

# Round 63 - Perpetuity

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R63%2014%20Dec%202018.mp3>

**Multimedia:** <https://www.youtube.com/watch?v=W1nZOfoNHc8>

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## Adam

### Music

- [PsyNES - You Got the Power - Mega Man 3 \(OC ReMix\)](#)
- [Inrudiment - The Vast Glass Orb - Tyranst: Fight Through Time \(OC ReMix\)](#)

### Topics

- Nintendo ending their YouTube creators program (mandatory 30% revenue share), in favor of “simplified” / “modernized” general rules around broadcast and monetization with Nintendo IP - still restricted to “official” programs on certain major streaming services (like partner / affiliate and similar)
- A retailer “accidentally” released physical SSBU carts early; pirated copies appeared online soon after, along w/ deluge of spoilers
- Valve reducing its cut of revenue for high-earning games, from 30% to 25% (@ \$10M rev) then to 20% (@ \$50M rev)
- Epic Games’ last update to “new” *Unreal Tournament* was summer 2017, no longer “actively developed” because of shifting resources to *Fortnite*
- 5 years after initial reveal, CAPY Games’ *BELOW* is finally out (as of Thurs, 13 Dec)
- Epic Games opens own game distribution store - taking 12% cut (regardless of engine used, though waiving UE4 engine license cost)
- Discord store - 90/10 split

### Personal gaming

- LA-MULANA (now done, **forever**)
- ZeroRanger (now complete)
- Dead Cells (now in progress)
- Risk of Rain (co-op)
- Batsugun SP (Shmup Book Club / Nov)
- Dodonpachi II - Bee Storm (Shmup Book Club Dec)
- Strikers 1945 II (Shmup Book Club Dec)
- Dimahoo (Shmup Book Club / Oct-Dec)
- Legend of Zelda A Link to the Past (randos, open + triforce hunt w/ enemy randomizer)

- Assault Android Cactus (FPS mode, speedruns, IDs - one to go)

## Ad-hoc design

- Nature-based survival platformer
- Based in a dense-ish forest, trees and branches are platforms
  - Game ends when you fall below the bottom of the screen or too far outside the side edges, a-la Smash rules
- Move tree to tree while seasons change, new trees grow, old ones wither / die / collapse / get cut / burn down
  - Avoid enemies - predatory birds, aggressive insects, high-jumping ground-based predators
  - Collide w/ neutrals - other non-predatory birds, non-hostile insects, the occasional flying disc
  - As seasons progress, physics changes, as does the number and properties of available trees, and the likelihood of certain events:
    - Spring - new tree growth, young trees / branches bend more under your weight but assist higher jumps; heavy particles (i.e. pollen) in air slow movement
    - Summer - strong foliage; many leaves block clear view of branches; lots of bugs to impede your path; higher chance of fires
    - Fall - leaves continue to block view as they fall, also slow movement; dying branches lose strength, may snap at any time; landing on branches accelerates leaf loss; higher chance of lumberjacking
    - Winter - snowfall slows movement; snow-covered branches slow movement; iced branches = ice physics; many small branches are brittle, will collapse if you spend too long on them; heavy snowfall may topple trees altogether
  - Each cycle through the seasons increases score multiplier
- You are a (jerk) bird
  - Can jump a short height up, can jump and glide a longer horizontal distance
  - Can fly a very limited amount, via "stamina" recharges slowly while not in the air (recharges faster when not moving)
  - Can use all stamina for a quick "power-flap" move in any direction; cannot re-use until stamina fully recharges
  - Cannot directly attack any entities
  - Can cause various effects by landing on / leaving branches
    - Standing near end of branch will bend it downward; jump off to gain more height; branch snap-back can hit entities
    - Landing on a branch with loose leaves, standing water / rain, snow can shake some of it loose and affect entities below
    - Landing on a weak, brittle branch can break it, cascading effects to other branches and entities below
- Events
  - Start of spring - many new trees appear (based on how much space there is); suddenly pop up at low height from bottom, gradually grow higher, more branches throughout all seasons

- Forest fires - fire starts at one part of the forest, spreads quickly up trees and tree-to-tree; random chance (based on tree "age") of fire spreading to any given tree; most likely to thin out very old trees
- Lumberjacking - starts at one end of the forest, and slowly taking out trees while moving toward the other end; most likely to target mid-age, strong trees; random chance of a falling tree to take out another untargeted tree
- Rainstorms - weather effect, slows movement by a large amount
- Lightning - weather effect, high chance of targeting the tallest tree; if on tree during strike, instant game-over; if on nearby tree, zap stuns you temporarily
- Snowstorm - heavy snowfall slows movement, obscures vision; enough snowfall on a given tree may topple it entirely; landing on branches shakes some snow off; snow falling from branches may take out hostile or neutral entities, or you
- High winds - severely affects horizontal movement

# Shane

## Music

- [DaMonz, Christine Giguere, Denis Bluteau - Sweet Dreams, Koholint - Legend of Zelda: Link's Awakening \(OC ReMix\)](#)
- [djpretzel - A Town That's Right for Me - Phantasy Star III: Generations of Doom \(OC ReMix\)](#)

