

CAN AHMET | METGAN GAMES

ANKARA, TÜRKİYE (TR)

OT05: Do you have a history of interest in Atari or was it the VCS 800 platform that attracted you as a developer?

CAN: Due to I'm quite young for any previous Atari consoles, I've heard Atari only as a legendary brand and I knew they stopped making consoles even before Sega. And I can say that I heard about VCS 800 too late, it was in early 2023. VCS has been in market since 2021, so it would be awesome if I knew about it back then.

OT05: Metgan's Multiball was well received. It got a lot of chatter in the discord and the leaderboards seem to be staying active. Did you design this game because there was an absence of pinball games on the VCS?

CAN: Thanks to everyone who showed interest. Yes, I made it since there wasn't another modern pinball game on VCS Store. After a few members suggesting me to make it, I've asked if it is a good idea to RetroNinja (since he knows VCS' players way better than I do) and he said people would love that. Then I decided to make it.

OT05: The location names in Doodle Taxi pull from the Atari VCS 800 community. There's something very exciting about that as a consumer, would you ever try to explore that territory any further?

CAN: Yes, I even was planning to make another open world-ish game with special spot for "TOP 10 players" - only they can enter to this area of map.

OT05: The Atari VCS 800 offers a controller that features a spinner, and you've made games that utilize this. Do you find the unique "Atari VCS Classic Controller" is more inspiring or difficult to write and program for?

CAN: It's definitely not hard to write for me due to I use Unity Engine and a very well-done asset named "Rewired". Thanks to Atari's support for Unity Engine & Rewired, it's not an issue to program for. Only thing that I can say is, it limits game mechanics but I personally love it. This spinner control is closest thing to mobile's touch controls. I'm using it in my current project as well, inspired by Moon Patrol.

OT05: For any developers interested or already trying to get their game(s) on the VCS 800, who do you contact and what does it take to get your game on the Atari VCS?

CAN: You should hop to Discord server and contact "davpa" (David) for initiating process. And I can only speak from my experience, so, for game devs who use Unity Engine, it's like walking on park. No license fees, no trouble, nothing. Just export your game and as long as your game is fun, not an asset flip and bug-free (as much as possible), it's good to go.

OT05: At the moment the VCS 800 has a relatively small community, so much so that organization is necessary for online gameplay. As a consumer, the small pond fits my temperament and I think it's incredible being able to be a contender on leaderboards. What do you think about the VCS community size as a developer?

CAN: My answer would be circumstantial. If community would remain as good as now, I think it should be at least 10 times bigger to be viable for an indie dev as primary platform in financial terms. But if growth would ruin community, that's just good as-is. Without commercial aspect, I can easily say that it puts a smile on my face whenever someone plays my game and reacts to it. And I can say this for any game dev for sure. So I'm really glad that games are not drown in vast sea of new releases in VCS Store.

OT05: I know you've worked with Obsidian Contraption for the score/soundtrack for Doodle Taxi. What can you tell me about that and acquiring music for your games?

CAN: It happened naturally and I don't even remember if I asked or he offered help first. Nonetheless, it was a good thing to have an actual soundtrack for one of my games for first time. I find mostly CC0 sfx and musics online and use them. I have zero skills in music category (even in listening part), so I try my best to pick sounds which are more similar to sounds in games of same genre.

OT05: MetganGames.com highlights your work. Do you have any other projects, games, or links that you would like to promote?

CAN: I have Youtube channel (<https://www.youtube.com/@metgangames>) and I'm gladly can say that my Doodle Taxi is coming to Xbox very soon! Thanks for all & I appreciate the interest. Take care :)

