Round 46 - E3…EINGO!

Audio recording:

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Adam

Music
- [Sir_NutS, Usa - Laser Power - Mega Man X2](#) ([OC ReMix](#))
- [Avaris - Traversing the Aether - Chrono Cross](#) ([OC ReMix](#))

Topics
- Valve and original creator of *Warcraft III DOTA* mod going to court over who has copyright on the "setting, heroes, rules, and name"
- Free *Nuclear Throne* mod "Nuclear Throne Together" now supports 4P co-op
- *Castlevania* series on Netflix to begin on 7 Jul
- Denuvo DRM on *Rime* cracked within 5 days; as promised, removed entirely in new build
- Steam Direct, the replacement for Greenlight - $100 per game, returned when game reaches $1,000 in sales
- Humble Trove - access to Humble originals, other games (new stuff monthly); available to all on Humble Monthly already
- E3, I guess - new *Wolfenstein*, Xbox One X (srsly? formerly Scorpio, $500), OG Xbox compat, Xbox One S ($200), *Minecraft* getting visual upgrade (again?)...

Personal gaming
- Momodora series (QfSG, now complete)
- Bleed 2 (QfSG, now complete)
- 2064: Read-Only Memories (QfSG, now complete)
- Enter the Gungeon: Supply Drop update (QfSG, now in progress)
- Assault Android Cactus (speedrun practice, of course - SGDQ 2-ish weeks away)

Ad-hoc design
- **DISCLAIMER**: came up w/ this **before** starting *2064: ROM*. Honest.
- Negotiation sim

- Goal: Get to…<some endpoint here>?
- Heavily focused on talk, dialogue, influence
    - Limited environment interaction, other than picking up certain items
    - Can "use" items while talking, will result in varied reactions during the conversation
- In-game time
    - Passes at accelerated rate from normal time
    - Can pass time instantly, to skip certain "events", or affect NPC's moods
        - Can temper extreme moods (happiness, rage, etc), but will not result in a significant shift from one side to another
    - Characters will be in different areas depending on the time (or unavailable)
- During conversations
    - Mostly simple yes/no
    - Some other interactions possible
        - E.g.: character asks for a certain item; can either give or withhold
    - Answering "correctly" will improve the NPC's mood
        - More likely to help / give more info in future conversation
        - Less likely to "block" in future
    - Answering "incorrectly" will cause character mood to deteriorate
        - Less likely to help / offer info in future conversation (or may refuse conversation altogether)
        - More likely to "block" in future
        - Could affect other NPC's moods toward you, depending on their relationships
    - Other NPCs nearby can "hear" your conversation, may affect their own moods
- Outside conversations
    - NPCs "remember" you, what you talked about, how often, what moods, etc
    - NPCs interact with others, may be open / not open to dialogue
        - Interrupting them or persisting in trying to talk will very quickly sour their mood
    - Fetch quests, but mostly geared toward affecting how NPCs interact w/ each other (maybe some item exchange, but all items are usable by the player somewhere else - for good or ill)

Shane

Music

- [WillRock - Robots Aren't Made of This... - Undertale](#) ([OC ReMix](#))
- [ibeginwiththeendinmind - Thardus Lives! - Metroid Prime](#) ([OC ReMix](#))

Topics

- Nintendo Direct reveals *Pokémon Ultra Sun/Moon* 3DS titles coming on 17 November 2017, *Pokken Tournament DX* for Switch on 22 September 2017, and *Pokémon Gold/Silver* coming to the 3DS eShop 22 September 2017 with wireless trade/battle and Pokémon Bank support
- *Dissidia Final Fantasy NT* announced for PS4; releases early 2018
- *Final Fantasy XIV Stormblood* releases 20 June 2017; Square sees no end in sight for franchise
- *Mass Effect: Andromeda* patches in new same-sex romance options in response to angry fans with version 1.08
- Owlcat Games launches Kickstarter for *Pathfinder: Kingmaker* game, concluding on 11 July 2017
- Nintendo's Switch online service detailed: launches in 2018, will include a Netflix-like for NES (POTENTIALLY SNES) games, and costs $19.99/year, with $7.99/3mo and $3.99/1mo options
- E3: *Ori 2*, *Undertale* gets physical release on PC and PS4, *Mario and Rabbids*, *Skyrim* on Switch adds Zelda stuff, *Rocket League* coming to Switch (720p60 docked and undocked), *Shadow of the Colossus* receiving a REMAKE (not remaster) on PS4, Atari releasing a new console called 'Ataribox'?
- *Final Fantasy XII: The Zodiac Age* will have the option to switch between original soundtrack and new, fully-orchestrated version (THE WHOLE THING), as WELL as being 4K on PS4 Pro

