

Round 12 - How About a Game

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R12%202025%20Jul%202014%20radio.mp3>

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Adam

Music

- [Brandon Strader - Blackwater Ops - Call of Duty Ghosts \(Dwelling of Duels Apr 2014\)](#)
- [Pumpkin King - Fragments of Time v.1 - Legend of Zelda Skyward Sword \(OCReMix\)](#)

AtW

Briefs

- Nvidia to release 'Shield' tablet / controller as separate items
- As of July 8, Minecraft for PC crossed 16M in sales; best-selling PC game of all time
- Oculus purchase by Facebook now complete / official; ...yay?
- EA makes 'Sims 2 Ultimate Collection' free after cutting support - through Origin (ugh)
- Possible new prototype Steam controller? Contains analog stick in place of left bank of face buttons
- Free copies of Modern Combat 5 (iOS), given away as contest winnings, leaked to the Internet ahead of game's official launch
- Retro: Warner Bros reportedly holding on to 'Space Invaders' movie license (WTF?)

Personal Gaming

- 1001 Spikes (Quest for Semi-Glory; now done - success!)
- Jamestown (Quest for Semi-Glory; now done - success!)
- Nuclear Throne (Quest for Semi-Glory; now in progress)

Ad-hoc Design

- Side-scrolling action platformer plus fog-of-war
- (50-50 an actual end-goal versus this being another arcade-style high-score game)
- Can only hear what you can't see (aka anything that's behind you, out of your cone of vision)
- Equippable items enhance one sense, but detract from another
- Imperfect movement - it takes time to turn around, so you can't just rapidly sweep back and forth

- Sound cuts off immediately when you turn around
- Can sneak around to stop making so much noise yourself; own hearing and vision gets better, but you obviously can't move as fast

Shane

Music

- [Brian Davis - Let's Croak Toads!! - Bucky O'Hare \(Dwelling of Duels MAGFest 7\)](#)
- [Harmsing - Jurassic Bass FX - Jurassic Park \(Dwelling of Duels Apr 2013\)](#)

Topics

- *Battlefield: Hardline* delayed to 2015; Karl Magnus Troedsson (GM of DICE) announces move in order to address concerns raised by beta testers
- *Destiny* beta no longer requires a preorder to access; requires XBLA or PSPlus
- OS X *Yosemite* public beta released for testing and feature requests; first OS X beta since 10.0
- *Doom* shown off at QuakeCon; no new number, includes jet-pack powered double-jump, player can climb obstacles, and *MK*-style melee finishing moves

Personal gaming

- *Pathfinder* (tabletop RPG)
- *Advanced Dungeons & Dragons 2.0* (tabletop RPG)
- *DDR Extreme* (Arcade)

Ad-hoc design

- Live ad hoc design between studio members; involve alcohol beforehand for extra hilarity

Tony

Music

- [DragnBreth - You Are Not Alone - Final Fantasy 9 \(Remix ThaSauce\)](#)
- [Rellik - The Chemical Blues - Sonic the Hedgehog 2 \(Remix ThaSauce\)](#)

Topics

Crytek UK employees get paid (finally)

- Employees finally get their money after months of being denied
- Probably won't encourage employees who have left to come back
- How will this change the studio? Is this a bad omen for the future of Crytek?

Dota2 tournament "The International 4" ends

- NewBee dominated Vici Gaming in the most one-sided victory ever witnessed in this particular tournament for a \$10 million prize
- Spectators consider it a total letdown compared to the previous one when it was more evenly matched (rumors of cheating flood the internet, nothing proven)

Sony agrees to pay up for a massive security breach that happened in 2011

- Estimated 77 million user accounts affected by the breach, possible name and card information theft
- Has not yet been approved by a judge but the paper's on the table
- Offered a free PS3 or PSP game to those that make a claim on a website that has not yet opened, planned to end after \$6 million of software is distributed

Personal gaming

- *Divinity: Original Sin* (PC, RPG)
- *Puzzle and Dragons* (Mobile, Puzzle/Monster collection)
- *Final Fantasy IX* (PSX, JRPG)

Ad-hoc design

- Remix the idea of Tron and Pacman
- Collect all the dots onscreen
- Enemies and players all leave short trails
- The trails get longer and speed increases as the levels progress
- Enemies and the player can all be killed by trails left
- Player wouldn't be able to run into walls, instead if there was a passage clockwise or counter-clockwise, it would automatically turn
- Venturing off-screen using tunnels would eliminate the trail left behind