

# Round 54 - Small, Round, and Pink

## Audio recording:

<http://zerohour-productions.net/recordings/insertcredits/R54%2016%20Mar%202018%20radio.mp3>

**Multimedia:** <https://www.youtube.com/watch?v=ZVKRW2w4z1I>

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## Adam

### Music

- [PirateCrab - Aquapump - Sonic the Hedgehog 3 \(OC ReMix\)](#)
- [Leandro Abreu, Andre Pastore, Helton Lima, Leo Quintao, Marco Lima, Thiago Quintino - Springtime Smoothness - Sonic the Hedgehog \(OC ReMix\)](#)

### Topics

- Nintendo adds (then removes) user reviews on Switch games
- Expired security certificate locks out Oculus Rift headsets
- Smash Bros for Switch, sometime in 2018 (hm)
- New SteamVR update will autoscale resolution to use as much power as your GPU can handle (never below gen-1 VR headset res)

### Personal gaming

- Hollow Knight (Quest for Semi-Glory, now complete)
- Realm of the Mad God
- Smash Bros Melee
- Legend of Zelda A Link to the Past (randos)
- Assault Android Cactus (speedrun practice)

### Ad-hoc design

- Endless vertical action platformer
- Goal: get to the “top”
- The platforms themselves are enemies
  - Look nondescript enough
  - “Learn” your movement style the longer your run goes
  - Will adapt themselves (in size, shape, attributes, behaviors) as time goes on
- “Learning” platforms

- Platforms learn directly from player actions in “range”
- Shrink if player consistently lands jumps on surrounding platforms
- Lower friction if player is constantly “running”
- Add conveyor belts (ugh) or tilt slightly if player spends more time idle
- “Conspiring” platforms
  - Platforms will cooperate w/ each other to kill the player (usually)
  - Synchronized movements in opposite directions
  - Expand in size to lure players to more difficult areas of the current field
- “Competitive” platforms
  - Platforms will also try to “kill-steal” from other platforms
  - Sometimes work at cross-purposes to each other
  - May “attack” each other w/ weird rotations, try to “infect” w/ attributes, etc

## Shane

### Music

- [Hyllian Lemon - Only Link Can Do the Duck Walk - Zelda: The Wand of Gamelon \(OC ReMix\)](#)
- [aluminum - Binding - The Wolf Among Us Season 1 \(OC ReMix\)](#)

### Topics

- Completed *Twisted Mettle* post-accidents fundraiser
- Geralt from *The Witcher* will join the cast of *Soul Calibur 6*
- Twitch launches *Games with Prime* program akin to PlayStation Plus; solid lineup of indie titles monthly
- *Final Fantasy VII Remake* team seeks new members to increase quality
- *Kirby Star Allies* released TODAY! Looks like a fun co-op game

### Personal gaming

- *Final Fantasy XII: The Zodiac Age* (PC, 2018)
- *Final Fantasy XV: Windows Edition* (PC, 2018)
- *Mike Dies* (PC, 2018)
- *Burnout 2: Point of Impact* (PS2, 2002)
- *Super Mario Kart* (SNES, 1992)
- *Mario Kart 64* (N64, 1996)
- *Mario Kart 8 Deluxe* (Switch, 2017)
- *Burnout Paradise* (360, 2008)

### Ad-hoc design

TITLE: *Tinker*  
 GENRE: 3D Puzzle  
 PLAYERS: Solo and co-op modes  
 INPUT METHOD: Motion-enabled controls

GRAPHIC STYLE:	a la <i>Golf With Your Friends</i>
AUDIO STYLE:	Fun, light music; somewhat reminiscent of gears churning and whatnot, perhaps also including gameshow-esque tension when players start to lose time on certain puzzle elements
POV:	Toggles between first- and second-person available
STORY:	It's a puzzle game - go nuts
HOOK:	Plays a bit like labyrinth, but there are often multiple routes to achieve the same goal, with some requiring fewer moves than others, but taking longer. Secrets can be found to reveal shortcuts through puzzles
INVENTORY:	A collection of balls, the number of which is determined by the 'par' for the course/puzzle
MECHANICS:	Roll around with motion controls to fill gaps in paths and to cause Rube Goldberg-like reactions to advance the state of the given puzzle
OBJECTIVE:	Complete each puzzle as quickly as possible in as few moves as possible, as both components are scored together

## Tony

### Music

- [Tonalysis - Epic Steps - DDR Extreme \(OC ReMix\)](#)
- [LongBoxOfChocolate. Mary Horst. Patrick Lanier. Tyler Krug - The Spectral Mire - Undertale \(OC ReMix\)](#)

### Topics

- Fortnite hacking issues :( On the bright side, opt-in crossplay is coming, claims Epic as they release for iOS and Android
- Blizzard maaaaybe teases the idea of Diablo III for Switch? (vague Twitter post!) Of course they have "nothing to announce" now
- Final Fantasy VII mass hiring
- Neverwinter Nights Enhanced Edition launches on the 27th, features improved interface detail and engine tweaks, but will retain complete backward compatibility
- Sega classics headed to Xbone and PS4 in May, pretty much the same games lineup as the Steam release of years ago

### Personal gaming

- *World of Warcraft (PC)*
- *Pathfinder (tabletop)*
- *Dance Dance Revolution (AC)*
- *Mike Dies (PC)*
- *Questron (C64)*
- *Questron II (C64)*

## Ad-hoc design

- Lane runner with four possible actions:
  - Stop running (while held)
  - Change lane to the left (only while not stopped)
  - Change lane to the right (only while not stopped)
  - Jump (usable anytime)
- Levels will introduce jumping and stopping first, then lane changes, and will eventually introduce combinations of these mechanics needed to beat the level
- More complex mechanics include:
  - Portals which will cause you to switch lanes
  - Running on a cylindrical shape with a number of sides which all count as lanes, and you can wrap around
  - Danger zones and walls which prohibit changing lanes safely
  - Lanes that “heat up” while you’re in them, so you can’t stay in them for extended periods of time
  - Lane change markers where you must change at that instant or fail
  - “Balance board” levels, where a fulcrum is set, and standing on one side or the other will tilt the balance and if you go too far it’s instant failure
  - Limited number of lives, rewarded at point totals throughout
  - Score increases constantly, very small increases at first, but as you perfectly execute lane changes and pick up speed, the increase is multiplied