Round 69 - *N I C E*

Audio recording:
https://zerohour-productions.net/recordings/insertcredits/R69%2007%20Jun%202019.mp3
Multimedia: https://www.youtube.com/watch?v=UMSD-IkyxII

Show index

Adam

Music

- Black Ace - It's Payback Time - Contra: Hard Corps (OC ReMix)
- PirateCrab - Lancer vs Lancer - Deltarune (OC ReMix)

Topics

- *Beat Saber* out of early access, hit full release 21 May (incl. as a launch title for Oculus Quest, standalone VR)
- OUYA (previously bought out by Razer) being phased out completely by 25 Jun
- *Sonic the Hedgehog* movie delayed to 14 Feb 2020 (...what a great Valentine's Day activity)
- Project xCloud - the MS cloud gaming service we couldn't remember last time - will supposedly support **all** Xbox One titles, plus backwards compatibility w/ earlier titles
- Konami's *Contra* to join *Arcade Classics* and *Castlevania* (already released) sometime in the summer as the final trio of their 50th anniversary collections
- *Tetris* hit 35th anniversary on 06 Jun (aka yesterday)

Personal gaming

- LA-MULANA 2 (done, finally)
- Risk of Rain 2 (early access preview; one more bonus strim tomorrow)
- Armed Police Batrider (Shmup Book Club, Apr - Jun)
- Cyvern: The Dragon Weapons (Shmup Book Club, May)
- Ryu Jin (Shmup Book Club, Jun)
- Assault Android Cactus (Campaign+ speedruns)

Ad-hoc design

- Side scrolling endless runner / platformer
    - Grapple moving objects to progress forward / upward
    - Objects enter scene at:
        - ...either side at any time
        - ...from the top (at any altitude)
        - ...from the bottom (at higher altitudes)

- ...forward / backward (with ample visual warning)
- Movement
    - Momentum-based physics for speed/acceleration (objects grappled)
    - Very low amount of air control; can lean slightly left/right while grappled
    - Grapple up to 3 objects at once
        - Fastest object will contribute most to momentum
        - Grapples will stretch, to a point, but most strained will break
- Altitude
    - Start at ground level
    - The higher you go…
        - ...the faster objects move
            - Bugs -> birds -> planes / helicopters -> clouds -> rockets -> satellites -> comets / meteors
        - ...and the less your forward momentum decreases (lower air resistance)
        - ...and the less your altitude decreases (lower gravity)
- Scoring
    - Scales based on forward speed (left -> right), altitude, number of objects currently grappled
    - Bonuses for landing / "surfing" on objects that can hold your weight
        - Eventually they will kick you off
        - "Surfing" will cause objects to leave scene forward / backward at greater rate

Shane

Music
- [M Benson - Groove Before the Storm - Final Fantasy X](#) ([OC ReMix](#))
- [DaMonz - The Darkest World - Legend of Zelda: A Link to the Past](#) ([OC ReMix](#))

Topics
- *Octopath Traveler* releases on PC **today**
- More details on Google's Stadia platform revealed; $130 founder's kit with controller, Chromecast Ultra, *Destiny 2* plus its expansion, a three-month pass, and a three-month 'buddy pass' coming in late 2019; subscription to Stadia Pro will be $10/month, but not include the latest titles; 35mbps recommended for 4K60 gaming; originally only available on Pixel 3 + 3a
- YouTube bans minors from streaming on its platform without adult supervision
- Microsoft bringing more of its first-party titles to Steam, in addition to its own Store
- *Journey* launched on the Epic Game Store on 6 June
- Ray tracing added to *Quake II*; will be available in July

Personal gaming
- *Pathfinder*
- *Mario Kart 8 Deluxe*
- *Octopath Traveler*

Ad-hoc design

TITLE:	Roll
GENRE:	Puzzle
PLAYERS:	1+
INPUT METHOD:	Twin-stick or gyro controllers
GRAPHIC STYLE:	No Preference
AUDIO STYLE:	No Preference
POV:	Toggleable between first- and third-person
STORY:	N/A
HOOK:	Single-player story mode that adds action RPG elements to the game (progressive story and stats, bosses, upgradeable skills, so on); multiplayer co-op or competitive play
INVENTORY:	Ability- and stat-boosting cards with a slot maximum that can raise or lower over time based on equipment/cards found
MECHANICS:	In twin-stick mode, one stick controls the camera and the other the ball. In gyro mode, it's all balance all the time, with buttons controlling jumps and items.
OBJECTIVE:	Navigate labyrinthine pathways, obstacles, challenges, and traps to find the maze's exit

Tony

Music
- [Yffisch - Rum Barrel - Escape from Monkey Island](#) ([OC ReMix](#))
- [One Man Dan Band - Hayride Dreams - Super Mario Brothers 2](#) ([OC ReMix](#))

Topics
- Ryzen 3000 series: twelve cores for five hundred? Aww duuude *four strength four stam leather belt guy noise*
- X570 motherboard chipset, requires active cooling
- Blizzard opens WoW Classic Stress test to many beta hopefuls, has to do it twice due to login issues the first go around (they also raised the level cap to 40 on beta)
- Blizzard cancels StarCraft FPS, to focus more on Overwatch and Diablo sequels
- Destiny 2 goes free, breaks free of Battle.net and will go to Steam
- Google Stadia press conference, Stadia in 4K will use up 1TB bandwidth in 65 hours of play, lots of major label support (Doom, Assassin's Creed, etc)

Personal gaming
- *World of Warcraft: Classic*
- *Dance Dance Revolution*
- *Nethack*

Ad-hoc design
- Combination slingshot and input timing mechanic (rhythmic? not necessarily)
- Touch screen controls - press and drag to control power and trajectory, guide markers show where the projectile will go
- Once the projectile is launched, another hand gesture can be used to activate other time sensitive traps and gimmicks, and also prematurely detonate the projectile