

Round 11 - Get It While It's Hot

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R11%2004%20Jul%202014%20radio.mp3>

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Adam

Music

- [Raz - Killing Hope - Perfect Dark \(OCReMix\)](#)
- [Josh Kruszyna, WillRock - Air Man in a G String - Mega Man 5 \(OCReMix\)](#)

AtW

OUYA (it's not dead yet, honest)

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<http://arstechnica.com/gaming/2014/06/ouya-announces-60year-subscription-to-unlock-its-full-games-library/>

- \$60/yr subscription plan - access to _all_ OUYA games!* (except for purchasable in-game items...some games...other stuff); promptly recalled
- OUYA games now available on Mad Catz' MOJO Android console box thingy
- No real news on other OUYA developments...wasn't there going to be a yearly refresh? (Rumors only, no hard details)

Briefs

- Finnish eSports tourneys (<insert laugh track>) propose gender-segregated brackets, women receive less opportunities; decision / announcement repealed < 24 hours (<http://arstechnica.com/gaming/2014/07/op-ed-e-sports-cannot-fight-segregation-with-segregation/>)
- ~100 Crytek UK staff unpaid, resign (<http://arstechnica.com/gaming/2014/07/report-crytek-uk-staff-not-getting-paid-leave-studio-en-masse/>)
- Steam summer sale has come and gone. What did you buy? (I bought nothing!)

Personal Gaming

- TowerFall Ascension (Quest for Semi-Glory; now done)
- 1001 Spikes (Quest for Semi-Glory; now in progress)

- Okami (Wii)
- Various old DOS games

Ad-hoc Design

- Anti-camping action puzzle
- Avoidance of generic obstacles; obstacles increase in density / movement as time goes on (approaching bullet-hell status)
- Obstacles push player around; game over condition: fall off map
- Player movement becomes more sluggish / erratic as the player stands still; recovery only on movement (no visible meter / explicit UI element - pay attention to your movement / lack thereof)
- Alt: tiles crack, 'drop out' if stood on too long, create new fail points
- Bonus: eye-tracker support; looking away from your character reduces the effects of camping

Shane

Music

- [Big Giant Circles - Amanda's Tear - Final Fantasy Adventure \(OCReMix\)](#)
- [Brandon Strader, Hylian Lemon, Remy - Sweet Wet Nectar - Mega Man 9 \(OCReMix\)](#)

Topics

Crytek UK staff unpaid; walk out en masse

- Reportedly tied to global Crytek issues with paying staff on time, as well as cancelling a sequel to *Ryse*
- 100 employees estimated formally leaving the company
- *Homefront* publisher Deep Silver possibly in line to purchase the studio in order to complete the game

EA lists demo software for \$4.99

- *EA Sports UFC* and *FIFA 14*'s demos listed on the Xbox store for \$4.99
- EA claims 'pricing error'
- *UFC* at least has an unlockable Borat character?
- Continued PR issues plague the company - no surprise

Massive *Star Wars*-themed *Sins of a Solar Empire* mod released

- "*Sins of a Galactic Empire*" - roots in *Homeworld 2* mod "*Star Wars: Warlords*"
- Features reworked AI, new ships and abilities, new difficulty structuring, and various wars
- Entirely new UI by Ludo Kreesh
- New capital ship explosions
- Particle effects replaced or rehauled

Personal gaming

- *Pathfinder* (tabletop RPG)
- *Mario Kart 8* (Wii U)

- *Final Fantasy VII* (PS1)
- *DDR Extreme* (Arcade)

Ad-hoc design

- Traditional turn-based RPG focusing on dance pad dexterity to perform attacks/combos
- Stamina bar determines the length of possible combo/strength of attack
- If misstep occurs, stamina bar returns to nil
- Stamina bar can be augmented with items and special abilities

Tony

Music

- [ilp0 - With the Gold Comes the Curse - Wild Guns \(OCReMix\)](#)
- [Rize - The Desert Scourge - Scurge Hive \(Remix: ThaSauce\)](#)

Topics

“The Tower” accidentally released on Steam way early

- Was originally meant to be Early Access and planned for release in 2015
- Available for about 90 minutes before Valve resolved the issue
- True accident or publicity stunt?

Lindsey Lohan moves to sue Rockstar over character in GTA 5

- The suit is over appearance and personal traits portrayed in the game
- “Lacey Jonas” is the character in question
- Hollywood loves to sue, no surprise here, will probably get thrown right out

EA slapped on the wrist for advertising “Dungeon Keeper” as F2P

- More shady “Free To Play” business, how far can we go with the term?
- EA’s money obsession is being kept in check again (surprise anyone?)

Personal gaming

- *Impossible Mission* (Commodore 64, Platformer)
- *Puzzle and Dragons* (Mobile, Puzzle/Monster collection)
- *Wildstar* (PC, MMORPG)

Ad-hoc design

- Cave exploration platformer that takes place in the dark
- Mapping of the cave is done via a slow echolocation method, some device
- As sound bounces off surfaces, the map is revealed, these waves weaken as they get more distant
- The wave’s potential power recharges as it is not used up to a maximum. It can be used as frequently as desired, however using it before it is fully recharged will generate a weaker wave. Maximum charge is determined by player’s health
- Typical enemies that either patrol areas or seek the player can also be located by this force
- A toggleable, limited-life flashlight is provided for short-range visibility
- Other persistent light sources include lava (which is also a hazard) but not all hazards are visible; ex. spikes
- The goal is to navigate through all caves without dying.
- Mouse is used to aim tools while keyboard is used for movement.
- Contact with enemies reduces your health