

# Round 27 - Groove On

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R27%2016%20Oct%202015%20radio.mp3>

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## Adam

### Music

- [Jorito - Dreamin' of Them Funky Ripples - Kirby's Dream Land 3 \(OC ReMix\)](#)
- [metaphist - A Blue-Green Color - Sonic the Hedgehog \(OC ReMix\)](#)

### AtW

Major topic - none

### Briefs

- Nintendo joins Khronos Group (group behind OpenGL / Vulkan)
- *Star Fox Zero* bumped to 2016 Q1 release
- Other game releases you may have missed: Panoramic (17 Sep), Assault Android Cactus (23 Sep), Extreme Exorcism (23 Sep), Sublevel Zero (08 Oct), Downwell (15 Oct)
- Weird MGSV online microtransactions... "insurance" for your online content? (<http://arstechnica.com/gaming/2015/10/konamis-metal-gear-solid-5-fob-insurance-is-the-worst-kind-of-microtransaction>)
- Rumored massive Halo 5 launch event, with celebrities, helicopters...what.

### Personal Gaming

- Nuclear Throne (PC; Quest for Semi-Glory, now complete)
- Assault Android Cactus (PC; Quest for Semi-Glory, in progress [still])

### Ad-hoc Design

- Classic-ish puzzle-platformer
- A-la Prince of Persia (originals), Blackthorne, Flashback, Out of This World
- 2D sidescroller platforming
  - Walk, run, jump, climb, descend (all very deliberate actions - have extended warm-up/cool-down phases when changing movement)

- More fluid vertical levels than inspiring games (i.e. not restricted to 3-4 per 'screen')
  - Changing vertical levels is very deliberate - must be planned out
  - Fall damage is punishing - be careful up there
- Fluid camera - free-look, will focus majority of screen on where player is facing
- Maybe some form of 'fog-of-war'? Can only see what character would see (platforms always shown / visible)
- Various enemy placements - puzzle element is to use environment to incapacitate / avoid / bypass them
  - Only very few situations where you have an item to do this directly; limited-use, maybe 1-3 times in the entire game (but can be saved for really difficult areas)
- Open locked doors, turn off barriers / forcefields, activate elevators, extend bridges / ladders, crumble-away platforms...
- Story (because everything needs a justification)
  - Trying to escape the gravity well of a disintegrating planet
  - Mysterious group trying to escape as well, but see you and want to kill you for unknown reason
  - Seriously, that's it

## Shane

### Music

- [Fray - Fear Not - Morrowind \(OC ReMix\)](#)
- [DrumUltimA, MomUltimA - Moon Rhapsody - Cave Story \(OC ReMix\)](#)

### Topics

- Valve maintains decision not to sell ad space on Steam; says adding advertisements would hurt the platform and drive users away
- PS4 price drops to \$349
- Undertale
  - Gameplay
  - Music
  - Kickstarter history
  - Replay value
  - Hnnnnnnng

### Personal gaming

- *Tales of Graces f*
- *Undertale*
- *Super Mario Maker*

## Ad-hoc design

- RPG with a quirky element that makes it charming
- Dialogue trees/morality choices influence gameplay
- Decide on quirky element, an uncommon element of design, and an unusual gameplay mechanic
- Based on these choices, create a story around them
- How can the story differ based on character choices?
- What fun twists can we make?

## Tony

### Music

- [Daniel Ran - Only in Novels - Deus Ex \(OC ReMix\)](#)
- [ArchAngel - Crystalline Tempest - Final Fantasy IX \(OC ReMix\)](#)

### Topics

- Microsoft reveals “wearable holograms” for their HoloLens. Dev kits planned to be \$3K and released in Q1 2016.
- Master of Orion is getting a reboot from Wargaming, gameplay video was released.

### Personal gaming

- One Must Fall 2097
- Master of Magic
- Wolfenstein 3D
- UNDERTALE
- SimTower
- Super Mario Maker

### Ad-hoc design

- Rhythm game RPG
- Everyone lives in a world without color, so sound and music is the most lively kind of culture they have!
- But color does exist, and you're on a quest to find it!
- Big brother like institution wants to enforce order by keeping color and culture controlled, but they can't control music.
- You battle your way through various locales where rare drops of color exist
- You equip yourself with different instruments which give you different mechanics for performing attacks, but they're all timing sensitive and better timing gives you better attacks.
- Combos happen when you consistently perform well, further boosting your damage!
- You get augments which will make it easier to perform well (widening timing windows,

multiplying damage, expanding the visible field where pips appear)