

Round 39 - Make the Switch

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R39%2011%20Nov%202016%20radio.mp3>

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Adam

Music

- [TGH - Your Last Dream - Undertale \(OC ReMix\)](#)
- [Sir NutS - Dracula's Madness - Castlevania \(OC ReMix\)](#)

Around the world

- Huge push for cheap(er) VR - Lenovo, HP, Dell working on \$300 headsets (<https://www.engadget.com/2016/10/26/lenovo-hp-and-dell-are-all-working-on-300-windows-vr-headsets/>)
- #GivingAFlock charity event - Nov 01 - Nov 30
- EA blocks access to...Origin in six countries, to comply w/ US embargoes (Cuba, Iran, Myanmar, North Korea, Sudan, Syria)
- Should we even mention *No Man's Sky* again? Hacked / not hacked clusterfuck
- Nintendo halting production on new Wii U consoles soon

Personal gaming

- Hive Jump (Quest for Semi-Glory; now complete)
- Bunches of others for charity event (see November schedule doc)
- Assault Android Cactus (speedrun practice)

Ad-hoc design

- Multi-team sonar game (inspired by KTaNE)
- As many pairs as there are controllers / screens / physical space; preferable massive local co-op/competitive so people can shout over each other
- Goal
 - Locate treasure before the other player pairs
- Paired play
 - One person is the sonar operator - has only a single button and headphones (cannot look at screen)

- One person is the pilot - has only number pad (to set forward / backward speed, or entering degrees for direction - very lifelike!) and can look at screen, but has no audio
- Sonar operator
 - Can ping once every five seconds
 - Listens for return-ping - positional audio, must interpret skillfully!
 - Gives voice directions to pilot (turn, forward, back, etc)
 - Effects of ping
 - Cuts all power to the engines; if craft is moving, keeps momentum
 - If other player teams in range, hear only feedback (flat, depthless tone), disables their ping for 3 seconds
- Pilot
 - Can set new direction (degrees / heading) or new speed (forward / back, three steps) once every 3 seconds
 - Can see other players on screen
 - Gives voice directions to sonar operator (ping now, what do you hear, etc)
 - Effects of movement
 - Obviously necessary to win game
 - Can ram other players; disables their movement for a few seconds (relative to what speed rammed with)

Shane

Music

- [Nostalvania - Divinity - The Legend of Zelda A Link to the Past \(OC ReMix\)](#)
- [Tomo Club - Não Está Sozinho - Final Fantasy IX \(OC ReMix\)](#)

Topics

- Nintendo unveils their NX project and gives it a name: Nintendo Switch
- Switch:
 - Hardware powered by a custom Nvidia Tegra SoC; seen as a spiritual successor to the Shield
 - Dockable, but fully playable on-the-go
 - Accessories (Pro controller so far) look to be usable in both configurations
 - *Zelda* and *Dragon Quest* notable titles officially announced
 - Preview ad showed new Mario and Mario Kart titles
 - Joy-Con controllers detach from the console to be used like traditional controllers when docked, but can be used like a Wii U gamepad when mobile
 - Nintendo hasn't revealed detailed specs, price, or release date beyond 'March', but has an official presentation scheduled for 12 January (13 January in Tokyo) revealing these, plus a list of launch titles
 - HYPE!

- PlayStation VR proves to be incredibly popular in the U.S. and U.K., selling out on Amazon with no restock date
- Microsoft discusses more details for Xbox One iterative update *Scorpio*, listing 'True 4K gaming' and 8 CPU cores as features; holiday 2017 release?
- *Civilization VI* released; people now forgetting to go to work, sleep, eat, and breathe again /s
- HTC opens preorders for wireless Vive upgrade kit in China for 1499 yuan

Personal gaming

- *Final Fantasy IV: The After Years*
- *Final Fantasy VI: Brave New World*
- *Final Fantasy XII*
- *Cards Against Humanity*
- *Pathfinder*

Ad-hoc design

TITLE:	<i>Third Person Shooter</i>
GENRE:	Horror Dating Sim
PLAYERS:	Single-player with 'wing man' DLC
INPUT METHOD:	Combination of point-and-click and gamepad, depending on the scene
GRAPHIC STYLE:	Typical simulator graphics
AUDIO STYLE:	Cheesy romantic dinner music.. until the hunt begins! Hunt music is suspenseful horror music combined with Hollywood Action™
POV:	First-person
STORY:	You're on a group date to see which of two suitors can earn your love and affection!
HOOK:	One of them is a deranged otherworldly beast, but you don't know which
INVENTORY:	Anything you see around you; cell phone to stalk suitors on social media
MECHANICS:	Trivia! QTEs! Find miscellaneous DOOM-like weaponry throughout the restaurant and its surroundings and be the THIRD PERSON SHOOTER
OBJECTIVE:	Destroy the third person and survive the night to love happily ever after

Tony

Music

- [HeavenWraith - Army Worthy of Phobos - Doom \(OC ReMix\)](#)
- [YoshiBlade - I Never Drink...Wine - Castlevania Symphony of the Night \(OC ReMix\)](#)

Topics

- Bethesda releases beta patch 1.2 for *Skyrim Special Edition*
- I'm a helpless WoW addict again
- *Titanfall 2* came and went, with player count dropping dramatically
- Nvidia adds telemetry to all driver packages..
- Blizzard remaking the original *Diablo* inside of *Diablo 3*

Personal gaming

- *World of Warcraft*
- *Dance Dance Revolution*

Ad-hoc design

- 320x180 (16:9) pixelated goodness platformer
- Choose your character's palette swap variation
- No-plot grappling hook fast action platformer
- Use the grappling hook to maneuver above, below and around enemies
- You are unable to damage the enemies, but you can use the environment against them
- Sometimes you can use your own weight or the weight of other objects you can grab to manipulate the environment