

Round 48 - Almost-Records

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R48%2018%20Aug%202017%20radio.mp3>

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Adam

Music

- [Archangel - Sapphire Oceans - Lufia II \(OC ReMix\)](#)
- [AngelCityOutlaw, timaeus222 - Attack of the Drones - Metroid Prime 2 \(OC ReMix\)](#)

Topics

- AtariBox; the new "Atari"'s retro-themed console that will play both modern and classic titles
- New DnD site (Dungeons and Dragons Beyond) aims to reduce time for character creation, rule lookup, rolls, allow players to concentrate on story and worldbuilding (<https://www.engadget.com/2017/07/18/dungeons-and-dragons-beyond/>)
- Issues at latest Pokemon Go Fest - massive overcrowding, little tech infrastructure; full refunds given
- UFO 50, pack of 50 games from indie creators (~1/3 w/ multiplayer support), to be released this fall
- New *No Man's Sky* 1.3 update adds massive campaign content, limited "multiplayer"
- *20XX* full release on 16 Aug

Personal gaming

- Halcyon 6 (QfSG, now complete)
- Overload (QfSG, now complete)
- Legend of Dungeon (filler)
- Clustertruck (filler)
- Nova Drift (early builds)
- Legend of Zelda A Link to the Past (rando pilot, 2:17:00 - to be regular occurrence)
- Assault Android Cactus (speedrun practice)

Ad-hoc design

- Sphere-based "top-down" twin-stick shooter (hyphen-hyphen)

- World traversal on the outside of a variable-size sphere
- Bullet persistence
 - Player bullets persist until they hit something
 - Limited number active at once, dependent on weapon type (3, 30-50, etc)
 - Never disappear, even between waves
 - Enemy bullets go for a moderate distance
 - Lose power over time
 - Eventually will disappear entirely
- Player health
 - Simple 10 HP at all times
 - Very gradually refills (~3 sec per), if not taking fire
 - Player's own bullets are always one-hit kill - watch where you're firing!
- "Waves"
 - Groups of enemies spawn within a given time limit
 - Defeat all enemies to move on to next wave
 - If you don't clear wave quickly enough, an invincible enemy will appear and (slowly) chase you around until you clear the rest (a-al Bubble Bobble, Spelunky, etc); multiples may spawn if you're really slow
 - Spawning
 - Spawn groups have "purpose" - pursuit, sniping, corralling, suicide
 - Spawn group purpose may change under certain conditions - i.e., if "leader" destroyed first, rest may either charge or flee, regroup w/ others, etc
 - Limited spawns within visual range - slow-moving, so you have time to react
 - Most spawns outside visual range, with brief directional indicator - faster-moving at first to approach player position
 - Random world obstacles regenerated each wave
 - Some stop all bullets entirely
 - Some reflect bullets (according to reasonable physics)
 - Some absorb bullets
 - ...then release after a certain time in an evenly spread pattern
 - ...or release in an instant-hit, short-range burst if absorbing enough
- Power"ups"
 - High spawn/despawn rate - idea is to keep rounds / waves very quick and frenetic
 - Gradual-use items stack linearly, up to 3x
 - World-altering
 - Shrink sphere (instant, happens gradually over 5 sec)
 - Enlarge sphere (instant, happens gradually over 5 sec)

- Remove nearby obstacles (usable, collect up to 3) - nearby obstacles recede into ground for 3 sec, then pop back up; allows player to traverse over, can destroy pursuing enemies / bullets on impact
- Create new obstacles (instant) - spawn trail of obstacle behind you for 3 seconds, persists for 3 seconds afterward
- Bullet-altering
 - Remove all bullets (instant)
 - Remove all nearby bullets (usable, collect up to 3)
 - Repel all bullets (instant, 5 second duration) - gently repels all incoming projectiles (enemy and own)
 - Self-shield (instant, 5 second duration) - prevents damage from own bullets
- Weapon types - have all, can swap at will
 - Can "upgrade" (0-3) by destroying enemies; each type has separate quality meter; gradually degrades over time when not using to destroy enemies
 - Laser - player weapon becomes finite* range laser
 - Cannot damage self; does most damage closer to player, least furthest away
 - Upgrades increase power and range of laser (max level forms complete ring around default-sized sphere, if unimpeded)
 - Sniper - single-shot, long reload, fast bullet speed
 - Least damage fall-off over distance; more points for longer and reflected shots
 - Upgrades reduce damage fall-off over distance, reduce reload time
 - Burst - three-round burst, slight spread; moderate refire rate, moderate bullet speed
 - Damage fall-off to 80% after max range
 - Upgrades reduce damage fall-off by 10% each level, increase bullet speed, one more bullet each level

Shane

Music

- [Just Coffee - Vampithrillic - Castlevania \(OC ReMix\)](#)
- [XPRTNovice - You Dirty, You Nasty, But You Mine - Super Mario RPG \(OC ReMix\)](#)

Topics

- I've been working on speedrunning! Have had the chance to try TGM1 courtesy of EnchantressOfNumbers, and want to get an arcade setup going so I can grind that game. In the meantime, I've taken to doing *Tetris DX* to reacquaint myself with the mechanics

- I'm a Twitch Affiliate now! Come subscribe to me and get some neat emotes @ twitch.tv/tormodwolf
- Equipment, knowhow, and runners are being collected and contacted for a pilot marathon in 2018 that will focus on games from retro consoles and arcade systems; 8-way TGM, various other speedrunning tournaments anyone?
- AMD's Ryzen chips hit the ground running, offering several more PCI-e lanes, cores, and clock speed than Intel's latest chips at a fraction of the cost; TDP is HUGE, though
- A Gamecube HDMI adapter (!!!) is being made available soon; pre-ordered one (~\$110 after shipping), will hopefully have it by the end of the year?
- Midwest Speedfest 2017 speedrunning marathon - initially had some difficulties getting going, but by and large was a success! Was part of 2D Con in Minneapolis/Bloomington, MN, over the weekend of 11-13 August
- After its most recent update, *No Man's Sky*'s rating and new reviews have been EXTREMELY positive!

