

Round 93 - Multidimensional

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R93%2013%20Aug%202021.mp3>

Multimedia: <https://www.youtube.com/watch?v=YKRNLC2NfLY>

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MrBond

Music

- [ymK - The Last Metroid - Super Metroid \(OC ReMix\)](#)
- [Rockos, KezyCP - R.K. Nu Hrizns - Animal Crossing: New Horizons \(OC ReMix\)](#)
- [prophetik music - Cradle of the Chozo - Metroid Prime \(OC ReMix\)](#)

Topics

- Activision/Blizzard - (content warning) "new" controversy from senior employees encouraging and/or not intervening to stop sexist behavior; state of CA files lawsuit
 - Predatory behavior, "Cosby Suite" at events (stemming from but not limited to BlizzCon 2013), etc
 - More tone deaf than usual company response; large employee walkout in protest
 - Actual shareholders put pressure on company to enact reforms; proposed class action lawsuit from other investors
 - J Allen Brack (President) resigns after being named in CA lawsuit ^^
 - More resignations to follow, after also being named in lawsuit(s) - director of *Diablo IV*, high-level *Diablo IV* designer, high-level *Warcraft* designer
 - <https://arstechnica.com/gaming/2021/07/activision-blizzard-employees-plan-wednesday-walkout-for-equality>,
<https://arstechnica.com/gaming/2021/08/blizzard-president-j-allen-brack-steps-down-amid-lawsuit-fallout/>
- Facebook recalls Oculus Quest 2, delists from sales, for rash+hive-causing face padding; replaces foam w/ silicone for existing units -
<https://arstechnica.com/gaming/2021/07/facebook-recalls-4-million-quest-2-vr-face-masks-over-rashes-and-hives>
- Spelunky, Spelunky 2 to release on Switch, 26 Aug -
<https://www.engadget.com/spelunky-2-nintendo-switch-release-date-181832059.html>
- Another record shattered - new-in-box Super Mario Brothers goes for \$2M in Rally auction -
<https://www.engadget.com/super-mario-bros-rally-sale-164126689.html>
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Personal gaming

- Shift Quantum (now complete)
- Hyper Light Drifter (now complete)
- Super Nova (SBC, Aug)

- Salamander 2 (SBC, Jul-Sep)
- Einhander (SBC, Aug-Oct)
- Sun longplay: Noita
- ALttP Multiworld w/ Boris, _006; ALttP + Factorio w/ ei

Tormod

Music

- [Seal of Seven Sages by Nigel Simmons from *The Legend of Zelda: A Link to the Past* \(OC ReMix\)](#)
- [Warriors by Astral Tales from *Tecmo World Wrestling* \(OC ReMix\)](#)
- [Whispers in the Dark by RebeccaETripp from *The Legend of Zelda: Twilight Princess* \(OC ReMix\)](#)

Topics

- Valve and AMD working together to bring a TPM solution to the Steam Deck which would allow for Windows 11 to be installed; also co-developing an 'improved' CPU driver for the Linux kernel
- Valve intends to continue making future handheld devices; Gabe Newell says the Steam Deck is their establishment of a product category
- Steam Deck allegedly capable of streaming games rendered on other devices for 8 hours
- Sony finally making a profit on PS5s with disc drives; still losing on digital-only consoles
- *Final Fantasy [1-3]: Pixel Remaster* released; players raving about the experience, music, quality of life changes, so on. Menu font a sticking point for everyone; I replaced mine with that of *Final Fantasy Mystic Quest*, and it brought even more early 90s charm to the game

Personal gaming

- *Final Fantasy: Pixel Remaster* (finished)

Ad-hoc design - <https://letsmakeagame.net/game-idea-generator/>

TITLE: There Can Be Only You
SETTING(S): Side-scroller, you are your enemy, medieval, man against the world
PLAYERS: 1
INPUT METHOD: Keyboard; gamepad; directional input + buttons
GRAPHIC STYLE: Animated limited tile-size pixel-ish sprites; high-frame-count animations when possible, w/ smearing motion as needed
AUDIO STYLE: High-ish fidelity but well-mixed background and atmospheric effects, alongside lower emphasis on repeated, high action sounds
POV: Side scroller, duh
STORY / HOOK: King is dead; travel to the seat of power before your evil twin / rival / shadow - but it turns out to be a shade of yourself created by your own ambition in the pursuit of the throne
INVENTORY: Medieval weaponry - swords, axes, lances, staves, bow+arrow
MECHANICS: Action-platformer-ish stuff; weapon proficiency and character build based on usage - more movement, more attacks, etc; w/ some basis in an initial build, and deterministic (non-random) advancements; final battle is the perfect counter to your build
OBJECTIVE: See ^^