

Round 8 - AVOCADO

Audio recording:

[https://zerohour-productions.net/recordings/insertcredits/R8%2023%20May%202014%20radio.mp3](https://zerohour-productions.net/recordings/insertcredits/R8%202023%20May%202014%20radio.mp3)

Show index

- News: 00:07:33
- Music segment 1: 00:23:48
- Gaming: 00:33:00
- Music segment 2: 00:55:06
- Design: 01:04:01

Adam

Music

- [DrumUltimA, Jillian Aversa, XPRTNovice, zircon - Generations - Legend of Zelda Ocarina of Time \(OCReMix\)](#)
- [Pyro Paper Planes - The Unnamed Frontier - Metroid 2 \(OCReMix\)](#)

AtW

Game (un/)release news

- 'Towns' abandoned; one of first indie title alphas to be released on Steam before official 'Early Access'
 - 'Transistor', Supergiant Games' next release, on May 20
 - Sportsfriends released (on PS3), coming to PC/Mac/Linux/PS4
 - New 'Unreal Tournament' in development; to be cross-platform (Win/Mac/Linux), use Unreal Engine 4, and be free (not free-to-play; just free), community-driven design. WHAT.
 - EA shutting down lots of online games, too?
- <http://www.eurogamer.net/articles/2014-05-12-50-ea-games-will-have-their-servers-shut-down>

Crytek open-sources 'Renderdoc' graphics debugging tool

- Following release of CRYENGINE for Linux
- Following in Valve's footsteps?
- Only supports Direct3D 10/11 API for now, OpenGL support planned

VR projects

- TECHNOLOUST; recent successful Kickstarter, to include STEM controller support
- Loading Human (or something else?) - also on Kickstarter; also STEM support; sort of a 'not-game'
- Zenimax officially files suit against Oculus; claims stake in tech

Personal Gaming

- LUFTRAUSERS (damn it)
- Expound on 'Quest for Semi-Glory'

Ad-hoc Design

- Side-scrolling action-platformer; escape from a destructifying space station
- Map is a square grid of nodes (rest areas); choose a corridor to run
- Goal is to make it through the corridor alive, eventually to the 'exit' node; exploding stuff, aliens, whatever are trying to kill you; have to keep moving forward (massive wall of fire / death from behind)
- After clearing a corridor, it is closed off entirely; choose the next corridor to continue
- Corridors are randomly-generated w/debris, broken floors, etc
- After each corridor clears, random other nodes / corridors may become untraversable (hull breach, explosion, etc)
- Can choose a few diff. augments at each node:
 - Movement: faster run, higher jump, better grip (less sliding)
 - Weapon: pistol, grenades, laser
 - Special: OTU or recharging items (teleporter, time freeze), special utility gear (grappling hook, jetpack), others?
- Main point is to keep moving forward, some planning needed at rest nodes to make sure you don't box yourself in
- Each corridor is max 60-120 seconds; each subsequent corridor collapses more quickly, so you have to optimize your route real-time
- Some corridors may have tunnels to other areas, special triggers to reinforce / instantly destroy other areas of the 'map'

Shane

Music

- [Dhsu - Nirvana - Earthbound \(OCReMix\)](#)
- [dasaten, jomarlake - Slumlod Gillionaire - Final Fantasy 7 \(DoD May 2009\)](#)

Topics

Kinectless Xbox One

- Microsoft releasing an Xbox One configuration without Kinect prebundled
- Cost is \$100 less than the current system; \$399
- Will be available on June 10th
- System supposedly performs better without Kinect attached?

A Brief Foray into SSB4

- Ike returning - hooray!

- PDP (Performance Designed Products®) partnering with Nintendo to produce GameCube-like controllers that plug into Wiimotes called "Wired Fight Pad"; will launch with the game for \$24.99

***Final Fantasy: A New World* premieres in the US at Anime Central 2014**

- Collection of chamber music for ~14 musicians
- Program was roughly 90 minutes, covered *FF1-14*
- Included piano solo ("*Those Who Fight*" from *Final Fantasy VII*)
- Nobuo Uematsu himself performed! ("*Dark World*" from *Final Fantasy VI*)

Personal gaming

- *Pathfinder* (tabletop RPG)
- *World of Darkness: Changing Breeds* (tabletop RPG)
- *Tales of Symphonia* (PS3 remake)
- *Final Fantasy X HD* (PS3 remake)

Ad-hoc design

- Not prepping any notes this week! Gonna do it LIIIIIIIIIIIIIIIIIIIIIVE!