Personal gaming

- *Mario Kart 8 Deluxe* (Switch, 2017)
- *Super Mario World* (SNES, 1990)
- *The Legend of Zelda: A Link to the Past* (SNES, 1991)
- *Dance Dance Revolution Extreme* (Arcade, 2002)
- *Puyo Puyo Tetris* (Switch, 2017)
- *Takenoko* (Board game, 2011)
- *Final Fantasy Mystic Quest* (SNES, 1992)

Ad-hoc design

TITLE:	Flailing Miserably: A Low-Level RPG
GENRE:	JRPG
PLAYERS:	1
INPUT METHOD:	Controller
GRAPHIC STYLE:	Early SNES
AUDIO STYLE:	Cheesy 80s rock
POV:	Third-person typical early 16-bit RPG view
STORY:	The World Tree is shriveling at an alarming rate! Just before his death, a hero of yore gives you the antidote to Save The World, but you need to arrive in time!
HOOK:	You must skip as many encounters/side missions as possible, but with each skipped encounter, it becomes more and more difficult to avoid those encounters in the future. This 'danger' gauge is reset by either completing a battle or by completing complex objectives very quickly

INVENTORY:	Whatever you find laying around - you start with commoner's garb and a rake
MECHANICS:	Skip battles with typical L+R holding; battle gauges are ATB style. Objectives might be switch or sliding block puzzles, lighting torches, etc. Some are only possible if you find items that increase your movement speed, etc.
OBJECTIVE:	Rescue the World Tree

Tony

Music

- [Darangen - The Fallen Savior - Final Fantasy IX](OC ReMix) ([OC ReMix](#))
- [DaMonz - Agent Smithy - Super Mario RPG](OC ReMix) ([OC ReMix](#))

Topics

- Intel's i9 processors announced (X series), AMD to go head to head with Threadripper
- E3
    - Minecraft going X-platform (see what I did there?) and also going 4k
    - Bubsy (We saw what happened last time...)
    - Far Cry 5 (a controversial twist)
    - Wolfenstein (heck. yes.)
    - Fire Emblem Warriors! (hack and slash? Still fine by me!)
    - Undertale on PS4 and… Vita?! Will it be the exact same game we know?
- *Winds of Change* voice actors cast, collective credits include talent who also performed in Persona 5 and FUNimation. Full cast has not been revealed to non-backers (yet!)

Personal gaming
- *World of Warcraft*
- *Master of Magic*
- *Bio Menace*
- *Dance Dance Revolution*
- *Random Encounters*
- *Tsuro of the Seas*
- *Tokaido*

Ad-hoc design
- What I would describe as a "trail-blaster" game
- Single screen play, character can only move forward but can choose whether to activate thrust
- Trails are left behind by the player that slowly fade away
- Closing the trail left behind (assuming it hasn't faded away) will cause it to fill with explosive power
- Damage is done to enemies based on how large the filled space is- smaller spaces will do more damage, but of course would cover potentially fewer enemies

- One and done health system, don't get touched
- Some enemies will fire projectiles at you, some take the form of bullets, some take the form of a charged laser with a sight indicator (so you know where not to be in a second or two)
- Physical based enemies cannot cross your trail, but ghostly enemies can, and energy based enemies will actually be attracted to the end of the trail and try to follow it to catch up to you
- Rounds end when all enemies are vanquished
- Every 4th round features a major battle, could be considered a "boss fight" maybe? They are themed (for example, may be just energy based enemies) and the enemies have more HP.
- Score system, lives are earned at X number of points, and the points required for the next life increase exponentially
- Enemies are worth more points the more hit points they have