

Round 32 - The Determining

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R32%2018%20Mar%202016%20radio.mp3>

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Adam

Music

- [Phonetic Hero - Ripples - Super Castlevania IV \(OC ReMix\)](#)
- [Nostalvania - Trouble in Japan - Double Dragon III \(OC ReMix\)](#)

AtW

Briefs

- HTC Vive preorders started 29 Feb; \$799(!) - but includes two VR controllers, two position-tracking cameras
- IBM supercomputer to power *Sword Art Online: The Beginning* (<http://www.engadget.com/2016/02/23/ibm-watson-sword-art-online-vrmmo/>)
- Original Mortal Kombat still hides some secrets - management menus, hidden thank-yous, cheats (<http://arstechnica.com/gaming/2016/02/decades-later-players-are-still-unlocking-secrets-in-classic-mortal-kombat/>)
- Risk of Rain to be released on PS4, Vita early 2016 (<http://www.engadget.com/2016/02/23/risk-of-rain-ps4-vita-2016/>)
- Valve provides (Steam)VR benchmark to test hardware capabilities
- PS4 to be streamable to PC, Mac (remote play) as of system update 3.5
- Microsoft announces Oculus Rift support for *Minecraft*; 1.9 Combat Update already out
- Valve discounts bundles based on games you already own (<http://www.engadget.com/2016/03/03/valve-steam-bundle-discounts/>)
- New 'Chrono' game storefront aimed at streamers - discounts one game per day, shared revenue with affiliate links (<http://www.engadget.com/2016/03/09/chrono-game-store-streaming/>)
- The fate of the Overload Kickstarter - it made it! \$6.5k to spare, ~5000 backers
- GDC 2016
- IGF 2016 - <http://www.igf.com/02finalists.html>

Personal Gaming

- CRYPTARK (PC; Quest for Semi-Glory, now complete)
- Sublevel Zero (PC; Quest for Semi-Glory, now complete)
- Cobalt (PC; Quest for Semi-Glory, now in progress)
- Risk of Rain (PC; Quest for Semi-Co-op; prev on 27 Feb, next on 26 Mar)

Ad-hoc Design

- Top-down (mostly), tower traversal in graph / linked nodes
- Enemies
 - Attack both player and tower itself
 - Ground and air-based
- Movement
 - Safest on top of tower - can move around, with guardrails to prevent accidentally falling
 - Player must jump / grapple to next tower before it falls completely
 - Can grapple down (remaining) height of tower - harder to control, not as safe, but higher score
 - When tower takes enough damage, starts to fall; player's position and movement affects what angle / direction it falls
- Scoring
 - Multiplier-based on time spent on a single tower, plus how many towers survived
 - Multiplier resets on moving to new tower
 - Bonus for intentionally collapsing a tower to move to next one
 - Score adjusted based on how much tower 'health' remains when you jump off (smooth, not stepped multipliers)
 - 80-100% - 0.2 multiplier
 - 40-80% - 0.5 multiplier
 - 10-40% - 0.8 multiplier
 - 0-10% - 1.1 multiplier
 - In process of collapsing - 1.5 multiplier
 - Bonus for hitting ground-based enemies w/ falling tower
 - Even bigger bonus for hitting air-based enemies w/ falling tower

Shane

Music

- [Stemage - Crispy Crimson - The Ninja Warriors \(OC ReMix\)](#)
- Majeliss - Loneliness - Mega Man 3 (sorry, no link)

Topics

- PlayStation VR will retail for \$400 in October

- Microsoft in talks with Sony to make cross-platform online play possible; *Rocket League* to be first title to support it
- *Fallout 4: Automatron* DLC given trailer and 22 March release date
- *Pokémon* creative director Eric Medalle killed by a fallen tree in Seattle during heavy windstorm
- *No Man's Sky* will release on 21 June for \$60 for PS4 and PC
- *World of Magic* developers try to give Kickstarter backers something other than what they backed; *Planar Conquest*
- Kanto-region *Pokémon* games turn 20
- Naughty Dog caught using *Assassin's Creed* art in *Uncharted 4* trailer, apologizes
- *Pokémon Sun* and *Moon* gen VII games announced for 3DS for late 2016 release

Personal gaming

- *Mario Kart 8*
- *Cards Against Humanity* / *Furries Create Insanity*

Ad-hoc design

- Some sort of fucked up Japanese rhythm game
- Consider it a mix between *Wii Music*, *Beatmania*, and any number of games that require you to follow patterns to a rhythm
- The players are being transported by various means (submarine, space shuttle, whatever), and if they lose time with the music/don't follow instructions, they have some kind of magical amazing explosion/death scene
- The 'driver' of the vehicle (randomized, but can be chosen) is the leader, who needs to come up with patterns that the players reproduce. Each player mans a particular important part of the vehicle they're in, and with each miss, that part takes more damage
- Very comical art style
- Music is any number of pop songs, but can import any song given to the game; the leader is the one who determines motions and patterns
- Leader can choose between preset patterns or create their own on the fly
- Patterns can be any length up to four measures of the music being played (songs are beatmatched to determine measure length)

Tony

Music

- [Midioker - Stepping Out - Final Fantasy V \(OC ReMix\)](#)
- [smartpoetic - The Imprisoning War - Legend of Zelda A Link to the Past \(OC ReMix\)](#)

Topics

- *CryEngine V* available, pay-what-you-want. Vive, PSVR, Rift VR system support, C# support, FMOD support... lots of familiar goodies

<http://www.crytek.com/news/crytek-unveils-all-new-cryengine-v-and-community-centered--pay-w>

[hat-you-want--model](#)

- *Unity* now has a certification program, announces 5.3.4 and 5.4 beta. Certification program will cost \$250 ordinarily, but GDC attendees get 50% discount. Signups for their collaborative content service are also open, called Unity Collaborate (what a name!)

<http://www.pcgamer.com/unity-announces-two-new-versions-and-a-certification-program/>

- More layoffs at Carbine Studios, makers of *Wildstar*, due to reorg. 40% of employees out the door, and they've cancelled plans to release in China. Rumors abound that more are on the horizon...

<http://www.pcgamer.com/wildstar-studio-suffers-more-layoffs-cancels-expansion-into-china/>

- Blizzard is on an oldschool patching spree: *Diablo II* gets patch 1.14, *Warcraft III* gets 1.27. Both releases increase compatibility with newer operating systems (most notably, OSX).

Personal gaming

- Realm of Impossibility
- Uridium
- M.U.L.E.
- Alleykat

Ad-hoc design

- Top-down ricochet action arcade.
- Two analog sticks, or mouse+keyboard
- Aim in any direction with a short-range guide, which can be upgraded and will show reflected shot trajectory if sufficiently close to a wall
- Early enemies can be shot head on, later enemies may have other tricks up their sleeves (shields, mirrors, shaped deflectors, can shoot back)
- Shots have a limited number of reflections and weaken each reflection
- Some walls absorb reflections outright (soft walls), some walls reflect with no loss of strength (smooth mirrors)
- Shots are aimed like lasers, but actually behave as photons (they're just very fast on the field and leave tracers so you can see what you shot)