

# Round 45 - Switched On

## Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R45%202012%20May%202017%20radio.mp3>

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## Adam

### Music

- [timaeus222 - CONNECTED! - Pokemon Super Mystery Dungeon \(OC ReMix\)](#)
- [Mordi - Seagull Sonata - Donkey Kong Country 2 \(OC ReMix\)](#)

### Topics

- Twitch opening up lower-tier partnered status - “affiliates”; initial access to cheering w/ bits, will open up subscriptions / advertising later
- Valve to start requiring legit phone numbers for DOTA 2 accounts, in an effort to prevent smurfing
- Massive free *N++* update - 2000+ more levels, hardcore mode
- Increasing number of college varsity sports programs for...eSports; apparently this is a thing: NACE - National Association of Collegiate eSports
- Professional NBA teams building eSports teams for NBA 2k17 (<https://www.engadget.com/2017/05/04/nba-2k-eleague-teams/>)
- *Thumper* hitting Switch on 18 May
- *Alan Wake* no longer available after this weekend, due to expiring music licenses

### Personal gaming

- Furi (QfSG, now complete)
- Shovel Knight: Specter of Torment (QfSG, now complete)
- Momodora series (QfSG, now in progress)
- Assault Android Cactus (speedrun practice, of course)
- Mario Kart 8 Deluxe (QfSG / Tormod co-stream)
- Overload (PC; early access)

### Ad-hoc design

- Goal: avoid enemies (“The Authority”) as long as you can
- Top-down; view of a sprawling metropolis, w/ city blocks laid out in a large grid

- Move from block to block
  - Power lines; safe, but slow
    - Must maintain balance across the gaps
  - Pipes and scaffolding; medium risk, medium speed
    - Simple platforming
  - Skyway rails; fast, but dangerous
    - Must time jumping on / of trains
  - Instant failure if you drop to street level / hit by train / etc
  - Can sever / destroy pathways to avoid pursuers, but may attract more attention
  - Can remotely trigger certain things to provide distractions; enemies in range will investigate the disturbance
    - AC units
    - Spark power lines
    - Burst pipes
    - Destroy lights
- “The Authority” is always on the look-out for you
  - Aerial surveillance (indicated by abstract targeting reticules / sweeping red scanner beams)
  - Ground spotters (robotic cars, etc)
  - Roof-bound robots
  - Send more and more units as time goes on
  - When spotted, they go on high alert to catch you
  - Can reduce chances of being seen by hiding
    - Rooftop air ducts
    - Shadows of overhangs
    - Hang off side of buildings
    - ...but hide too long, and they send more units to your last known location (usually where you’ve been hiding)
  - Game over when 3+ enemies actively have you in their sights at once, for ~ 1 second (including aerial targeting)
    - Allows last-ditch avoidance, panic movement, etc

## Shane

### Music

- [Chris J Hampton - The New Zeal - Chrono Trigger \(OC ReMix\)](#)
- [RebeccaETripp - Vincent's Longing - Final Fantasy 7 \(OC ReMix\)](#)

### Topics

- *Final Fantasy XII: The Zodiac Age* will allow for two job classes per character, includes eight new songs in the soundtrack, and autosaving; actual release is 11 July 2017; livestream of the game with the Japanese voice actors for Vaan and Penelo scheduled for 26 April
- PS4 Slim coming to North America for \$299

- PS4 has sold 60M units
- *StarCraft* and *StarCraft: Brood War* released for free on 18 April 2017 at patch level 1.18
- Twitch introduces new \$9.99 and \$24.99/month subscription tiers
- Nintendo to release an SNES Mini before Christmas?
- Japanese release of the original Game Boy on 21 April 1989 marks the handheld's 28th birthday
- *Night Trap* receiving a 25th anniversary re-release on PS4 and Xbox One this Spring
- *Resident Evil 7* reaches \$3.5M in sales between PS4, Xbox One, and PC
- Nintendo's CEO teases 'unannounced games' will drive Switch sales further; confirms no live E3 presentation this year
- Nintendo announces 'New Nintendo 2DS XL' for \$149.99 available on 28 July
- *Mario Kart 8 Deluxe* sells 459,000 copies on launch day

