

# Round 40 - Big Four-Oh

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R40%2016%20Dec%202016%20radio.mp3>

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## Adam

### Music

- [Paul Hadame - Aqua Wave - Donkey Kong Country \(OC ReMix\)](#)
- [Jivemaster, Sir NutS - Tag Team - Double Dragon 2 \(OC ReMix\)](#)

### Around the world

- Doom can run on the Touch Bar of the new MacBook Pro
- Good news for *No Man's Sky* (yay!) - major update released, includes base building, automated resource farming / storage, hiring NPCs, Creative / Survival modes, UI/UX improvements, boosts to visual AA, etc; and more on the way in another significant update
- Sony's PSX event - everybody losing their shit over Kojima's next game (heeeeere comes the hype)
- Lots of VR news
  - Global Virtual Reality Association - Google, Oculus, Sony, HTC, Samsung, Acer band together to "promote responsible development and adoption of VR globally"
  - SteamVR supposedly getting Mac/Linux support "within a few months" (following announcement during Steam Dev Days)
  - Virtuix cancels / refunds preorders from non-US customers, citing shipping / maintenance logistics (w/ 3% per year, compounded monthly, extra refund)
- Twitch streamers...at the White House? For a health insurance awareness event? What. 12 Dec. (<https://www.engadget.com/2016/12/08/twitch-white-house-event/>)

### Personal gaming

- The Witness (Quest for Semi-Glory; now in progress)
- Bunches of others for charity event (see November schedule doc)
- Assault Android Cactus (speedrun practice)

### Ad-hoc design

- RPG party management...the game! (what RPG isn't this, really)
- Goal - survive as many battles as possible...while having no direct control over your four party members (with some exceptions)
- No direct control over primary party member actions!
  - Cannot choose when to attack, use magic, skills, defend, etc
  - You do control "time" between actions, though
    - Moving party member to a more advantageous position (this isn't just a flat battle screen or static environment!)
      - Change elevation - hills, cliffs, etc
      - Cover from enemy physical attacks - either behind environment or allies
      - Move away from enemies - avoid enemy altogether, set up for ranged attack, or set up for massive AoE magic to not hit allies
    - Swapping gear / weapons
    - Alter environment
      - Push logs, rocks
      - Break cracked walls
      - Clear brush / hanging vines
  - Each action takes "time"
    - Can only do so much between attacks
    - Movement takes different amounts of "time", depending on terrain (more for swamps, going up inclines, through sand and snow, etc)
    - Once "time" is up (i.e. ATB gauge full), the character will perform whatever their most ideal action is
      - Based on where they are located (e.g. melee vs ranged attack)
      - Based on what their status is (e.g. use item or magic to remove status effects)
      - Based on what their health is (e.g. defend or charge for next attack, use heal magic on allies, offensive black or white magic, take risk on allies caught in AoE, etc)
  - Need to micro-manage between all characters (a-la Starcraft)
    - ATB gauges fill at different rates (esp. When Haste / Slow in effect)
    - Inventory management!
      - Can only exchange items between characters that are near each other
- Between battles
  - Party will take the "fastest" path between battles - plains easier to traverse than swamp, etc
    - Can "force" taking a different path if, during battle, the path difficulty changes (e.g., the plains are on fire because of a fire spell...now the swamp is "faster" to traverse)
  - Exchange weapons / items for the next battle ahead between all characters (same "time" usage as when in battle)

- Typical RPG rules
  - “Random” encounters - variable amount of time between battles to do inventory and equipment management
  - Limited inventory space - can choose what to leave behind, but party will not pick up any new stuff if inventory is full
  - A boss appears after 5-10 battles, w/ better loot drops
  - An inn and / or shop appears every 3-7 battles - plan your min-maxing ahead!
    - Like normal battles, you can’t control if your party stops, or what they buy / sell
- If caught swapping items, etc, when next encounter starts, it will be an ambush
- If choosing to skip directly to next battle (i.e. done managing or confident in setup for next battle), increases chance of a “first strike” encounter, based on how much “time” left until next event

## Shane

### Music

- [RoeTaKa - Home - Terranigma \(OC ReMix\)](#)
- [WillRock - Raccoon Rhapsody - Super Mario Brothers 3 \(OC ReMix\)](#)

### Topics

- The Nintendo Switch:
  - Revealed on Jimmy Fallon
  - *LoZ: Breath of the Wild* will be on Switch
  - Switch patents reveal many details, including USB-C, distinct console and portable modes, gyro support, joycon charging, additional joycons, ability to connect up to four per Switch, SD card slot, touch display, and much more
  - January 12th is still the big reveal day!
  - Will make an appearance at PAX South (grumble!)
- ‘Super Nintendo World’ coming to Universal Studios Japan
- NES Mini sells as many ‘consoles’ in 30 days as the Wii U did in 6 months
- *Final Fantasy XV* released, receives extremely polarizing reviews, but mostly very positive response; is the franchise’s fastest selling game yet

### Personal gaming

- *Bravely Default*
- *Find Mii 2*
- *Cards Against Humanity*
- *Pathfinder*

### Ad-hoc design

TITLE:

GENRE: Puzzle/Adventure/Metroidvania Platformer  
PLAYERS: Singleplayer; maybe explore multiplayer?  
INPUT METHOD: Keyboard/joystick  
GRAPHIC STYLE: Lush, natural HD pixel art; <https://twitter.com/ahruon>  
AUDIO STYLE: Ethereal atmospheric; blends between 'could these instruments be real?' and complementary inorganic sounds  
POV: Side-scrolling; 2D  
STORY:  
HOOK:  
INVENTORY:  
MECHANICS: Jump, grapple, swing, climb; exploration is encouraged, and many secrets are to be found  
OBJECTIVE: Piece together puzzles with items and clues found in natural biomes while disrupting nature as little as possible

## Tony

### Music

- [Jorito - Number of the Beats - Vampire Killer \(OC ReMix\)](#)
- [Hylian Lemon - Mare Undarum - Paper Mario: The Thousand Year Door \(OC ReMix\)](#)

### Topics

- *Doom: The Board Game* sees release this winter (yay)
- *Unknown Realm* Kickstarter starts, seeing some good movement pledge-wise
- AMD renames Zen to Ryzen (final name), announces Radeon Instinct at AMD Tech Summit

### Personal gaming

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

### Ad-hoc design

- Side scrolling shooter
- Start stage at medium velocity, slowing down slightly as you progress through the stage
- You must collect powerups to keep going, or risk slowing down to nothing and getting stranded
- There is a threshold of how fast you can move, shown by a meter at the top- you can choose to spend this excess in order to gain powerups for your ship instead (stronger weapons and so on)
- Running into enemies does not destroy the player, but you are slowed down significantly
- Make it to the end, outlast bosses, etc
- If you reach zero speed, you lose a life and restart the stage (or for arcades, INSERT CREDIT)