

Round 35 - Motivational Beatings

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R35%2010%20Jun%202016%20radio.mp3>

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Adam

Music

- [WillRock - Apollo Duck - Ducktales \(OC ReMix\)](#)
- [Overclocked University - Jin's Tonic - BlazBlue \(OC ReMix\)](#)

Around the world

- Microsoft to close down Project Spark on 12 Aug
- Oculus DRM update shuts out 'Revive' porting software; Revive, in response, removes DRM checks - not primarily intended for piracy
(<http://www.engadget.com/2016/05/23/oculus-drm-vr-piracy/>)
- E3 2016 to have separate consumer-focused "Live" event allowing the public to attend
(<http://www.engadget.com/2016/05/23/e3-live-announced/>)
- CryENGINE source now on GitHub
- Real-world Pong machine
(<http://www.engadget.com/2016/05/30/real-world-pong-machine/>)
- GOG Connect - import select Steam titles into GOG library to get DRM-free versions
- *House of the Dying Sun* (fka *Enemy Starfighter*) in Early Access

Personal gaming

- The Talos Principle (PC; Quest for Semi-Glory; now complete)
- Teleglitch (PC; Quest for Semi-Glory; now in progress)
- Magicite (PC; Quest for Semi-Co-op for May and Jun)
- *Classic Doom / Plutonia*

Ad-hoc design

- Traditional party-based RPG - exploration of battle mechanics and status effects
- Status effects are more mundane than fantastic
 - Sweaty - caused by attacking too much / too hard; lower accuracy, harder to hold weapons, harder to see clearly

- Blistered - caused by using the same weapon too frequently; reduces attack strength
- Out of Breath - caused by using too many strong attacks; reduces speed, may cause Dizzy
- Dizzy - caused by missing QTEs / action commands for attacks; reduces accuracy, may hit allies
- Exhausted - caused by ignoring other status effects too much; prevents running, speed for other actions reduced to 25%
- Bleeding - caused by brutal enemy attacks; slow HP drain, HP loss on taking other actions
- Various persistent conditions for each character depending on how they traverse the overworld, how (in)frequently the party rests at towns, inns
 - Hungry - weaker attack strength
 - Thirsty - lower speed
 - Sprained / rolled ankle - drastically lower speed, prevents running
 - Splinters - caused by moving too fast through forested / wooded terrain; lowers attack strength, increases likelihood of Blistered
 - Overburdened - caused by carrying too much equipment, too many items; reduces speed, higher likelihood of Sweaty, Out of Breath, Exhausted
- In-battle actions to remove status effects
 - Rest - removes Sweaty, Out of Breath, chance to remove Exhausted
 - Drink - remove Thirsty (can also raise energy, or cause Dizzy, depending on what you drink)
 - Use Items - duh
- Certain items remove specific statuses (equipped prior to battle or used in-battle)
 - Sweatband - prevents Sweaty
 - Tape - prevents Blistered
 - Gauze - removes Bleeding
- Out-of-battle actions to remove status effects
 - Camp - removes almost all except more permanent effects (like injuries)
 - Set pace - reduce probability of injuries
- In-battle actions change effectiveness of attacks
 - Using an attack more will raise its proficiency, but over-using may cause negative effects (like Blistered)
 - If attack power goes beyond optimal proficiency, attack effectiveness _drops_
 - Rest - drops all action proficiencies, may remove some effects
 - Focus - drastically improves one attack type's proficiency
 - Meditate - nullifies any negative effects (but does not remove them)

Shane

Music

- [Mazedude - Minotaur Nightmares - God of War \(OC ReMix\)](#)

- [Slimy - Dracula's Secretaries - Super Castlevania IV \(Vampire Variations: Volume III; OC ReMix\)](#)

