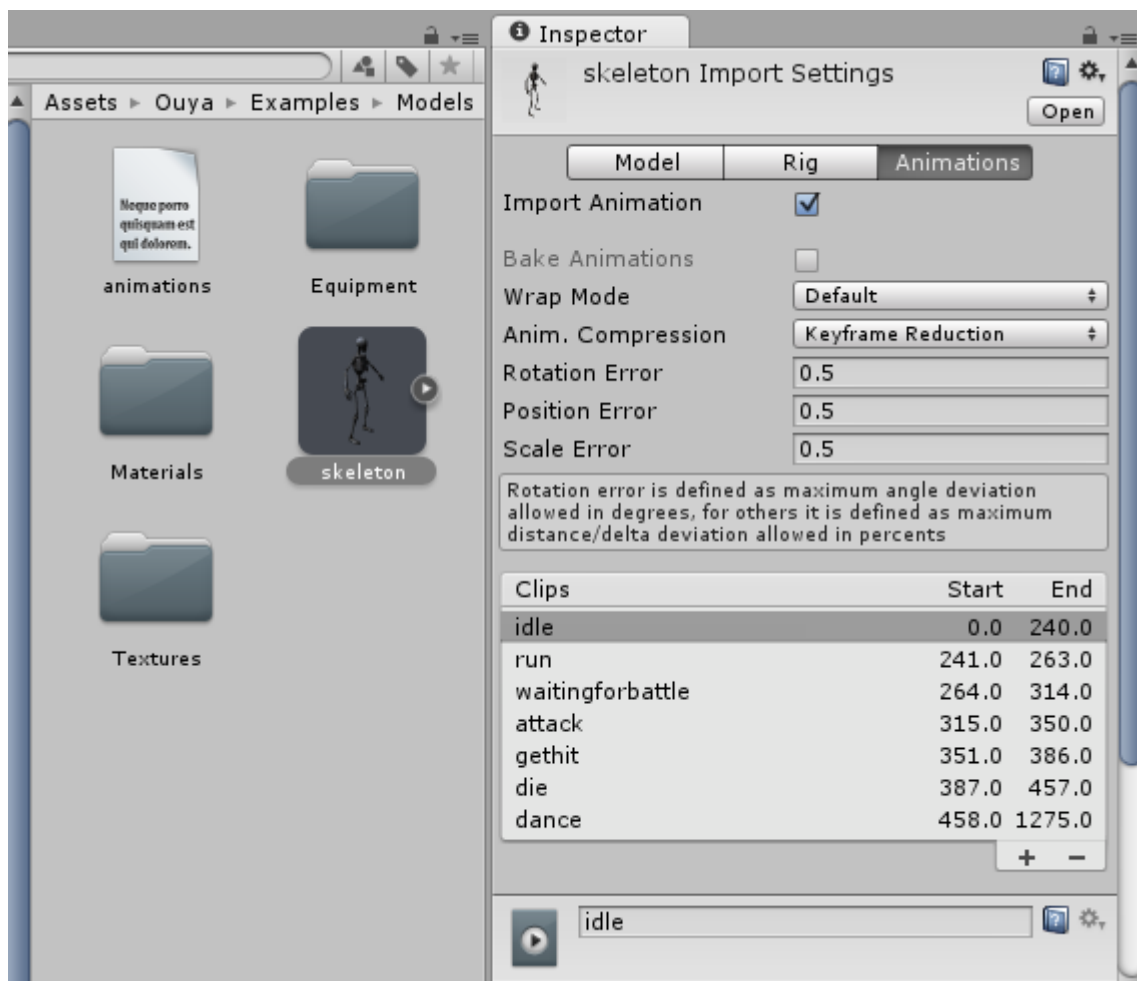
```

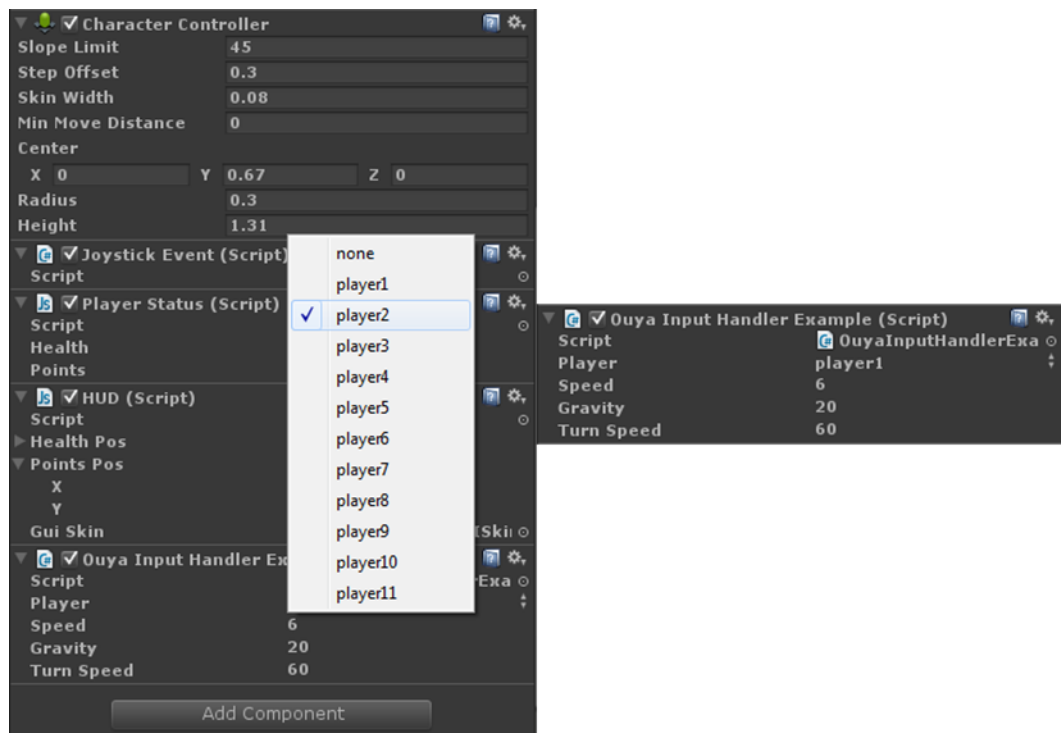
Shader "Example/Diffuse Texture" {
    Properties {
        _MainTex ("Texture", 2D) = "white" {}
    }
    SubShader {
        Tags { "RenderType" = "Opaque" }
        CGPROGRAM
        #pragma surface surf Lambert
