

# Round 50 - Arbitrary Numbers

## Audio recording:

<http://zerohour-productions.net/recordings/insertcredits/R50%2013%20Oct%202017%20radio.mp3>

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## Adam

### Music

- [Jorito - Kill the Groove - Castlevania: Order of Ecclesia \(OC ReMix\)](#)
- [That Andy Guy - Da Funk Do You Know About Chip? - Chip's Challenge \(OC ReMix\)](#)

### Topics

- NES Golf easter egg in the Switch, w/ motion controls; allegedly unlocked w/ proper motion gestures on 11 Jul, the day of Satoru Iwata's death
- Blizzard finds and is "fixing" rare bug that resulted in season bans / loss of skill rating for innocent Overwatch players (likely fixed / announced fixed prior to show)
- SNES Classic hacked to run more games; takes page from NES Classic, can run alternate NES/SNES emulation cores from RetroArch
- Oculus Rift gets another permanent price drop to \$399 (w/ Touch controllers); announcement of Oculus Go (self-contained VR between mobile and desktop) and Santa Cruz (wireless inside-out tracked headset between Go and Rift?)
- Extra Life 2017 coming up - 04 Nov (any game suggestions?)
- Humble Bundle acquired by...IGN

### Personal gaming

- 20XX (Quest for Semi-Glory, now complete)
- Legend of Zelda A Link to the Past (randos)
- Assault Android Cactus (speedrun practice)

### Ad-hoc design

- Top-down "rail" shooter w/ Rampart-like and basic tower defense elements
- Create and alter player paths, alter enemy paths to allow enough time to defeat enemy before they reach your "base", then destroy all the enemies
- Focus on two-phase system
  - Phase one: construction and planning

- “Rampart”-like - given a randomized pool of parts / modifiers, make your changes in a limited amount of time before the next wave starts
  - Direction changes at intersections are “free” - don’t cost parts, can change at any time during construction phase
- Amount of time given depends on performance during previous wave
- Player focus is on routing, pathing, and environment, player properties
  - Lay out rails / paths
  - Set actions / modifiers at player path intersections (change direction), alter player rail properties (speed up / slow down, etc)
  - Block off / clear enemy path intersections to adjust enemy pathing
  - Swap between a few player weapon types
  - Upgrade player attributes - speed, fire rate, weapon properties
- Phase two: “action”
  - Enemy spawns begin and start moving toward goal
  - Player starts moving along rails (no direct control over movement, w/ a few exceptions)
  - Player focus is on defeating enemies
  - Limited player actions outside aim / shoot
    - Emergency brake (halts player movement along rail) to avoid enemy bullets
    - Temporary power-ups spawn on rails, sometimes quite far away
  - Mods to player intersections
    - Small-radius explosion damages nearby enemies
    - Temporary power-up to player weapon
    - Choosable directions - player will wait at intersection for a short time, or continue on “default” path if no choice made
  - Mods to player rails
    - Enemies crossing player rails take damage
    - Alterations to player speed (up/down; resets at intersection)
    - Shielded rails (player takes no damage / blocks enemy bullets)

## Shane

### Music

- [RoeTaKa - The Curse That Binds Us - Dark Souls III \(OC ReMix\)](#)
- [Mazedude - Space Garden - Quest for Glory IV \(OC ReMix\)](#)

### Topics

- Atari’s ‘Ataribox’ to run Linux with an AMD processor and Radeon graphics; will ship with classic Atari games, allow access to other content platforms’ Linux titles, and also the underlying Linux system