Topics

- PlayStation 4 "Neo" confirmed by Andrew House of Sony; will coexist with the standard PS4 models throughout the lifecycle of the console and offer a faster processor, 4K support, and improved graphics
- Rumors of Xbox One Slim float around, as well as the possibility for a new Microsoft console in 2017
- *Final Fantasy XII HD Remaster* officially announced for PS4, due in 2017
- E3 happening next week!
- Twitch troll donates over \$50k to various streamers, attempts chargeback to Paypal... GETS DENIED. Suck it.
- Sean Murray, creator of *No Man's Sky*, delays game and... receives death threats

Personal gaming

- *Mario Kart 8*
- *Fire Emblem: Sacred Stones* (GBA)
- *Fire Emblem VI* (GBA)
- *Fire Emblem: Awakening* (3DS)

Ad-hoc design

TITLE:	<i>Deadened Echoes</i>
GENRE:	Survival Adventure
PLAYERS:	Single or two-player
INPUT METHOD:	Twin-stick controller
GRAPHIC STYLE:	Geometric shapes with natural textures (wood, metal, cloth, etc)
AUDIO STYLE:	Sparse, but pointed instrumentation (piano, bass, unobtrusive treble instrument; whatever the current scenario might call for), mixed with natural sounds
POV:	First-person POV from the perspective of either character in the duo if playing in single-player, or split-screen first-person perspective if two-player
STORY:	An avalanche sends massive amounts of snow tumbling down a mountainside, entirely changing the landscape and disorienting travelers and natural inhabitants alike
HOOK:	A mountain climbing couple is trapped by the avalanche and struggles to get to stay alive. With the help of their own ingenuity and a friendly arctic fox, they narrowly avoid certain death through clever use of the environment, their survival gear, and interacting with the fox
INVENTORY:	Each member of the hiking duo is left with their clothing, a parka, a flashlight, two days' worth of hiking rations, a canteen of water, a survival knife, a compass, and their cell phone, though there's no service in the

MECHANICS: valley where the avalanche landed them
A non-obtrusive HUD allows players to cycle through their active inventory. The duo will need to avoid further mishaps by being keenly aware of audio cues (twigs cracking, sudden silence, etc) and visual cues (snow shifting suddenly, etc) in order to prevent their situation from worsening. The players will need to craft, build fires, selectively use their supplies, hunt, shelter themselves, and avoid calamity if they are to survive

OBJECTIVE: Return to base camp safely

Tony

Music

- [Mak Eightman - Amputate Your Metal - Wild Guns \(BadAss: Volume III; OC ReMix\)](#)
- [timaeus222 - Reactive - Threes \(OC ReMix\)](#)

Topics

- Ubisoft's Watch Dogs 2 announced and will hit retail on November 15
 - Deluxe, Gold, Collectors editions will be available
 - Preordering gets you the "Zodiac Killer" bonus mission
- Computext Taipei 2016 over last weekend
 - VR parachuting, lol
 - MSI demoed a backpack PC, AMD has a sub \$200 GPU for VR in the works (RX480)
- Overwatch landed late May, Blizzard claims a huge success
 - Basically, Blizzard's TF2 but without all the damn hats

Personal gaming

- *DDR Extreme*
- *Fire Emblem: Sacred Stones*
- *Fire Emblem VI*
- *Mario Kart 8*

Ad-hoc design

- Fighting party game
- Many short arcadey minigames packed into one
- Two teams on screen (can be 1v1, 2v2, tag team)
- In the foreground, players must play the minigame and attempt to do better than their opponent
- When time runs out, the minigames slide off screen to show the fighters. The player that did the best will land a blow on the other. If the performance was close, the damage dealt will not be significant. If one player is superior, the other will take massive damage.
- You are given a number of "blocks" that you can use to negate all the damage your fighter is

about to receive. These are useful for when you do very poorly at a particular minigame.

- Minigames are chosen at random.
- When you deliver the final blow, you alone are provided with a final tough minigame that will allow you to perform awesome finishing moves that will increase your score!
- When the final minigame ends (either if the player fails it or time runs out), the finishing move is executed in slow motion for all to see.
- When playing in tag team mode, each minigame will be 1 on 1, but players will be able to determine which person does the minigame. This is so you can easily switch off depending on who's most skilled at particular games.