

Round 22 - Don't Fear the Creeper

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R22%2006%20Mar%202015%20radio.mp3>

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Adam

Music

- [DaMonz - Medieval Koopa Jam - Super Mario 64 \(OC ReMix\)](#)
- [Amphibious, SuperiorX - Dynasty - Mega Man 4 \(OC ReMix\)](#)

AtW

Major topic - GDC 2015

- VR: Valve / HTC 'Vive' headset to compete w/ Oculus Rift; 1200x1080, 90 Hz, Laser positioning tracking, base stations to cover 15' x 15' room
- Change to Unreal Engine licensing, again - free to use, w/ 5% royalty on sales after \$3k per quarter, per product; no royalty on film, contracting, consulting.

Briefs

- Epic Games to 'grant' \$5M to developers using UE4; awarded blocks from \$5k to \$50k (<http://arstechnica.com/gaming/2015/02/epic-wants-to-give-unreal-engine-4-developers-5-million/>)
- Every Xbox One as a dev kit, initial promise / rumor may be coming true? (<http://www.theverge.com/2015/2/17/8050743/microsoft-xbox-one-apps-sdk-plans>)
- Unity 5.0 released; significant AI, animation, audio, gamepad support improvements (all at <http://unity3d.com/unity/whats-new/unity-5.0>)
- EA closes Maxis HQ in Emeryville (other portions still open)

Personal Gaming

- Assault Android Cactus (PC; Quest for Semi-Glory; now in progress...still)
- Nuclear Throne dailies

Ad-hoc Design

- Lighting / environment-based arcade-y 'keep away'
- Large, open environment, all dark except for three light sources

- Enemies faintly visible, glow brighter when successfully repelled from light source
- Controls: twin-stick, player movement / facing are independent
- Player actions
 - Can pick up / set down lights
 - Movement speed reduced while carrying a light
 - Can do very brief, very short-range pulse of white light all around
 - Alt, can do brief, directed, longer-range pulse of white light
 - Long-ish charge time between pulses
- Scoring
 - Time based
 - Higher 'multiplier' when outside of a light
 - 1x if in white light
 - 2x if in secondary color light for 5 sec (cyan, magenta, yellow)
 - 4x if in primary color light 5 sec (red, green, blue)
 - 8x if in darkness for 5 sec
 - Using any pulse resets the multiplier to 1x
- Start with three basic light colors - red, green, blue - all at center, forming a circle of white light
 - Light of a color repels enemies of that same color
 - Combined 'secondary' color lights repel enemies of that color (cyan, yellow, magenta) and enemies of the component primary colors
 - Enemies not repelled by a light move at double-speed (or 1.5x) within the light
 - Black enemies not repelled by any light, but move super-slow, and very faint in the darkness
 - 'Ghost' variants unimpeded by physical barriers, even harder to see in darkness / nonrepelling light
- Environment
 - Enemies
 - Less secondary-color enemies, more primary-color
 - Barriers
 - Fully solid - light, enemies, and player cannot pass
 - Semi-solid - enemies and player cannot pass
 - Ghost - only blocks player
 - Light variability
 - Some lights flicker, reduce radius, or go out entirely
 - Single use objects
 - One-time-use objects that have special effects
 - Freeze / stun: bright flash stuns everything on screen
 - Illuminate: player can 'see' through darkness for a brief period of time
 - Shuffle: physical barriers move around
 - Enemy destroyers

- Can use lights to 'herd' enemies into cage for bonus points; causes uptick in difficulty
- Alt / higher-difficulty modes
 - Lights have smaller radius
 - Lights are directional, with varying degrees of spread
 - Some lights unavailable entirely
 - Player has much more limited pulses / none at all (hardcore mode)

Shane

Music

- [halc - Atmosphere - Sonic the Hedgehog 2 \(OC ReMix\)](#)
- [Akutula, Sascratch - Duet of Ninjas - Ninja Gaiden \(DoD Nov 2009\)](#)

Topics

- PAX East going on NOW through Sunday
- GTA 5's PC version to include an additional radio station entitled "The Lab"
- New [Mega64 skit](#) starring *Final Fantasy*'s Hironobu Sakaguchi revealed and is OUTSTANDING
- Microsoft to bring back *Battletoads*?! Slotted to make an appearance in the XBone version of *Shovel Knight*; hints at further IP use!
- *Unreal Tournament* source to be entirely free; mods can even be sold without royalties!
- New 3DS XL is outstanding (another brief review)

Personal gaming

- *Final Fantasy XII*
- *Tales of Graces f*
- *Bravely Default*

Ad-hoc design

- A video game of everything an RPG ever is... roshambeau/weapon triangles/elemental affinities/whatever, except...
- The actual mechanics are the characters
- <vomit ideas>

Tony

Music

- [Flexstyle, OA - Dragonfireplace - Seiken Densetsu 3 \(OC ReMix\)](#)
- [Rozovian - S-Tier - Super Smash Bros Melee \(OC ReMix, from \[Apex 2014: A New Challenger!!\]\(#\)\)](#)

Topics

At GDC, Larian Studios discusses developing two new CRPGs

<http://www.pcgamer.com/divinity-original-sin-developer-will-announce-two-new-rpgs-whenever-t heyre-ready/>

- Larian Studios is the developer of Divinity: Original Sin, did well enough to fund two more games in a similar genre

Source 2 will be free without royalties

<http://www.pcgamer.com/source-2-will-be-free-wont-ask-for-royalties/>

- Possibly in response to UE4 being free also?

- Release on Steam is a requirement, which takes a cut anyway, still a good deal all around

Revival of Rock Band? Harmonix anticipates RB4 this year

<http://arstechnica.com/gaming/2015/03/rock-band-4-will-thrash-in-2015-and-so-will-its-old-guitar s-drums-dlc/>

- Reportedly they are having some difficulty getting game controllers to work on new consoles

- Scheduled to release a fully playable version in June in time for E3

- RELATED: Amplitude is also announced, and should be at PAX East this year. Looks like this year is shaping up to be a big one for rhythm gaming.

Personal gaming

- *World of Warcraft (PC)*

- *Master of Magic (PC)*

- *Uridium (C64)*

- *Trailblazer (C64)*

- *Legend of Blacksilver (C64)*

Ad-hoc design