

Round 23 - Live, from Almost Underground

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R23%202017%20Apr%202015%20radio.mp3>

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Adam

Music

- [SuperiorX - Lights Out - Mega Man 9 \(OC ReMix\)](#)
- [RoeTaKa - The Fall of Artorias - Dark Souls \(OC ReMix\)](#)

AtW

Major topic - None (too many briefs)

Briefs

- Nintendo working on new console, code-named NX
- Nintendo working w/ DeNa for mobile titles (ick...?)
- Atari threatening legal action against Tempest 2000 dev...for creating new game TxK (<http://arstechnica.com/gaming/2015/03/txk-dev-on-atari-legal-threats-attack-me-they-should-have-hired-me/>)
- Kojima leaving Konami...serious this time? No confirmation, but some signs from changes to Konami staff pages
- First level of Super Mario 64 80% recreated in-browser, via Unity; and then promptly DMCA'd by Nintendo (<http://www.engadget.com/2015/03/27/super-mario-64-browser/>)
- Legend of Zelda Wii U title pushed out of 2015 release window

Personal Gaming

- Power-Up (PC; Quest for Semi-Glory; completed)
- Heavy Bullets (PC; Quest for Semi-Glory; completed)
- Crawl (PC / early access; Quest for Semi-Glory; now in progress)
- Super Mario 64 (N64)
- GoldenEye (N64)

Ad-hoc Design

- Open-world side-scrolling shmup; 2.5D graphics

- Each change in 'zone' rotates the view in real-time
 - Start as default left-right side-scroller
 - Can morph into any combo of left/right side-scroll/top-down
 - Maybe 3D-ish 'fly into screen' (like Gradius 3 arcade did?)
- Zones can vary in presentation dynamically
 - Speed a-la Spy Hunter - move closer to the leading edge = faster, move closer to the back edge = slower
 - Bullets, enemies, and parallax-scrolling background changes speed accordingly
 - In some areas, can change orientation - move up for 'sky' section, down for 'underground' section, etc
- Open world aspects, but directed
 - Can fly on unlocked routes between zones (or just fast-travel to next zone if desired)
 - Can't 'turn around' when in free-fly; either fly through the entire route, or trigger fast-travel to endpoint
 - Find additional power-ups / points in during free-fly
 - Can also die (!!) during free-fly; the more dangerous the route, the higher probability of cool rewards

Shane

Music

- [Star Salman - Tatsumakisenputronic - Street Fighter 2 \(OC ReMix\)](#)
- [Another Soundscape - Groove, Sweet Groove - Final Fantasy 5 \(OC ReMix\)](#)

Topics

- GTA V breaks Skyrim's concurrent players record on Steam
- Amiga classic *Shadow of the Beast* coming to PS4
- *Star Wars Battlefront* screenshots and media begin to trickle out as announcement news leaks before the official announcement; 17 November release date?
- *Omori* psychological horror RPG coming to 3DS and PC late 2015/early 2016
- *War Z* devs renaming game for third time; *Aftermath*
- 2K Australia, last remaining AAA studio in the country, closing

Personal gaming

- *Cards Against Humanity*

Ad-hoc design

- Making an aleatoric game (use dice generator)
- Genres were simulation and board/tabletop games
- Idea was a simulation of administering minigames in an RPG - and how to rip off the player
- Rolling dice in the simulator affects how bits would be flipped for RNG in the minigame, etc

- Overarching goal is to play against the adventurer successfully

Tony

Music

- [Tetrimino - G-R-O-O-V-E of a God - Final Fantasy 7 \(OC ReMix\)](#)
- [Avaris - Eclipse - Final Fantasy 4 \(OC ReMix\)](#)

Topics

2k Australia closes its doors

<http://www.pcgamer.com/borderlands-the-pre-sequel-studio-closed/>

- This studio brought us Borderlands: The Pre-Sequel and Bioshock 2.
- Studio had great talent, Australian economy is chiefly blamed for the closure.

Zombie Shooter “Dying Light” sees developer tools released

<http://www.pcgamer.com/dying-light-developer-tools-released/>

- New fan-created content has already seen its way to Steam Workshop.
- Includes ability to create new areas, scenarios, objectives and dialogue.

Battle.net players in Crimea lose service

<http://www.pcgamer.com/blizzard-cuts-access-to-battlenet-in-crimea/>

- A US executive order prohibits all services provided there from the US
- Blizzard, not excluded of course, shuts down immediately all services to the Ukrainian region

Personal gaming

- *World of Warcraft (PC)*
- *Nethack (PC)*
- *Questron (C64)*
- *Questron II (C64)*
- *Legend of Blacksilver (C64)*

Ad-hoc design

- Room-to-room game, all dark
- Objective is to escape
- Player has a flashlight that can be shined using the mouse
- WASD movement
- Things that were seen but now in the dark are shown as gray lines
- Things in the dark including room exits have the possibility to change
- Traps such as pits are present
- Monsters that kill on touch are also present, will not move when the light is on them, but they will attempt to approach the player from the darkness
- Player can toggle their flashlight, some traps may disable their light momentarily
- Game modes include X rooms w/ best time and score, survival, stages with increasing room count