Personal gaming

- *Mario Kart 8 Deluxe* (Switch, 2017)
- *Final Fantasy XII: The Zodiac Age* (PS4, 2017)
- *Overcooked* (PS4, 2016)
- *Sonic Mania* (Switch, 2017)
- *Tetris: The Grand Master* (Arcade, 1998)
- *Tetris DX* (GBC, 1998)
- *Dream Daddy* (PC, 2017)

Ad-hoc design

TITLE:	Haunted Hideout in Lockwood Manor
GENRE:	Tower Defense
PLAYERS:	1
INPUT METHOD:	Any
GRAPHIC STYLE:	Cartoony/cel-shaded
AUDIO STYLE:	Cartoony industrial/orchestral with sound effects and cute filters
POV:	Angled top down
STORY:	The spooky inhabitants of Lockwood Manor just wanna be left alone, y'know? After being ousted from countless prior haunts, the family of ghouls, ghosts, goblins, and demons want a home of their own, free of visitors. As is wont for a haunted location, unwanted visitors are always scheming to invade, and it's up to <i>you</i> to keep the peace!
HOOK:	You design the level: the house layout can change and adapt based on the type of intruder! Make your basic layout and equip it with traps, pits, torture devices, and more, as you prevent the invaders from reaching the inner sanctum of Lockwood Manor
INVENTORY:	All sorts of props, torture devices, flamethrowers, chandeliers, caltrops, and more - as you play more, you find more things in the depths of

- MECHANICS: Lockwood Manor - all the more to end your misery sooner!
Levels prompt you with the type of invasion: who, how many, where, and how. With this knowledge, you adjust the layout of the environment they're sneaking into, and then use props to prevent them from reaching their destination. Residents of Lockwood Manor can be called upon for their unique skills and services, but sometimes they just need their rest! It's up to you and your ingenuity to prevent your unwanted guests from staying.
- OBJECTIVE: Cause your invaders to flee .. or die

Tony

Music

- [OceansAndrew - Grand Flight - Xenogears \(OC ReMix\)](#)
- [Hylia Lemon - Technicolor Thunderstorm - Legend of Zelda: A Link to the Past \(OC ReMix\)](#)

Topics

- AMD RX Vega 64 dropped, good luck getting one though: pretty much sold out everywhere due to supply issues - RX Vega 56 to follow. The 64 is comparable to a... 1075 maybe? in preliminary reviews, and the 56 is on par with the 1070.
- Starcraft: Remastered launched, and it was received obnoxiously well (who would have thought)
- Sonic Mania (more throwbacks?) released, also to glowing reviews - perhaps this is the realm in which Sonic truly belongs, who knows? Adventure 2 was pretty good, but maybe it'll really be the last good 3D Sonic...
- Ryzen Threadripper 1950X rips everything a new one at the \$1000 price mark in multithreaded benchmarks, priced equivalently to the i9-7900X. Not as good as higher clocked CPUs with fewer cores for gaming which aren't so thread heavy, but my line of work is.

Personal gaming

- *World of Warcraft*
- *Overkill*
- *Bio Menace*
- *Dance Dance Revolution*
- *Dream Daddy*
- *PUBG*

Ad-hoc design

- Time manipulation shmup
- Perma-death. Well, sort of (we'll get to that)
- Type of ship chosen will determine fire type (burst, beam, wave, all that fun stuff)

- Ship and projectile colors are customizable
- A single power bar is present which slowly recharges as you progress through the stage
- Killing enemies will recharge the bar a fixed amount, so killing a lot of enemies will maximize your ability to use the power
- Three modes of special power operation
 - Deflect
 - While active, deflects enemy fire. Photons will bounce off and lasers will be reflected. Reflected fire will damage enemies instead (their color will be changed to the color of the player's projectile)
 - Lasts as long as the ability's button is held down
 - Slow
 - While active, the player can move at regular speed while all enemies and projectiles move at a greatly reduced speed
 - Lasts as long as the ability's button is held down
 - Rewind
 - Requires the entire power bar to be filled and spends the whole thing to rewind time for a fixed amount of time. Each time a rewind is used, this fixed amount of time decreases slightly.
 - As the rewind is taking place, the bar will drain to let you know roughly how much time is remaining to be rewound, and it cannot be canceled
 - Rewind can be triggered following death, before "game over" fully fades onto the screen, thus saving your run
- Worlds consist of two stages, the first is a miniboss and the second is a megaboss, and these bosses will use firing types similar to those seen by lesser enemies in the world
- Goal: survive! Defeat the ultra mega badass boss and claim victory if that's your thing