Round 14 - Pre-Pre-Pre-Alpha

Audio recording:

https://zerohour-productions.net/recordings/insertcredits/R14%2022%20Aug%202014%20radio.mp3

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Adam

Music
- Blue Magic - A Journey in Solitude - SaGa Frontier (OCReMix)
- RJ remixes - Mystical Mist - Final Fantasy Mystic Quest (OCReMix)

AtW

Major topic - harassment, dev, and the like

- Harassment toward game industry professionals, independent developers outside the perceived 'normal demographic' in particular, is awful and increasing

Briefs

- Devs that failed to secure publisher for upcoming game will be releasing source to public (http://www.joystiq.com/2014/08/18/see-ninja-theorys-canceled-game-razer-in-action/)
- Ubisoft will not make more M-rated games for Wii U; *Watch_Dogs* was last (http://arstechnica.com/gaming/2014/08/ubisoft-halts-planes-for-m-rated-games-on-wii-u-saying-they-dont-sell)
- Minecraft may yet officially support Oculus Rift (rumor, nothing confirmed) (http://www.pcgamer.com/2014/08/18/notch-is-over-being-upset-minecraft-on-oculus-rift-may-happen-after-all/)

Personal Gaming

- Nuclear Throne (Quest for Semi-Glory; now in progress) - 11/11 characters done (as of 8/20); one more session, then on to a new game
- Pulsen (PC)

Ad-hoc Design

- Abstract roguelike path-finding; turn-based
- Goal: evade for max number of moves

- Synchronous; player and enemies chooses movement, then all move at same time
- If player and enemy destination node are the same, game over
- Player and enemy can traverse same path with no ill effect (except double path degradation)
- Many enemy types, denoted by color
    - AI/type reset on each round and randomized
        - Pursuit: always moves toward player
        - Herder: always moves lateral to player
        - Ghost: like pursuit, but moves once every 3 turns; invisible until move made
        - Constructor: will not actively pursue player; creates paths between nodes, or strengthens existing paths
    - Predictive system gives percentage of what types of moves they will make
    - Accuracy goes up as player spends more time in visible range
    - But AI also improves the longer they can see the player

- Field - infinite set of nodes, procedurally generated paths
    - Paths degrade when traveled
    - Contents of all nodes within in 3 paths' distance visible by player
    - Field expands on reaching perimeter; each expansion adds more enemies, but also doubles score for that round
- Power-ups
    - Every 10 nodes traversed gives player temporary boost for next 5 turns
    - Vision: extends player vision to 5 nodes
    - Ghost: makes player invisible to enemies; alters enemy AI:
        - Pursuit: moves randomly
        - Herder: moves directly toward player last known location
        - Ghost: becomes visible throughout powerup duration
        - Constructor: creates or strengthens paths to all connecting nodes
    - Light touch: paths don't degrade on traversal
    - Boost: player can move 2 nodes on next turn
    - Teleport: player moves to random node furthest from all enemies

Shane

Music
- [CheDDer Nardz - CheDDer - Tetris](#) ([OCReMix](#))
- [Phonetic Hero - Mayan Malfunction - Pitfall The Mayan Adventure](#) ([OCReMix](#))

Topics
- *Fez* publisher Polytron's Twitter account hacked by 4chan's /v; website also hit. Supposed massive information leak
- Phil Fish lists sale of IP and rights for *FEZ* and Polytron?

- Bring up importance of password security, two-factor authentication, individual passwords for individual accounts, and so forth
- Blizzard's *World of Warcraft* subscriber count currently 6.8M, down from 12M peak; no longer sees growth in the future

Personal gaming
- *Pathfinder* (tabletop RPG)
- *Final Fantasy V* (SNES)
- *Final Fantasy VII* (PS1)

Ad-hoc design
- Something akin to *Depression Quest*; let's add our own spin to it and get some awareness out there
- Definitely highlight the acidity of the gaming community lately

Tony

Music
- [PrototypeRaptor - Chaos Nightmares - Sonic Adventure](#) ([OCReMix](#))
- [Sanxion7 - Freya's Theme - Final Fantasy IX](#) ([Sanxion7](#))

Topics
Sony investigates nasty PS4 glitch
- Preliminary research shows it's caused by preordering a game, then calling Sony to cancel it
- When affected by the glitch, users can't use any online features such as PSN or Netflix
- No word yet on when we can expect this major (yet very small impact) bug to be fixed
- http://kotaku.com/sony-says-theyre-looking-into-crippling-ps4-glitch-1625604933

XBL causes "Max: The Curse of Brotherhood" to show up free for Gold members
- Noticed first by people who had a Gold account and downloaded the XBL beta firmware
- Microsoft claims it was an error and they've now fixed it
- http://kotaku.com/microsoft-says-free-xbox-live-game-download-was-an-erro-1625040463

Witcher Arena beta signups are open
- The game style for this installment of The Witcher has switched to MOBA (Tormod's favorite)
- Playable: Eight heroes on two maps. Also, Android only (suck it, iOS)
- http://www.joystiq.com/2014/08/21/mobile-moba-witcher-battle-arena-seeks-beta-testers/

Personal gaming
- *Puzzle and Dragons (Android, iOS)*
- *Final Fantasy V (SNES, PSOne Classic)*
- *Nethack (Telnet to nethack.alt.org)*

Ad-hoc design
- "Scrambulance": a game where you are an ambulance driver looking to respond to

emergencies and escort victims to the hospital ASAP
- You gain money by how fast the delivery is and how far away the delivery was (multipliers)
- A timer is always ticking down and it is reduced by hitting obstacles (other vehicles, large obstructions)
- You are competing against the other ambulance drivers in the area to try and gain the most money
- Game ends when someone in the game reaches a set amount of money or when the main game timer runs out (if multiplayer, this is determined by the host)
- Moddable: new cities, vehicles, physics mods (moon gravity? the ability to smash through cars?)
- When the timer runs out for a victim, you get a strike against you- certain number of strikes eliminates you from the game