        struct Input {
            float2 uv_MainTex;
        };
        sampler2D _MainTex;
        void surf (Input IN, inout SurfaceOutput o) {
            o.Albedo = tex2D (_MainTex, IN.uv_MainTex).rgb;
        }
        ENDCG
    }
    Fallback "Diffuse"
}

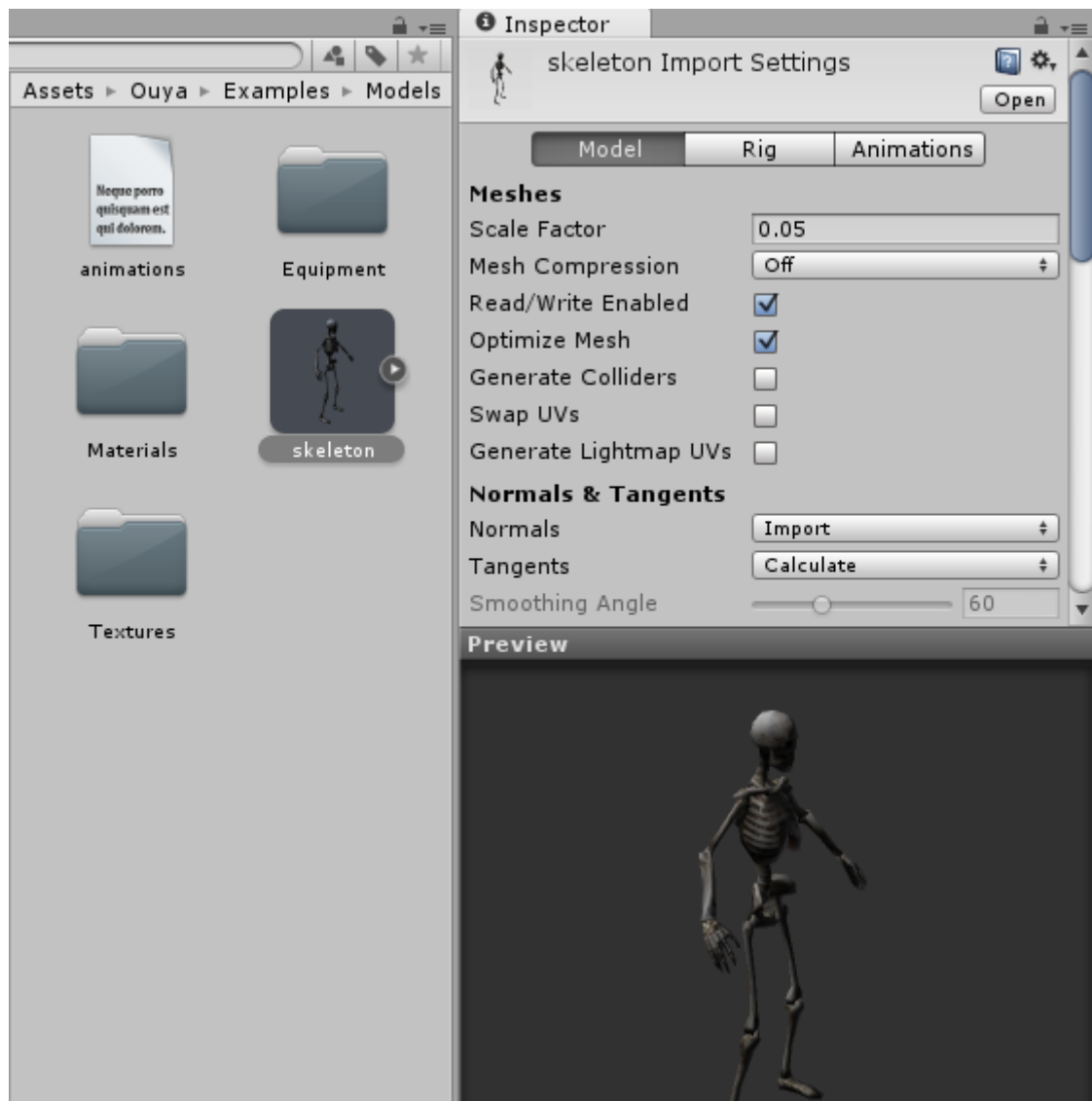
```