- Updated PSVR hardware announced, model CUH-ZVR2, which tidies up cabling and enables HDR passthrough when not using VR (without first needing to disconnect the PSVR from the console); no price yet
- TwitchCon 2017 on the horizon (2017 October 20-22)
- *Super Mario Odyssey* releases on 2017 October 27, already receiving a LOT of hype and hints toward obscenely high reviews
- *Pokémon Ultra Sun* and *Ultra Moon* arrive on 2017 November 17, right around our next show. Haven't heard too much about this one yet, and I'm not nearly as pumped as I used to be for new *Pokémon* games
- [The Next Gen N64 Controller Kickstarter](#) seems to be trucking along with its delivery date still set for 2017 November. As a reminder, the controller's design is more like the Switch Pro Controller, which should make for an interesting new take on *Mario Kart 64*
- CEMU and *The Legend of Zelda: Breath of the Wild* continue down the path to beauty, with all sorts of mods available for the game, ranging from texture packs, fixes, game engine alterations, and... of course... reskins

## Personal gaming

- *Tetris DX* (GBC, 1998; 40-line speedruns + Marathon mode score runs. Current PB: 1:32)
- *Mario Kart 8 Deluxe* (Switch, 2017)
- *The Legend of Zelda: A Link to the Past Randomizer*

## Ad-hoc design

|                |   |
|----------------|---|
| TITLE:         | <i>B O O M</i>  |
| GENRE:         | Avant garde rhythm/creation/world simulator   |
| PLAYERS:       | Unlimited networked players, but one per game instance  |
| INPUT METHOD:  | Gamepad, keyboard/mouse, dance pad + motion controls  |
| GRAPHIC STYLE: | High-resolution, low-detail, a la Fez   |
| AUDIO STYLE:   | Evolutionary; the game begins with a slowly-pulsing beat that the player changes through movements and gestures to mold into any style  |
| POV:           | First-person  |
| STORY:         | You are the master of a new universe with one, simple guiding principle: everything is shaped by rhythm and harmony. Your actions and movements inspire the world around you to react in new timbres and beats, while inspiring YOU to create breathtaking, endless landscapes with complexity and depth            |
| HOOK:          | The engine reacts to your reactions to how IT reacts; everything feeds back and forth to create a 'dialogue' of worldbuilding. As the player begins their journey, depending on their speed, force, confidence, etc, the world reacts, in turn, with music that inspires creation and movement in dazzling flourish |
| INVENTORY:     | The game engine will dynamically create new building materials/elements based on reactions to the rhythm of the player's universe. Once the player comes across something they want more of, they can manipulate  |

and duplicate it to create more intricate landscapes, dungeons, living quarters, and more

MECHANICS: Movement and reaction to sound; gestures; intuitive use of motion controls

OBJECTIVE: Build a dazzling universe with strife, chaos, beauty, and calm, all at the player's whim

## Tony

### Music

- [Nabeel Ansari - The Ultimate Armor - Mega Man X5 \(OC ReMix\)](#)
- [DjjD. Jehm Faulking - Tricky Labyrinth - Super Mario RPG \(OC ReMix\)](#)

### Topics

- *Cuphead* released, didn't take long to hit a million units sold - a spiffy new take on an old style, variety game kinda?
- Final Fantasy XIV succumbs to a housing crisis, too many players and not enough places for them to live (upcoming patch will magically add more neighborhoods)
- Epic is taking Fortnite aimbot developers to court, and Blizzard's past suit against Buddy Bot (remember that one?) is poised to offer precedent in Epic's favor
- Discord launches "verified servers" that aim to provide a more curated experience for companies looking to sprout up communities using the platform
- ESRB rules that loot boxes, an increasingly sore spot for many gamers, are not gambling and won't force higher ratings simply due to the fact that the player "always gets something".

### Personal gaming

- *World of Warcraft*
- *Pathfinder (tabletop)*
- *CyClones (SSI)*
- *Dance Dance Revolution*

### Ad-hoc design

- "Buffered turn based" strategy game
- See the game field, input all the actions you wish to perform ahead of time in sequence, within the turn time limit
- The actions you have selected will play out after you have either confirmed you wish to perform these actions or time runs out (in this case you will do nothing)
- Todo: come up with some sort of game around this mechanic