

Round 101 - The Basics

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R101%202015%20Apr%202022.mp3>

Multimedia: <https://www.youtube.com/watch?v=70keYoKx8GE>

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MrBond

Music

- [Neon X - Neons of Time - Chrono Trigger \(OC ReMix\)](#)
- [Gaspode - Concealed Caverns - Super Metroid \(OC ReMix\)](#)
- [The Geeky Guitarist - Ajetreo del Castillo - Mega Man 2 \(OC ReMix\)](#)

Topics

- *Rogue Legacy 2* to exit Early Access on 28 Apr - <https://www.engadget.com/rogue-legacy-2-release-date-pc-xbox-150054721.html>
- Remedy remaking *Max Payne* 1 and 2, for PC, PS5, Xbox Series S+X - <https://www.engadget.com/remedy-max-payne-remakes-announced-220553293.html>, <https://arstechnica.com/gaming/2022/04/rockstar-remedy-shake-hands-on-new-max-payne-12-remaster-series/>
- Unreal Engine 5 officially released - <https://www.engadget.com/unreal-engine-5-available-release-date-151023130.html>
- Ubisoft claims they will continue with NFTs, despite their first foray with Ghost Recon Breakpoint being a huge flop (and also which they are shutting down) - <https://arstechnica.com/gaming/2022/04/ubisofts-first-nft-experiment-was-a-dumpster-fire/>
- Sega trademark filings reveal possible NFT considerations...despite them claiming to want to use caution and not rush in unnecessarily(...)
- Activision-Blizzard to hire on entire temporary and contingent QA as full-time staff, with pay raises, full benefits; Raven Software (subsidiary whose QA has already unionized, still not voluntarily recognized) excluded from announcement - <https://www.polygon.com/23015048/activision-blizzard-qa-workers-full-time-pay-raise>

Personal gaming

- Unexplored (now complete)
- Metal Black (Arcade, SBC Apr)
- DoDonPachi (Arcade, SBC, Apr-Jun)
- Eschatos (Arcade, SBC, Feb-May)
- Sun longplay: Dead Cells
- Upcoming async multiworld - 14(?) people, 70+ worlds, starting soon

Tormod

Music

- [Dancing Bossanova by Pixel Pirates from Donkey Kong Country 2: Diddy's Kong Quest \(OC ReMix\)](#)
- [Palace of Memory by RebeccaETripp from Final Fantasy Adventure \(OC ReMix\)](#)
- [Close Door All Way by Star Salzman from Chrono Trigger \(OC ReMix\)](#)

Topics

- YouTuber "Flurdeh" modded *Elden Ring* to provide a tilt-shifted isometric perspective to the game, and it looks [REALLY SWEET](#)
- Bethesda Launcher's migration to Steam begins in just under two weeks on 27 April
- *No Man's Sky: Outlaws* free update announced - ever wanted to be a spare pirate? [NOW YOU CAN](#)
- *Kingdom Hearts* - the acid trip of a series that just won't die - announced *Kingdom Hearts 4* and *Kingdom Hearts Missing-Link* at the series' [20th anniversary event](#)
- The sequel to *Breath of the Wild* has been delayed until Spring 2023, though its [new trailer](#) shows off never-before-seen footage that's making deeply exciting lore theorists and reigniting passion for the game

Personal gaming

- *Enter the Gungeon*

Ad-hoc design - <https://letsmakeagame.net/game-idea-generator/>

TITLE: *The Evil You Don't Know / Dangers Unknown (various subchapters for characters: Shifting Shadows, etc)*

SETTING(S): Horror, No One Can See You, High Fantasy, Search for Identity

PLAYERS: 1

INPUT METHOD: Point-and-click (navigate-and-interact), context-sensitive + highlight

GRAPHIC STYLE: ?

AUDIO STYLE: Environmental; minimal ambient, deliberate cues for events / changes in environment, pointers to possible interaction

POV: FPS, 3D - limited sight

STORY / HOOK: You're in Limbo, but still tied to your earthly plane; to escape, you must convince one of the still-living do...something to release you.

INVENTORY: Whatever the character(s) have on them, obvious environment-appropriate pick-ups

MECHANICS: As the game goes on, you are able to "interact" with or influence more with the environment around you; warn the living so they can survive and advance

OBJECTIVE: Escape Limbo....somehow