

Round 3 - Horizontal Nega-Hawk

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R3%2007%20Mar%202014%20radio.mp3>

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Adam

Music

- [Sir Nuts - Clear Reflections - Mirror's Edge \(PRC 242\)](#)
- [FaytxStay - Black Onslaught - Paper Mario: The Thousand Year Door \(OCReMix\)](#)

AtW

GDC has topics in 'design track' for 'making more money with F2Ps'

- Why. I thought we collectively decided that F2P was bad
- Player's choice to spend money, but let's not enable shitty practices

OUYA's new strategy

- 'OUYA Everywhere' - an app store for other Android-based devices (or, rather, the OUYA 'platform'...doesn't make sense on anything other than an OUYA, but basically a delivery framework)
- First bite is Mad Catz' MOJO 'microconsole'
- Still doing hardware refreshes, though

Steam's 'family' sharing

- Requires each 'member' to log onto other machines to be shared with (seems...obtrusive)
- Separate saves for each account (good)
- Can't play games from one account even if the owner is playing a different game? unconfirmed, untested (seems needlessly restrictive)

Personal Gaming

- Cave Story (while laid up from surgery); about 1/2 way through game in...2 hours?
- Spelunky, Bol continue to dominate; easy for quick pick-up game(s)

Ad-hoc Design

- Tetris X Super Hexagon X any line-clearing game ever
- Start with empty field; clear as many lines before they reach all the way out

- Various pieces drop from outer ring, can rotate piece around center (adjust where it 'falls') and rotate piece orientation
- Alt mode: lines with broken areas (1-3 'holes' per) generate continuously from inside, pieces fall from outside; prevent lines from reaching outer ring; can rotate each layer individually (alt-alt: reversed, rings generate from outside, pieces start from inside; clear until they reach the center)
- Alt mode or option: each 'chunk' affected individually by gravity, unless connected as larger piece (a-la Dr. Mario, other similar puzzle games); can build combos
- Additional twist: as lines extend out, consist of more pieces; if lines reach out far enough, can break apart to create more holes

Shane

Music

- [Sockpuppet - Moondrops - Pokemon Red/Blue \(OCReMix\)](#)
- [JerryTerry - Wright Here Wright Now - Phoenix Wright Ace Attorney \(PRC 215\)](#)

Twitch Plays (More!) Pokémon

- More memes, more amazing cooperation in Democracy and Anarchy
- Major plot points: ATV totally wrecked Lance's Dragonite last Friday, but didn't win against Blue until early Saturday
- Pokémon Crystal began early Sunday morning and is progressing very quickly
- Different Democracy style - on the hour every hour Democracy begins, but can be voted out immediately

King drops "Candy" trademark in the US

- Initially set out to trademark the word "Candy" in game titles
- CandyJam set out to create titles with "Candy" and "Saga" in their name
- Following much negative press, trademark application in the US abandoned

Personal gaming

- *Tales of Symphonia* (PS3)
- *Pokémon X* (3DS)
- *Bravely Default* (3DS)

Ad-hoc design

"Puzzle" Hack-and-Slash

- Attack arena is circular; view focused on enemy in the center while player combatant circles around enemy
- Goal is to sidestep/maneuver around the enemy's defences as quickly as possible while attacking vulnerable spots
- Quick movements are dependent on performance in quick-time events, such as certain swipe motions with a stylus or button presses