Round 4 - Enforcement Zone

Audio recording:

https://zerohour-productions.net/recordings/insertcredits/R4%2028%20Mar%202014%20radio.mp3

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Adam
Music
- [Theory of N - Stealth Chameleon - Mega Man X6](#) ([OCReMix](#))
- [Ivan Hakstok - The Eyes of Despair - Tsugunai](#) ([DoD Jun 2013](#))

AtW

Oculus Rift 'DK2'
- 960x1080 resolution per eye ('full hd')
- Reduced latency, motion sickness (2-3ms)
- $350, out for preorder; slated to arrive July 2014
- Additional separate CMOS sensor + infrared LEDs to add/improve head tracking
- Still not final consumer model

Valve's contributions to open-source/OpenGL dev (brief)
- VOGL debugger; just recently working with Steam Linux client (yay!)
- Open-sourced Direct3D > OpenGL converter (pulled directly from DOTA 2 source)

UE4 details
- Confirmed to support Linux
- $19/mo licensing...strange...but maybe cost-effective? 5% royalty for commercial applications
    - Competition alert: Crytek's CryEngine for $9.90/mo, no royalty
- (possibly related) Unity usable directly in the browser (thanks WebGL, ASM.js, and Emscripten) without plugins

Others
- GDC 2014 - wish I could have gone
- GoG will sell Linux games soon (2014 some time)
- Facebook buying Oculus, $2B...ugh.

Personal Gaming

- TowerFall: Ascension
- Nuclear Throne

Ad-hoc Design

- Top-down twin-stick shooter (inspired by Nuclear Throne) w/head-tracking / VR control
- Independent motion of camera, aiming, movement - look/extend camera in one direction, aim/fire in another, move in a third
- Free-roaming? Multi-layer, move 'up' (easier) and 'down' (harder) at multiple points through each 'level'

Shane

Music

- [PirateCrab - Mythic Mist - Sonic the Hedgehog 2](OCReMix) (OCReMix)
- BobbySkeebo - Hyrule Symphony Live, Part 1 - Legend of Zelda Ocarina of Time (sorry, no link)

Topics

KitsuneKon 2014

- Fantastic convention, much better and more worth attending than Anime Milwaukee
- EXCELLENT gaming room; included many console games, including Virtual Boy, ROB, several old Atari systems, all the way up to PS4 and XBone
- Retro arcade machines included, such as Galaga
- Two pinball machines; one quite old (can't remember name), the other *South Park* (a personal favorite from my childhood)
- Saxxon COMPLETELY DOMINATED at *DDR Extreme* - might post a video, given permission!

EA NO LONGER WORST COMPANY IN AMERICA?

- Not much to say - they lost to a cable company (Time Warner, as it happens). Go figure, right?

Twitch Plays Pokémon, El Tercero

- Twitch blasted through Crystal in absolutely no time
- Work started on Emerald, making fast progress
- Just go watch it: twitch.tv/twitchplayspokemon

Final Fantasy X/X-2 HD Remaster released

- Textures much improved, gameplay the same
- New soundtrack differs significantly from the original; some tracks from the original remain (I believe they're all Uematsu tracks)
- Some songs, such as *Via Purifico*, really lost their charm compared to the original
- VERY much looking forward to starting the game with Saxxon!

Oculus Rift Acquired By......... Facebook
- $2B acquisition completed on 25 March
- More information: https://www.facebook.com/zuck/posts/10101319050523971?stream_ref=1

Personal gaming
- *Mii Plaza* (3DS)
- *Super Mario Bros. 3* (NES)
- *South Park* (traditional pinball machine)

Ad-hoc design
- Rhythm game that requires the use of Kinect
- Motion tracking replaces the need for a dance pad; dance pad still exists, even in doubles form
- Upper body motions added to the mix; windmills, upper body sways, turns, bows, etc.
- Exercise/rhythm game mashup mode with a variety of movements; score is given for accuracy and nimbleness of movements presented on-screen
- Ability to load custom tracks, download user-generated content, so forth