Chapter 8, The Future



Oculus Rift: Step Into the Game

by Oculus

Home Updates **52** Backers **9,522** Comments **2,156**

Long Beach, CA Technology

Funded! This project was successfully funded on Sep 1, 2012.



9,522

backers

\$2,437,429

pledged of \$250,000 goal

0

seconds to go

Oculus

Project by

Oculus

Long Beach, CA

[Contact me](#)

First created · 24 backed

Has not connected Facebook

[oculusvr.com](#)

[See full bio](#)

Share **1,259** Tweet <> Embed

Developer kit for the Oculus Rift - the first truly immersive virtual reality headset for video games.

Overview

A: Arduino

"Processing"

-Actuators

-Sensors

-Serially
send and
receive

Unity

C# (Mono)

-Modifying
the data

-Sending data
to JavaScript

-Serially
send and
receive

JavaScript

-Adjusting
Objects
by applying
the data





HOW IT WORKS



1. CREATE IT.

As you set up your Kickstarter campaign, include the below copy in the main body of your campaign description to alert potential backers about the Fund and encourage participation and support.

Double Our Fun(ds)!

We're participating in OUYA's #FreeTheGames Fund, created by OUYA to support developers making new and creative console games. OUYA will match your pledge dollar-for-dollar up to your goal amount (and a max of \$250,000), so help us get there and make a great game for everyone! To be eligible for this match we commit that this game will be an OUYA exclusive for a period of time. To learn more about OUYA, go to www.OUYA.tv.

2. SET IT UP.

We need to know that you're joining us on this project, so we need you to take two simple steps: (1) Register your campaign details and (2) agree to the terms and conditions. These steps are required before you launch on Kickstarter to be eligible, so please be sure to complete them.

3. LAUNCH IT.

Launch your Kickstarter game campaign on or after August 9, 2013 and have it end any day on or before August 10, 2014.

4. FUND IT.

To be eligible for matching, you need to (a) meet your funding goal, which should be a minimum of \$10,000 (b) play by the spirit of the fund as well as the [rules](#).

5. WE'LL 2X IT.

If your Kickstarter campaign meets the funding requirements and you agree to be exclusive on OUYA for a period of time—beginning the day you launch on OUYA—we'll match 100% of the project goal (capped at \$250,000).



[HOME](#) [HOW](#) [FAQ](#) [PROJECTS](#) [REGISTER](#)



Warrior Battleground

by RES Creative Studio

A 3D multiplayer fighting game (Windows, Mac, iOS, Android & Ouya) where players can customize their own characters.

📍 New York, NY

12% FUNDED \$3,098 PLEDGED 13 DAYS TO GO



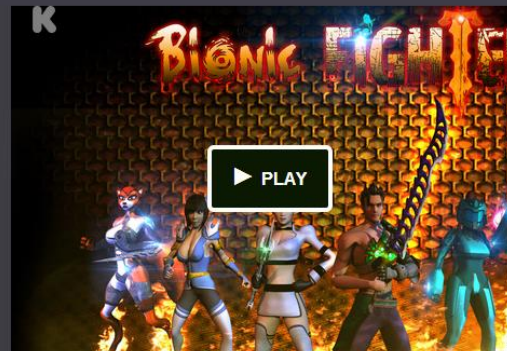
Hero Generations

by Scott Brodie

An indie strategy/rogue-like about life, legacy & love from the creator of Highgrounds. Lovingly dubbed "The 5-Minute Civilization."

📍 Seattle, WA

95% FUNDED \$30,500 PLEDGED 9 DAYS TO GO



Bionic Fighters

Platform fighting combat with 4 player online and local multiplayer, featuring characters from popular indie game titles!