Round 42 - So Cold

Audio recording:

Show index

Adam

Music

- [RoeTaKa - The Phoenix Rises - Shenmue](#) ([OC ReMix](#))
- [James Wong - Popsicle - Sonic the Hedgehog 3](#) ([OC ReMix](#))

Around the world

- LiquidSky - ad-supported game streaming service
- Sixa / Rivvr third-party wireless VR adapter; 2.4 GHz/5 GHz wifi, supposedly only 11 ms added lag (http://www.pcgamer.com/sixa-rivvr-wireless-kit-for-vr-headsets-is-now-available-to-pre-order/)
- *SUPERHOT* getting a Kickstarted...card game?
- Zenimax updates lawsuit amount against Oculus to $4B; court rules Oculus must pay $500M, as: $200M over Luckey breaking NDA, $50M for copyright infringement, $50M for "false designation", another $50M and $150M from Luckey and Iribe for same; ruling also determined no stolen trade secrets; appeal obviously incoming
- E3 to allow non-industry attendees (normal consumers) - 15,000 passes to be available, first 1,000 for $149, rest $249
- *Castlevania* getting an animated series on Netflix
- Valve shutting down Steam's Greenlight program, (possibly) to be replaced with Steam Direct (application fee w/ basic paperwork, no community approval)

Personal gaming

- Bleed (Quest for Semi-Glory, now complete)
- DEADBOLT (Quest for Semi-Glory; now complete)
- Duskers (Quest for Semi-Glory; now in progress)
- Assault Android Cactus (speedrun practice...of course)

Ad-hoc design

- Acapella Hero!
    - Will definitely need help of the more musically-minded when talking about this one; my vocab is n00b, at best
    - Totally not inspired by singing in the shower; or in the car; or just at home. Nope. Nuh-uh.
- A couple ways to handle processing songs for inclusion
    - Dynamically generated based analyzing waveforms (like a vocally-minded Audiosurf)
        - Requires using an audio-processing engine of sorts to separate tracks from finished songs
        - Will probably work best on very aurally "clean" songs - crisp beats, no lyrics, less sonic overlap (though maybe it can be fed individual parts)
- Multiple "tracks" for each song
    - Melody
        - Main song "track"
        - Likely considered "medium" difficulty
    - Harmony
        - Complementary tones
        - Octaves above / below melody (...that sounds right?)
        - Likely considered one step above Melody, in terms of difficulty
    - Rhythm
        - Bass line and/or mostly percussive
        - Likely considered the "easiest" (but not necessarily "easy") - the least amount of vocal variation required to pass, but also could be the most sonically dense!
    - Freestyle (separate mode altogether - no points, just fun!)
        - Beatboxing, etc

Shane

Music
- [Wiesty - Dream of Green - Chrono Trigger](#) ([OC ReMix](#))
- [DusK - Mordren Stomp - Guild Wars 2](#) ([OC ReMix](#))

Topics
- *Final Fantasy XV* to receive up-to-60fps patch for PS4 Pro on 21 February; Chapter 13 update due 28 March. February update will also raise level cap to 120, allow for saving up to 200 photos, introduce limited time quests, and allow for listening to music while riding a chocobo
- Booster Pack+ and free versions will also be released on 21 February for *Final Fantasy XV*, including a rod and wheel for Noctis, the Boost Sword, and (eventually) a Magitek Exosuit
- Episode: Gladiolus releases on March 28
- Episode: Prompto slated for some time in June

- *The Legend of Zelda: Breath of the Wild* will have an expansion pass available for $20 on launch; provides items at first, then additional DLC later on in summer and near the holiday season in 2017
- PewDiePie axed from YouTube and Disney for anti-Semitic comments and such
- This whole month has been one fucking trainwreck, right?
- *Crash Bandicoot N.Sane Trilogy* receives release date of 30 June 2017
- Johto region Pokémon being added to *Pokémon Go*

Personal gaming
- *Final Fantasy XV*
- *Pathfinder*
- *Wii Party*
- *Cards Against Humanity*
- *Joking Hazard*
- *Mario Kart Wii*
- *Spelunky*

Ad-hoc design

TITLE:	Constructor Set: VR
GENRE:	Puzzle/Simulator Virtual Reality
PLAYERS:	1
INPUT METHOD:	Mouse/Joystick/VR input devices
GRAPHIC STYLE:	Realistic
AUDIO STYLE:	Ambient chill/Jazz/Funk
POV:	Third/first-person, isometric, top-down
STORY:	Build contraptions, cities, or much of anything by means of various construction toy sets
HOOK:	Rather than be working on things from the outside, you can scale your interaction from being huge to tiny, making the most minute changes in your creations
INVENTORY:	K'Nex, Lego, Tinker Toys, Marble Whirl, Lincoln Logs, Brio trains, city planning inventory [trees, sidewalks, roads, light posts, etc]
MECHANICS:	Physics!
OBJECTIVE:	Create complex, interactive systems that get an object from a designated beginning to a destination

Tony

Music
- [Nutritious - Weapons of Mass Production - Super Mario RPG](#) ([OC ReMix](#))
- [OverShield - Chemical Burn - Sonig the Hedgehog 2](#) ([OC ReMix](#))

Topics
- Blizzard allows WoW tokens to be redeemed for in store credit
- Microsoft kicks off 'interactive livestreaming' via Beam to testers, due Spring
- Halo Wars 2 (RTS Halo) kicks off this week for ultimate edition owners
- Starbreeze announces Payday 3, promises not to rush
- Sony officially announces Vita is off life support along with PS3
- Kanye West debuted a trailer for his *Only One* game (lol)

Personal gaming
- *World of Warcraft*
- *Lethal League*
- *Spelunky*
- *Dance Dance Revolution*

Ad-hoc design
- Left to right (or bottom to top) flight game
- The goal is to reach the end without running out of fuel
- Fuel is consumed by straight line blast movements - turning/aiming is free
- Your pilot can blast in a straight line in any direction
- Running into walls doesn't destroy you; rather, the ship's strange alien technology uses the friction to multiply momentum as it bounces off hard obstacles
- Boosts are the only method of travel
- Staying in one place too long (depending on a danger level, varying by stage) will cause enemies to lock in on your location
- Some stages have traps that either move or activate when close - spotlights will cause enemies to locate you instantly and destroy your ship, some walls are actually sticky and slurp you in, instadeath, moving walls and platforms, the works
- Ingame money is awarded based on how quickly the stage is completed, and it is currency which can be used to refill your fuel gauge, make your blasts more potent, turn faster, among other things
- Ultimately, score is determined by the total amount of money you gained throughout your playthrough
- Randomized stage mode, story mode, all the good stuff