

Round 25 - Step Up Your Game

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R25%2019%20Jun%202015%20radio.mp3>

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Adam

Music

- [ladyWildfire, mr_n00b - Smooth Dream - Sonic Chaos \(OC ReMix\)](#)

AtW

Major topic - E3

Briefs

- Twitch updates streaming rules - no AO (or equivalent) games (<http://blog.twitch.tv/2015/05/rules-of-conduct-update-adult-oriented-games/>)
- Assault Android Cactus releasing on 4 platforms this summer - PC (Win, Mac, Linux), PS4, Vita, Wii U
- Humble 'Nindie' Bundle offered games through eShop codes for 3DS, Wii U
- New Australian Xbox bundle w/ 5 indie title DL codes (<http://www.engadget.com/2015/06/01/xbox-one-indie-pack-australia/>)
- Steam to offer 14-day, 2-hour refunds (<http://arstechnica.com/gaming/2015/06/valve-begins-offering-refunds-for-all-steam-games/>)
- Steam Machines, Steam Controllers (\$50) up for pre-order

Personal Gaming

- TowerFall: Dark World (PC; Quest for Semi-Glory; now complete)
- Spelunky (speedruns, yay?)

Ad-hoc Design

- VR-based space debris avoidance
- Requires some HMD VR (likely Oculus), w/ hand tracking controller (Oculus Half Moons)
- Arcade-style; avoid as much space debris as possible, as long as possible
 - More / faster debris as play goes on
- Look around to identify incoming objects
 - Each hand controls a small shield

- Hold up hand to deploy shield
- Swipe to knock object away
- Each impact affects player motion - pushed in opposite direction (swipes moreso)
- Can move around in VR space by 'swimming' (get some exercise)
 - Swim faster to move faster
- No other active enemies; just float around to survive
 - Sustain up to two hits
 - Can restore 'health' by finding / collecting certain objects in space (swim to them, duh)
 - Point bonuses, temporary shield / radar items, etc
- Positional audio to warn of nearby debris
 - Sonar; louder as more objects are nearby
- Small visual cue - lights at edge of vision
 - Change color to indicate how many / where objects located

Shane

Music

- Random Hero - Pyramids of the Koopahari Desert (Lost in the Dunes Remix) - Super Mario Brothers 3 (indie; sorry, no link)

Topics

- Xbox One gains the ability to emulate the 360 console entirely in software; will allow for over 100 titles to be played on the console by year's end; Insider program access for beta firmware allows for a select group of titles to be played today
- New Xbox One hardware with 1TB of space officially revealed
- Nintendo announces several new titles: *Legend of Zelda: Tri Force Heroes* (akin to *Four Swords Adventures*), *Star Fox Zero*, *Yoshi's Woolly World*, and more
- Miyamoto is totally a furry
- Nintendo releases new DLC for *Super Smash Bros. Wii U*, including Roy from *Fire Emblem*, Ryu from *Street Fighter*, the kids/squids/??? from *Splatoon*
- Sony... oh Sony...: *Horizon: New Dawn*, another *Hitman*, *Street Fighter V*, *No Man's Sky*, *The Last Guardian*, *Shenmue 3* (assisted by a no-brainer Kickstarter announced at E3...?!)
- Preliminary orgasm: *Final Fantasy VII Remake*. Finally. Let that sink in and bask in the nervous trepidation of all its fans

Personal gaming

- *The Bugs Bunny Crazy Castle 2*

Ad-hoc design

- Combine *GTA*, *Rollercoaster Tycoon*, *Burnout*, *Lego*, and *The Incredible Machine* to come up with a game in which players will construct amazing, bizarre Rube Goldberg-esque contraptions in order to cause the most damage to a scenario as possible

- Money earned in *GTA/Burnout* style: the more damage you cause, the more cash you get
- As the player accumulates more money, new parts/materials can be purchased, including such things as TNT, nitro, and more

Tony

Music

- [wauterboi - Chemical Plant Zone \(Subtractive Dispatch Mix\) - Sonic the Hedgehog 2 \(OC ReMix\)](#)

Topics

- WoW: Fury of Hellfire (patch 6.2) lands next week, featuring a new jungle zone (probably Tanaan), a new raid, and "Timewalking", a dungeon queue that actually scales your character *down* for old content, a kind of challenge mode
- Gears of War Ultimate Edition is coming to PC, with DirectX 12 and unlocked framerate. It's pretty much a remake though, but looks fantastic.
- Just Cause 3, an off the wall crazy sci-fi FPS, gets a December 1 release date
- Shenmue 3 gets Kickstarted, succeeds within under 12 hours of the E3 announcement (>2 million dollars, damn.)

Personal gaming

- *Chrono Trigger* (SNES)
- *Nethack* (PC)
- *Legend of Blacksilver* (C64)

Ad-hoc design

- In a nutshell, a "Soul-stealing RPG". Medieval setting, many races occupy the planet, but they don't particularly get along.
- You start out as a frail old person who's just discovered the art of the "soul swap", the ability to switch bodies with another being.
- Limitations of the power: you can't swap with beings who are of much greater power, and the act of trading up is still challenging.
- Tiers of quests will be available, following a general storyline, and once a sufficient amount of side-quests are completed, the quest to advance to the next tier opens up.
- Some beings have desirable traits for certain kinds of quests- for example, elemental resistances, being large (to get around terrain), being small (to get *through* terrain) so you don't get to simply grab one enemy and facemelt through the entire game.
- Attempting to soul-swap opens up a kind of mini-game that tests your reflexes. The stronger your opponent is in relation to you, the more difficult it will be. (mini-game contents are pending...)
- Your strength is measured in a single power level, which will be used to gate content that you are obviously not powerful enough for
- Each being you possess will have different abilities- some will be magical, some will be entirely

physical.

- To keep things simple and balanced, those that can cast a particular kind of magic will also have a great resistance to that kind of magic, and have a slightly reduced resistance to all other forms of magic. Physical beings have a roughly normal amount of resistance with a few tactical exceptions (for example, you may need a lightning-resistant melee fighter for a quest to be easy).

- Cosmetic enhancements (clothing appearance, trinkets and accessories, hats, etc) will be purchasable with points you earn for doing particularly difficult tasks- for example, if you are on the low end of the requirement for a quest, you will be granted more points here.

- Good/bad endings will be based on the number of optional side quests you completed - getting through the game in the fastest way will result in the worst ending. Your power level by the end of the game will influence this to a lesser extent.

- You never lose power level even if you swap with a lesser being- by default, lesser beings will just have lower power levels.

- For some quests, it will require you be a particular race.

- Some additional side quests will be hidden and unlocked only if you are the right race, in the right place.

- Emphasis is on *not* grinding, but being intelligent about your soul-swap decisions