

Patent Reveals Google Game Controller?

Written by Marco Attard
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A recently uncovered patent might reveal more details on Google experiments in Chromecast-powered game streaming-- specifically what the controller used for such a service could look like.



Google revealed plans for a game streaming service back in October 2018. Dubbed "Project Stream," it was presented in the shape of an invite-only beta allowing users to play Assassin's Creed Odyssey using the Chrome browser. As such, it is Google take on services such as PlayStation Now and GeForce Now, with games streaming from Google servers (as opposed to something like Xbox Game Pass, which allows customers to download games from a pre-selected list for a monthly fee). #

The Project Stream trial is now over, but it doesn't mean Google's game streaming ambitions are. Enter the "Notifications on Game Controller" patent detailing what could be a Google-branded game controller. The patent is for a system pushing different notifications, such as game availability, invitations, leaderboard changes or chat requests, and also includes illustrations of a game controller.

Admittedly the supposed Google controller looks like any other, with two analog sticks, four action buttons, a D-pad, two shoulder buttons and two triggers. It also includes a large button in the middle, with a button on each side, and another button with a microphone icon. Artists at Yanko Design created a series of renders based on the patent drawings, with a choice of interesting white colour scheme reminiscent of the iconic Google quad-colours.

Google offers no comment on the patent story, but it does plan a keynote at the upcoming Game Developers Conference (GDC) promising "all will be revealed" come 19 March 2019.

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