

Round 1 - Are You Not Entertained?!

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R1%202014%20Feb%202014%20radio.mp3>

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Adam

One-off dedication: Dad

Music

- [The SamAreAye - Demetrius - Gradius 4 \(Dwelling of Duels 10th Anniversary\)](#)
- [CarboHydroM - Planetarium - Mario Kart 7 \(Dwelling of Duels June 2013\)](#)

Flappy Bird 'incident'

- Meteoric rise to fame; huge daily revenue: \$50k+
- Dev reaction and subsequent pull from app stores
- Death / suicide threats
- 'Flappy Jam', 'Floculus', 'Maverick Bird' (Terry Cavanagh)
- eBay sales of phones w/app

Personal gaming

- Castle Crashers (PC)
- Spelunky (PC)
- Mass Effect - finished 1, 2, working on 3 (3rd run)

Ad-hoc design

(based on simple one-touch / one-button games)

- Tower defense...maybe
- Move on tap at diff location
- Tapping 'player' changes fire pattern, or just fires in a very close proximity

Shane

Music

- [Shnabubula - Anachronism - Secret of Evermore \(OCReMix\)](#)

- [Rexy. RoeTaKa - The Anti-Garlic Campaign - The Twisted Tales of Spike McFang \(PRC 44\)](#)

Pokémon Bank release in North America

- February 5th
- Cost is \$4.99 per year with a 30-day trial
- Difficulty in downloading because eShop was slammed with traffic
- Ease of use once installed

Unsung Story: Tale of the Guardians Kickstarter funded

- Ends during the show
- Total funds are \$660,126
- Check it out; cool game, interesting mechanics, hope the team delivers

Personal gaming

- Castle Crashers (PC)
- Spelunky (PC)

Ad-hoc design

Quick-reaction game

- Player taps targets as quickly as possible
- Targets change; sometimes multiple on the screen at once
- Targets have values assigned; some are detrimental, others special and increase score multiplier
- Score determined by amount of time taken to tap, multiplied by value of target, multiplied by multiplier
- Targets only remain on-screen for 1 second each