Round 58 - Animals Crossing

Audio recording:
https://zerohour-productions.net/recordings/insertcredits/R58%2013%20Jul%202018%20radio.mp3
Multimedia: https://www.youtube.com/watch?v=-xDDXnkWc8Y

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Adam

Music
- timaeus222 - Flight of the Peacock - Mega Man X4 (OC ReMix)
- 3P0P - Supersonic - Sonic the Hedgehog (OC ReMix)

Topics
- Major *LoL* tournament game crashes 32 minutes in; after deliberation, Riot declares the leading team as the winner (already having a 2- or 3-0 match lead and significant current-game lead)
- Valve restricts *Dota 2*, *CS:GO* in-game items trading in the Netherlands after laws clamp down on loot boxes w/ items that are "transferable"
- *Minecraft*'s latest update opens up cross-play to PC, XBox, Switch, mobile - but not PS4, thanks Sony
- Peru's "Thunder Predator" team disqualified from $15M *Dota 2* finals for using...an "illegal" mouse - a Razer Synapse 3 w/ pre-programmed macros
- Blizzard / Disney partnership brings Overwatch League quarter+semi+finals to ESPN, Disney channels
- SGDQ! $2.1M+

Personal gaming
- Overload (SP, now complete; CM ongoing)
- Thunder Force IV (Shmup Book Club / Jun)
- Super EDF (Shmup Book Club / Jul)
- Ketsui (Shmup Book Club / Apr-Jun)
- Blue Revolver (Shmup Book Club / Jul-Sep)
- NES: Battletoads, DD2, DD3
- Legend of Zelda A Link to the Past (randos, open + triforce hunt)
- Axelay
- Assault Android Cactus (many IDs [Cactus + Peanut + speedrun practice)

Ad-hoc design
- "Indifference Engine" - chill exploration / adventure

- Goal: escape an alien ship
    - Abducted at very start of game, but they seem to have lost interest quickly
- Pseudo-3D side-scrolling, isometric-ish, like old Sierra / LucasArts adventure games
- "Indifference" meter
    - Start game at very center - aliens are neither interested nor disinterested in you
    - Different actions / solutions to puzzles will raise ("interest") or lower ("disinterest") meter
        - Easiest / quickest path through game is staying near the center of the meter
        - Only "game over" conditions are reaching the extremes - jettisoned into space, or (re)captured and put under heavy guard / study
    - Can walk around ship largely uninhibited, provided you stay out of the way
        - Don't try to enter restricted areas without clearance (automated systems won't really check if you are human / alien, only that you have authorization cards, etc)
        - Don't annoy the aliens too much (interact w/ them sparingly, do what they ask, etc)
        - Don't break / steal stuff while you're being watched (either directly or thru cameras, etc)
- Puzzle and dialogue options - each choice affects the indifference meter
    - "Aggressive": use of force, coercion, threats
    - "Neutral": use of items, stealth, cleverness (in navigating the environment) - i.e. avoiding puzzles or dialogue altogether
    - "Passive": use of diplomacy, compromise, pleading, bribery
- Ex: first "puzzle" is escaping the cell block
    - The forcefield doesn't stop you from leaving your cell, up to you to try to leave by walking through it (either directly, or throw something through it first)
    - The door out of the cell block is locked; can use the intercom and fake your way out through multiple dialogue options
    - ...or just pull on the door enough, and it will open; not latched very well, apparently

Shane

Music
- [dannyshock - Save the Animals - Super Metroid](#) ([OC ReMix](#))
- [timaeus222 - On Fire - Shantae and the Pirate's Curse](#) ([OC ReMix](#))

Topics
- SGDQ 2018 in Bloomington, MN from 24 June to 1 July raised a new SGDQ record amount of $2,153,387.56
- AGDQ 2019 has moved to Rockville, MD, and will be the week of 6 to 13 January 2019
- Square Enix's modern take on RPGs, *Octopath Traveler*, released TODAY on Nintendo Switch; so far doing decently on Metacritic with an 84/100
- Remember *The FP*? A teaser trailer for its sequel, *BEATS OF RAGE: JTRO*, was released, promising even more *DDR* x *Mad Max* mashup glory
- Rinoa and her dog Angelo join the vast crew of *Dissidia: Final Fantasy NT*
- *Monster Hunter: World* announced for PC, releasing on 9 August

Personal gaming
- *...I don't think I played anything*

Ad-hoc design

TITLE:	*Escape*
GENRE:	Wilderness/Survival (possibly horror options?)
PLAYERS:	1
INPUT METHOD:	Dual-analog stick controller
GRAPHIC STYLE:	Realistic
AUDIO STYLE:	Mostly environmental noises, with ambient music filling in gaps occasionally
POV:	First-person
STORY:	Put into a scenario, you're left to gain your bearings a bit before disaster strikes -- you need to ESCAPE, with only what you have on you and anything you might find on your way. Find safety and shelter before you, too, become a casualty
HOOK:	Some catastrophes are immediately evident, while others only slightly clue you in to their severity over time. Perception is key here, though too much skittishness will inevitably lead to false positives… and potentially into even greater danger
INVENTORY:	Whatever you spawn with, plus anything you happen to see while making your way to safety
MECHANICS:	Movement is done entirely with analog sticks -- both moving them and clicking them, with some other buttons thrown in to various effect (clearing brush away from your face, swinging your arms, so forth)
OBJECTIVE:	Survive/Escape

Tony

Music
- [Platonist - Do You Need a Light? - Zelda II: The Adventure of Link](#) ([OC ReMix](#))
- [Argle - Riptide Rush - Super Mario RPG](#) ([OC ReMix](#))

Topics
- "Darksiders: Warmastered Edition also joins Origin, alongside Rime, Orwell: Ignorance is Strength, Mad Games Tycoon, Jotun Valhalla Edition, Ghost 1.0 and Crashlands."
- WoW: BfA prepatch to go live on 7/17
- Epic announces Unreal Engine Marketplace raise in creators' takes from 70% to 88%, Fortnite is a huge contributor to activity
- Bard's Tale 4 (yes, that one): Barrows Deep is coming in September
- Jessica Price, Peter Fries & ArenaNet
- Intel's 9th generation SKUs leaked, i3 is 4/4 cores/threads, i5 is 6/6, rumors are that i7 will be 6/12 and i9 will be 8/16, just like 8th gen - looks to be a refresh, "Coffee Lake-S".

Personal gaming
- OpenITG (AC)
- Pathfinder (tabletop)

Ad-hoc design
- Rhythm maze/grid puzzler
- Colored lasers are emitted from different spots on a grid based map
- Mirrors to redirect lasers, etc
- Connecting the lasers to similarly colored receptacles will start playing an associated electronic music instrument to the beat
- Some receptacles can accept multiple different colored lasers
- Splitters to split beams, color filters to filter out certain colors from a beam, delay lines which will accept a beam and buffer it for a certain number of beats, gates which will turn on and off a signal passing through it for a certain number of beats
- A playlist at the top of the screen determines which instruments need to play and when, a color timeline will determine which instruments need to play for which beats, and the marker will reset whenever there's a mismatch
- The goal for a stage is to align the lasers through the maze, setting up delays and gates such that it will reflect the color timeline at the top to form a section of the music
- Levels consist of related instruments in a composition, advancing levels gets you a different set of instruments and beats, changes in tempo, etc