## Topics

- Epic Games announces Steam rival coming in 2019; revenue split is 88/12
- Discord announces Epic Games rival coming in 2019; revenue split is 90/10
- itch.io already offers a selectable revenue split for developers who choose to distribute through their platform, anywhere from 0-100%
- *Super Smash Bros. Ultimate* launches; online gameplay ranked as 'just as bad as every other Nintendo online offering'
- Several new NES titles trickle into the Switch retro library; more 'souped up' options similar to the *The Legend of Zelda* game option that starts players with a mostly-full inventory, including a *Metroid* game option that starts the player right before Ridley, with a strong inventory
- The *Final Fantasy XV: Windows Edition* DLSS update actually DID release, after Tabata left Square to form his own studio, cancelling 75% of remaining DLC for the game (and pissing MANY people off); paired with the latest Nvidia display driver, 4K60 was feasible on a Threadripper 2950X while broadcasting 720p60 with x264 software encoding on the Medium preset in OBS
- *End of Year 2018* streamed party will be 28-29 December, and if we play our cards right in the next two weeks, something Very Cool should be on display

## Personal gaming

- *Tetris DX* (Gameboy Color)
- *Tetris: The Grandmaster* (Arcade)
- *Tetris the Absolute the Grandmaster Two PLUS* (Arcade)
- *Octopath Traveler* (Nintendo Switch)
- *Mario Kart 8 Deluxe* (Nintendo Switch)
- *Battletoads* (NES)
- *Jamestown* (PC)
- *Pet the Pup at the Party* (PC)

## Ad-hoc design

TITLE: *Pluck*  
GENRE: Musical puzzle platformer  
PLAYERS: 1  
INPUT METHOD: Controller, keyboard  
GRAPHIC STYLE: Cartoony/pixel  
AUDIO STYLE: Acoustic/natural  
POV: From the side  
STORY: Ages ago, the caretakers of the forest would use song as they traveled to the lands outside, and the forest was very pleased by this. Over time, the music

waned, and the forest grew and grew, trying to find the music, until eventually, it gave up. Forest now overgrown, a child wanders into the woods and is lost, and nobody can make their way inside without recreating the melodies of old.

HOOK: The creatures therein -- and the forest itself -- can be taught components of these old melodies, and through puzzle solving, additive harmony, and platforming prowess, the protagonist can move further and further into the woods

INVENTORY: Traveler's Journal, knife, flares, canteen, fan, boots (item upgrades will be found along the way)

MECHANICS: Teach melodies to forest flora and fauna; use weather to create perpetual rhythm; solve riddles by completing objectives in order to add voices to the melody.

Movement is similar to traditional platform games; in addition: jumping from limb to limb; climbing and swinging from vines; using large leaves as parasails, so on

OBJECTIVE: Return the various melodies to the forest, traverse to the innermost thicket, and save the lost child

# Tony

## Music

- [Eino Keskitalo - Pale Ale from Bale - Legend of Dragoon \(OC ReMix\)](#)
- [Chimpazilla. bLiNd - Nine Inch Super Mushrooms - Super Mario World \(OC ReMix\)](#)

## Topics

- PlayStation Classic released, 20 built in games, some not available on PSN (Tekken 3), \$99.99, mediocre reception, runs a mod of a mod of PCSX (ReArmed).
- AMD Athlon 200GE: a locked processor that is anything but, thanks to motherboard manufacturers
- Walmart develops gaming PCs called OverPowered, shoddy craftsmanship, mix up in shipping
- AMD drops RX 590, squeezes the last bit of life from the years old generation
- Intel released i9-9980XE, can't delid it due to the soldered heatsink, can't reach the potential of the 7th gen i9 (thermals)
- Intel drops "Sunny Cove" info, a surprise to everyone as it was absent from road maps, using a different chip process: stackable units, varied transistor sizes, improvements to IPC

## Personal gaming

- *World of Warcraft: Battle for Azeroth*
- *Pathfinder (tabletop)*
- *SiN Gold*
- *Quake II*
- *Unreal*

## Ad-hoc design

- Lane based, ribbon rhythm game
- From the start of the stage, you have an initial direction you'll be scrolling (any direction) and you will run along this "ribbon"
- The ribbon can and will change directions, maybe wave a bit or turn a 90
- Changing Lanes is done by pressing the direction in which you wish to move, there is no moving forward or backward, only side to side.
- There are tap indicators, hold indicators (hold the duration), lift indicators (release the button at that moment), mines (don't be in that Lane) and anti indicators (be in that Lane but do not press any buttons).
- Indicators can come in one of three colors, R/G/B, and these correspond to three different buttons on your controller (they are themed as shapes by default but optionally, and can have hues adjusted for colorblind mode)
- Ribbons can split and reform, taking you down different paths based on your choices
- Scoring is based on accuracy, there is no life bar this time around
- Leaderboards, etc