Round 117 - What Did We Say About Time

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R117%2015%20Dec%202023.mp3
Multimedia: https://www.youtube.com/watch?v=dXgWq1UzQMM

Show index

MrBond

Music
- Vic Viper - You've Got the Body, I've Got the Synth - A Nightmare on Elm Street (OC ReMix)
- NoTuX - Blue Magic - Minecraft (OC ReMix)
- MkVaff - Vega's Theme (Pulse Mix) - Street Fighter II: The World Warrior (OC ReMix)

Topics
- Microsoft starting to police "unauthorized" Xbox accessories, issue system-level bans; concerns a lot of accessibility advocates / players - https://arstechnica.com/gaming/2023/10/microsoft-issues-system-level-ban-for-unauthorized-xbox-accessories/
- Capcom issues tone-deaf assessment of mods, comparing it to cheating - https://arstechnica.com/gaming/2023/11/no-capcom-modding-pc-games-isnt-the-same-as-cheating/
- Coming off half-ish-win, mostly-loss against Apple, Epic / Google trial starts outlining antitrust case of Google's Play app store
    - https://arstechnica.com/gaming/2023/11/why-todays-epic-v-google-trial-is-and-isnt-a-repeat-of-epic-v-apple/
    - https://arstechnica.com/gaming/2023/11/at-trial-epic-argues-google-bribed-its-way-to-an-android-app-monopoly/
    - …and jury agrees: Google's app store violates antitrust law - https://arstechnica.com/gaming/2023/12/googles-android-app-store-monopoly-violates-antitrust-law-jury-finds/
- Officially confirmed: a live-action *Legend of Zelda* movie…?
    - https://arstechnica.com/culture/2023/11/a-legend-of-zelda-live-action-movie-is-happening-with-miyamoto-producing/
    - https://www.engadget.com/nintendo-is-making-a-live-action-legend-of-zelda-movie-221618064.html
- *Mario Kart 8* update attempts to address popular-ish sandbagging item collection strategy - https://arstechnica.com/gaming/2023/11/mario-kart-8-update-nerfs-controversial-sandbagging-strategy/
- OG *DOOM*'s 30th anniversary!
    - John Romero releases free megawad, *SIGIL II*, a follow-up to his previous *SIGIL* megawad from 2019 - https://romero.com/sigil
    - Romero and John Carmack reflect on *DOOM*'s history, success - https://arstechnica.com/gaming/2023/12/dooms-creators-reminisce-about-as-close-to-a-perfect-game-as-anything-we-made

- More / ongoing shade-throwing at Unity: GameMaker makes its 2D engine free for non-commercial use, one-time $100 license for PC/mobile/browser, or $80/month for consoles; notably, no per-install runtime gouging - https://arstechnica.com/gaming/2023/11/gamemaker-makes-its-2d-engine-free-for-tinkering-100-for-non-console-games/

Personal gaming
- Sea of Stars (complete)
- GUNHEAD (complete)
- En Garde! (in progress)
- Pop'n TwinBee (SBC Nov)
- Sagaia (SBC Dec)
- Deathsmiles (SBC Sep-Nov)
- Blue Revolver (SBC Oct-Dec)
- Karous (SBC Dec-Feb)
- Sun longplay: Cursed to Golf, Spelunky 2 randomizer
- DOOM Infinite - roguelike mod for OG DOOM/II

Tormod

Music
- *[Super Mario's Sleigh Ride](#)* by The OneUps from *Super Mario World* ([OC ReMix](#))
- *[Fisherman's Horizon (Christmas Ver.)](#)* by Goomin Nam from *Final Fantasy VIII* ([OC ReMix](#))
- *[Christmas in the Village (Silver Bells)](#)* by Dale North from *Lufia II: Rise of the Sinistrals* ([OC ReMix](#))

Topics
- E3 is no more
- Sony debuts its first accessibility-focused PS5 controller, the highly customizable "Access Controller"
- Capcom confirms additional *Resident Evil* remakes are coming
- Valve releases documentary, huge new Half-Life update on its 25th anniversary: 19 November 2023
- Massive UI overhaul for mobile version of Discord is shite
- Annapurna acquires South African studio '24 Bit Games', supports the development of the local gamedev scene
- *Outer Wilds* released on Nintendo Switch
- Twitch makes surprising decision to relax handling of nudity; immediately cancels changes a day later

Personal gaming
- …I fursuited for the first time at MFF 2023?

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

TITLE: *Anathema*

SETTING(S):   Card game, tower defense, 1 HP, zombie, tragedy

PLAYERS: 1+

INPUT METHOD: KB/M, gamepad, literal cards

GRAPHIC STYLE: Gothic fantasy-esque

AUDIO STYLE: Gothic fantasy-esque

POV: Tower defense

STORY / HOOK: Find a cure to the infectious (parasite / magic + hypno); if you don't, everyone dies.

INVENTORY: All card draws - base units, augments, field modifiers

MECHANICS: Start with a base unit/card; draw and play to add more units/cards to the field, or augment abilities: number of targets, range, damage type (AoE?). All incoming zombies have single HP; can have armor, immunities to damage types. Balance between defense and researching / finding the cure.

OBJECTIVE: Defend the last uninfected settlement - *your* settlement - while finding a cure.