

Round 38 - Just Bust on In

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R38%2014%20Oct%202016%20radio.mp3>

Show index

- News: 00:08:34
- Music segment 1: 00:48:31
- Gaming: 00:58:34
- Music segment 2: 01:50:20
- Design: 02:02:46

Adam

Music

- [Mazedude - The Beautiful Spaceships - Tyrian \(OC ReMix\)](#)
- [Gabe Terracciano, Shnabubula - Turkish Coffee - Spelunky \(OC ReMix\)](#)

Around the world

- UK investigatory authorities (ASA) examining No Man's Sky material for false advertising (screenshots, trailers, etc)
- Valve changes review score aggregation - only direct purchases from Steam will be included in score (reviews still allowed); default view includes all reviews now (after massive backlash)
- Washington state orders Valve to immediately stop allowing use of "skins" as gambling currency through Steam
- **Actually, don't talk about this** - plenty of other, better Oculus news
 - Palmer Luckey (Oculus CEO) discovered to be funding political shitposting and meme generation (pro-Trump, *vomit*)
 - Some devs (including non-games) canceling plans for or dropping active Oculus support
 - Attendant backlash, political garbage, "freeze peaches", etc
- TwitchCon
 - New "currency", betting w/ "Stream+ Coins"...?
 - First (new) game to feature direct integration with this is Breakaway, a MOBA-like (go figure)
- HTC beta-ing Viveport - storefront for (mostly) non-game VR apps
- Oculus Connect 3
 - Oculus Touch controllers - \$199 (bringing rough price equivalence to Vive)
 - Asynchronous Spacewarp - lowers minimum specs with frame interpolation / extrapolation
 - First look at standalone device

- Steam Dev Days - Valve all-in on VR

Personal gaming

- RIVE (Quest for Semi-Glory; now complete. First “press” review!)
- Hacknet (Quest for Semi-Glory; now complete)
- Super Time Force Ultra (Quest for Semi-Glory; now complete)
- Transistor (Quest for Semi-Glory, now complete)
- Assault Android Cactus (SGDQ 2017 practice)

Ad-hoc design

- Riff on previous design (immediate post-SGDQ round)
- Endless runner
 - Get as far as you can, arcade style
- Hero is dumb
 - Will just run left to right, at mostly the same speed
 - Prone to running into spikes, pits, enemies, skipping closed chests, etc
 - Will pick up any available weapons / items, regardless of whether they are better or worse than current
- Indirect control of hero’s actions
 - Affect terrain to force hero to take action / change stance / movement speed
 - Rubber-band ground to force a jump (jump / stop slide)
 - Pull down ground to increase speed (start run)
 - Push up ground to decrease speed / bridge hazards (stop run / slide)
 - Pull down ceiling to force slide (start slide)
 - Affect terrain to interact with other hazards
 - Knock down spikes / stalactites
 - Bash open chests / pots / crates
 - Knock down enemies to allow hero to pass
 - Catapult enemies into spikes / pits
 - Move weather effects (i.e. clouds, thunderbolts) to douse / ignite flames
- Enemies are (sort of) dumb
 - Predictable movement patterns
 - Most will go directly toward hero
 - Some will simply ignore hero, rely on incidental contact as attack
 - Some will lead hero movement - i.e. projectile users (skeletons, mages, etc)
 - Periodic minor boss fights - always mobile, w/ trash mob formations

Shane

Music

- [OA - Island Hospitality - Startropics \(OC ReMix\)](#)

- [Sentient Pulse - The Torment of a Twili - Legend of Zelda Twilight Princess \(OC ReMix\)](#)

Topics

- *No Man's Sky* sets new record for lowest-rated game on Steam
- Darbian finally achieves a 4:56 WR on *Super Mario Bros.*
- Xbox One S TV ad pokes at Sony, citing the new Xbox One S plays 4K Blu-Ray; sales spike 1000% for Xbox One consoles, and XBone outsells the PS4 in September
- PS4 Pro launches on 6 November for \$399; will have SATA-III HDD interface
- Twitch streaming discussion

Personal gaming

- *Final Fantasy XII*
- *Cards Against Humanity*
- *Pathfinder*
- *Hackmaster*

Ad-hoc design

TITLE:	<i>NO TAKE, ONLY THROW!</i>
GENRE:	Pet Simulator
PLAYERS:	Single-player
INPUT METHOD:	WASD + mouse
GRAPHIC STYLE:	Animated style akin to Catz and Dogz
AUDIO STYLE:	MIDI
POV:	First-person
STORY:	You just adopted your first dog! S/he might be a bit clingy and not.. exactly.. the brightest.. but by gosh do they want your attention and affection!
HOOK:	Every dog loves their ball, but not every dog loves to give it up! Creative ways of stealing it are required.
INVENTORY:	Treats, leash, various dog toys, squeakers, remote-activated doorbell, laser pointer.
MECHANICS:	Move around your house via WASD and look/interact by moving and clicking the mouse.
OBJECTIVE:	Play with your dog until they're exhausted and give you a much-needed break!

Tony

Music

- Sanxion7 - Hub 5 - Unreal (sorry, no link)
- [Majeles - Unworldly Invasion - Advance Wars \(OC ReMix\)](#)

Topics

- Gears of War 4: launched this month, matchmaking glitches, microtransactions galore
- Duke Nukem 3D World Tour: launched for the 20th anniversary, extra DN3D episode
- Call of Duty Infinite Warfare: estimated at a whopping 130 GB of space required
- Nintendo NX: Foxconn rumored to have begun trial production of units

Personal gaming

- *Bio Menace*
- *Master of Magic*
- *Commander Keen*
- *Duke Nukem II*

Ad-hoc design

- Pacifist run: the game.
- Platformer, turn other hostile game elements against one another
- Enemies that fire projectiles can hit other enemies
- Direct contact with any of the enemies or projectiles is instant death (restart stage)
- Invulnerability items can occasionally be found but disappear on contact (with invuln frames, naturally)
- Jump, carry, pick up, put down, run, cling on to edges, lots of mobility so you can avoid particularly difficult and crowded situations
- Make it to the end of a stage, continue on
- Bonus at the end of each stage based on how many enemies are still alive- this will encourage the player to only use hostile actions if absolutely needed
- Powerups enable the player to move faster or jump higher, can be selected via an in-game menu, two slots available, all powerups are either passive (run speed) or activate alongside some other action (jumping higher)
- Boss mechanics will typically involve avoiding whatever they throw at you until you have an opportunity to use their own attacks against them (leftover projectiles, reflection, training slow moving projectiles into them, etc)
- Player's just trying to get home from this strange place!