

# Round 37 - Cheering (The Free Kind)

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R37%202012%20Aug%202016%20radio.mp3>

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## Adam

### Music

- [Redg - Lucre - Metroid \(OC ReMix\)](#)
- [DigiE, Katskachi - Kaine \(Absolution\) - Nier \(OC ReMix\)](#)

### Around the world

- Another lawsuit settled - nVidia GTX 970 (4 GB vs 3.5+0.5GB), \$30 per affected user (class action)
- PSVR 'required' space detailed (<http://arstechnica.com/gaming/2016/07/sony-announces-playstation-vr-space-requirements-is-your-room-big-enough/>)
- Archive.org has first 13 years of Nintendo Power (<https://www.engadget.com/2016/08/02/read-the-first-13-years-of-nintendo-power-on-archive-org/>)....already C&D'd (like AM2R project, sorta)
- Twitch 'Cheering' extends to all broadcast partners
- Valve allows royalty-free, licensed use of SteamVR / Vive tracking sensors (but requires \$3k live seminar before use); (<https://www.engadget.com/2016/08/04/htc-vive-open-source/>)
- Minecraft Oculus release in ~ a week

### Personal gaming

- Lovers in a Dangerous Spacetime (PC; Quest for Semi-Glory; now complete)
- Axiom Verge (PC; Quest for Semi-Glory; now complete)
- Not a Hero (PC; Quest for Semi-Glory; now in progress)
- Magicite (PC; Quest for Semi-Co-op; next on 27 Aug)

### Ad-hoc design

- Front-on endless runner (a-la Contra's Base levels)
- Goals

- Go as far as you can (duh)
- Go as fast as you can (bwuh?)
- Movement
  - Not always moving forward; can stop to take cover
  - Can never move backwards
  - Jump - simple and predictable vertical
  - Dodge - mostly invincible during dodge, a handful of vulnerable frames before and after
  - Wall-hang / kick - grab on or kick off to sides of tunnel, to avoid ground-based threats
  - Boost mode - constant movement forward, acceleration for five seconds
    - If complete boost without issue, adds to multiplier bonus for each second forward movement maintained
    - If hit by enemy or collide with any other object during boost, boost canceled and lose all bonus
    - Boost recharges from forward progress, or can collect item to refill
- Controls
  - Twin-stick - can fire while moving (one stick moves on-screen reticle, one moves the player)
- Modes
  - Normal - mostly random level generation, as far as which enemies / enemy formations / cover geometry / item+weapon spawns
  - Seeded - RNG always consistent; allows for races / competition against ghost(s) of previous runs
  - Daily - duh
- Scoring
  - Fixed point values for each enemy defeated, depending on type
  - Time bonus for completing sections, including a sub-1x multiplier if you're really slow
  - Collect bonus items along the way to improve base (unmultiplied) score
    - Lose these items on getting hit
  - Base plus multiplier added to current score every five sections completed

## Shane

### Music

- [HyperDuck SoundWorks - Yearnings na Gaoithe - Chrono Trigger \(OC ReMix\)](#)
- [timaeus222 - Soiled by the Egyptians - Vectorman \(OC ReMix\)](#)

### Topics

- *Kusogrande* bad games tournament, hosted by Brossentia, continued over last weekend; had a chance to see *CheetahMen II* (fixed ROM) played competitively between eLmaGus and Dragondarch, in which Dragondarch won

- *No Man's Sky* drama - early copy leaked and reviewed, 1.03 patch with massive changes that all but require your saved game to be deleted, review copies not being immediately available caused a stir, et cetera
- *Pokémon Go* continues to grip the world with accidents, bitching, and getting agoraphobic folks out and about
- PS Vita hacked; can now run homebrew via a simple browser exploit on the 3.60 firmware (credit to Team Molecule)
- New first-gen Pokémon forms revealed in *Sun* and *Moon* trailers - who wants a dragon-type Exeggutor?!

## Personal gaming

- *Final Fantasy X HD*
- *Final Fantasy VI* (romhack)

## Ad-hoc design

TITLE:	<i>World of Gun Gods</i>
GENRE:	World-maker + FPS
PLAYERS:	Up to 4; mapmaking mode is also multiplayer
INPUT METHOD:	Twin-stick controller or keyboard/mouse
GRAPHIC STYLE:	Stylized realism a la <i>Halo</i>
AUDIO STYLE:	Modern orchestral with electronic elements
POV:	First-person/third-person togglable
STORY:	You and your god-companions awaken in a bland, flat land, left to your wits and ability to generate large explosions. It's up to you to form the land into the most ultimate of FPS arenas to form the most engaging training grounds for the most elite fighting race in the history of the universe.
HOOK:	Initially, you and your god-companions are weak; your powers must develop! The more creative you are with what energy and materials you have, the greater your reward.
INVENTORY:	Initially, battle armor and the ability to form somewhat precise seismic events, but as time goes on, weaponry is found in the rubble, and the items you find can be crafted into bigger, better, and more advanced things; guns and triggers can be formed into turrets, seismic power can be captured in certain materials derived from terrain, and when combined with triggers, can form containers for controlled microexplosions (grenades, anyone?)
MECHANICS:	Form landscape in level format where creativity and destruction is rewarded with additional resources for future levels. Terrain forming/mapmaking and the training/battles within are a seamless transition with minor changes in inventory; mapmaking has access to raw materials, where training/battles can only use seismic powers and crafted/actionable items

OBJECTIVE: You and your companions are Gun Gods in an unrefined world - it's up to you to terraform the land into the best and most entertaining deathmatch arenas possible with what tools, abilities, and energy you have available as time progresses.

## Tony

### Music

- [Nostalvania - Have Ship, Will Travel - Legend of Zelda: Link's Awakening \(OC ReMix\)](#)
- [Rushjet1 - Dark Depths of Wily's Castle - Mega Man 2 \(OC ReMix\)](#)

### Topics

- Gen Con 2016 last weekend in Indianapolis
- Doom: The Board Game announced by Fantasy Flight Games

### Personal gaming

- *Final Fantasy VI*
- *Master of Magic*
- *Doom engine games*

### Ad-hoc design

- Start game, no instructions, just dropped into a game world where you explore your controls
- The game is really a series of mini-games all with their own control scheme and arcade like controls
- 2D field, able to attack based on the weapon you possess (melee, sling-based, whatever is around)
- You are able to pick up and wield things that one wouldn't normally consider weapons - just whatever junk happens to be lying around.
- Goal is to survive to the end of the stage
- Controls change each stage