## Personal gaming

- *Mario Kart 8* (Wii U, 2014)
- *Super Mario World* (SNES, 1990)
- *The Legend of Zelda: Breath of the Wild* (Switch, 2017)
- *The Legend of Zelda: A Link to the Past* (SNES, 1991)
- *Mario Kart 8 Deluxe* (Switch, 2017)

## Ad-hoc design

TITLE:	Moonlight: Cast in Shadows
GENRE:	Rhythm JRPG
PLAYERS:	1
INPUT METHOD:	Dance pad, controller, keyboard (any combination)
GRAPHIC STYLE:	Cel-shaded, typically monochromatic with splashes of color for emphasis
AUDIO STYLE:	Ambient, lots of swells, peaks on the high and low end of intensity, instrumental
POV:	Third-person
STORY:	Eternal darkness falls upon the land of Drazonia, as the day sky shatters into hundreds of shards. Collecting the shards is the only way to bring the light of day back to the world.
HOOK:	Combat effectiveness is determined by precision of beat matching emotional background music with one input method, while chaining commands a la FFXIII with another input method
INVENTORY:	Basic weaponry and armor that gets upgraded as shards are collected; upgrade path is controlled by the player.
MECHANICS:	Falling into rhythm with background music increases the efficacy of chained attacks. As shards are collected through the detailed and intricate story, the player can choose to put their newfound strength into their weapon's effectiveness or armor's protective quality. Breaking from normal combat and movement allows for stop-time healing by means of intense rhythm matching on both chosen input methods simultaneously;

the more intense the healing, the more difficult the trial. These moments increase the player's affinity with the world around them, also temporarily boosting stats.

OBJECTIVE: Collect the broken sky shards and restore daylight to the land.

## Tony

### Music

- [Jorito, JoyDreamer, Lauren the Flute, Trev Wignall, XPRTNovice - Do You Remember? - Suikoden II \(OC ReMix\)](#)
- [Shnabubula - One, Two, Three, One, Two, Three, WHIP! - Super Castlevania IV \(OC ReMix\)](#)

### Topics

- Successfully kickstarted game Winds of Change has demo released, announces character-character loyalty system much like Fire Emblem
- Nvidia announces new Volta and Tesla computing units at GPU Technology Conference - the GV100 itself is 816mm<sup>2</sup>. Huge! Contains new Tensor cores, which operate on 4x4 matrices of data (crazy accelerated SIMD)
- *Strafe* from Pixel Titans/Devolver, bro. Which is awesome! But only 6/10 on Steam, very mixed. Silly commercial.
- Arcane Studios *Prey* also dropped, to much better reviews (9/10 on Steam) but Bethesda slapped on some pretty hefty DRM.
- Quake Champions continues closed beta with another weekend, should really get in on that tbh

### Personal gaming

- *World of Warcraft*
- **Major\Minor**
- *Legend of Blacksilver*
- *beatmaniaIIDX 23 Copula*
- *jubeat*
- *DJMax Technika 3*
- *Pop'n Music éclale*
- *OpenITG*

### Ad-hoc design

- SWORD ACCORD, a JRPG universe where the size of your sword determines everything due to the raw concentrated magic within each sword.
- You begin the game with an obnoxiously large sword and are able to venture out and pretty much defeat anything.
- But some catastrophic event happens where the magic is drained from all the swords across the land! Lacking magic, nobody across the countryside is able to wield anything.

- Also, in traditional JRPG fashion, monsters suddenly appear across the land from the released magic.
- In order to proceed, the protag must equip a dagger and progressively slay these enemies, which will cause their raw magic energy to be absorbed into the blade, thus making it larger again!
- There are two major areas of progression: personal stats and sword stats.
- Different enemies you kill will level up your sword in different ways. Your sword will get heavier and slower as you accumulate more power, but you can kill enemies to increase its speed to compensate, and you can also kill other enemies that will make each blow that much more devastating.
- As you practice with your sword, you will also gain skill. If your sword tends to be much heavier, your character will gain more strength and become more buff. If your sword tends to be lighter, your character will gain more agility and become more nimble. There are story elements that will have a certain character skill requirement in order to overcome, so focusing on one stat might lock you out of some areas of the game.