

Round 94 - The Change

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R94%2010%20Sep%202021.mp3>

Multimedia: <https://www.youtube.com/watch?v=La3t0j77ZQY>

Show index

- News: 00:14:08
- Music segment 1: 00:36:46
- Gaming: 00:48:19
- Music segment 2: 01:32:27
- Design: 01:44:32

MrBond

Music

- [DDRKirby\(ISQ\) - 8-bit Dragon Awakening - Breath of Fire IV \(OC ReMix\)](#)
- [Pavos - Back to the Fields - Golden Sun \(OC ReMix\)](#)
- [bLiNd - Anthem Anubis - Jet Force Gemini \(OC ReMix\)](#)

Topics

- Remaster of Quake (and Quake 64) released *_before_* it was officially announced - <https://arstechnica.com/gaming/2021/08/quake-enhanced-re-release-out-before-its-announced-with-quake-64-too/>
- Labor Day weekend esports tournament for...Stardew Valley? \$40k+ prize pool distributed - <https://www.engadget.com/stardew-valley-cup-esports-tournament-concerned-ape-181150873.html>
- *Halo Infinite* to release 08 Dec...but without co-op campaign, or multiplayer's "Forge" mode; half will be free-to-play(???) - <https://arstechnica.com/gaming/2021/08/halo-infinite-december-launch-confirmed-ahead-of-formal-gamescom-announcement/>
- Amazon's Luna gaming service still exists, adds a \$3 family tier (curated list of E-for-everyone games), and adds free access to *Resident Evil 7*, *Metro Exodus*, *Katamari Damacy Reroll*, and *Monster Boy and the Cursed Kingdom* to Prime (...until 15 Sep) - <https://arstechnica.com/gaming/2021/09/amazons-luna-game-streaming-service-adds-3-for-family-free-with-prime-tiers/>
- Epic v Apple - hoo boy...some findings from trial (today, 10 Sep)
 - Permanent injunction against Apple, will force them to allow links to external payment systems (in-app links, call-outs, emails to app users, etc); takes effect in 90 days
 - Apple *_not_* abusing monopoly power w/ their app store
 - Epic breached contract w/ Apple, liable for damages of \$3M+, incl. the 30% app store fee they tried to avoid when *Fortnite* was on app store
 - Apple not required to restore Epic's app store developer account(s)
 - Epic says they will appeal

Personal gaming

- BPM: Bullets Per Minute (now complete)
- Cotton: Fantastic Night Dreams (TG-CD, SBC, Sep)
- Salamander 2 (Arcade, SBC, Jul-Sep)
- Sun longplay: Noita

- Final Fantasy I: Pixel Remaster (PC)
- Large multiworld - 9 people, 13 worlds (5 unique games - 1x OoT, 7x LttP, 3x RoR 2, 1x Minecraft, 1x Factorio)

Tormod

Music

- [Dancing in Kokiri Bottom by Audio Mocha from *The Legend of Zelda: Ocarina of Time* \(OC ReMix\)](#)
- [Hunter's Landing by Ivan Hakštok from *Final Fantasy VIII* \(OC ReMix\)](#)
- [Temple Spirits by RebeccaETripp from *The Legend of Zelda: Oracle of Seasons* \(OC ReMix\)](#)

Topics

- *Final Fantasy IV: Pixel Remaster* released on Steam on 8 September
- *Crysis Remastered* lands on Steam on 17 September
- *Bravely Series* director Tomoya Asano shares that the recently released *BD2* was well-received, and that the next installment in the series is in the planning stages; warns that development will take 3-4 years and to “bear with us”
- *Bravely Default II* released on Steam on 2 September
- Epic vs. Apple: the conclusion. Epic loses to Apple on “breach of contract” and must remand 30% of their *Fortnite* income from August 2020 onward, and Apple ALSO loses and is now required to allow third-party payment processors from within apps

Personal gaming

- *Final Fantasy II: Pixel Remaster*
- *Final Fantasy III: Pixel Remaster*
- *Dungeons & Dragons 5th Edition*
- *DoDonPachi*
- *Wheel of Fortune* (SNES)
- *Wheel of Fortune* (NES)
- *Jeopardy!* (NES)

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

TITLE: A _____ Murder on Magic Mountain

SETTING(S): Platformer, Magic Gone Wrong, Fairytale, Murder Mystery

PLAYERS: 2 (co-op)

INPUT METHOD: Standard third-person platforming controls / maneuvers

GRAPHIC STYLE: 3D platforming

AUDIO STYLE: "Serious" audio design conflicts with obvious light(er)-hearted visuals and/or storyline

POV: Third-person w/ camera switchable to first person for examining a point-of-interest

STORY / HOOK: Murder-mystery - whodunnit / Clue-ish, find who done did a murder

INVENTORY: Choice of familiar at the start; player/familiar has standard equipment at start, can collect "extra" consumable items and helpful abilities throughout the level if you want, need to find the magical Maguffin to progress

MECHANICS: Detective duo; players investigate a level / map / board / world for points of interest, choose actions at those points; choice of (4) different characters, each with a different unique ability to move around and investigate the world
Limited set of overall maps (10-15-ish), overall navigation of them keyed to the combination of player characters
Points-of-interest randomized within the map, based on strengths and weaknesses of the chosen characters
Story at major progression points generated as a result of the players' choices
Hidden areas of the map may not be normally accessible w/o collecting certain items / abilities from normal areas of the map

OBJECTIVE: Investigate strange occurrences in the area; "obvious" progression makes things go sideways to prolong and/or trigger progression