Round 59 - Analog Analogue

Audio recording:
https://zerohour-productions.net/recordings/insertcredits/R59%2017%20Aug%202018%20radio.mp3
Multimedia: https://www.youtube.com/watch?v=xjBhCCbT6yM

Show index

Adam

Music

- Bluelighter, Arvangath, Chris ~ Amaterasu, Katamari - Deeper in the Heart - Dragon Warrior 7 (OC ReMix)
- Jorito, Furorezu, Stephen Kelly - Digging Into Memories - Shovel Knight (OC ReMix)

Topics

- *No Man's Sky Next* - NMS + true multiplayer, third person view, beefed visuals; oh boy, can't wait for the comments on this (and also renewed interest in playing it myself, but not for multiplayer reasons)
- AMD, Microsoft, NVIDIA, Oculus and Valve working on standard for VR connectivity over USB-C
- Valve to release *Artifact*, a TCG and first new non-F2P game since CS:GO (2013), Nov 2018
- Discord starts closed-beta testing a game storefront, complete w/ "free" games for Nitro subscribers
- Bethesda allegedly taking hard ("non-negotiable") stance on cross-platform play w/ *The Elder Scrolls: Legends* - every console [version] must offer "full, unrestricted cross-platform play"; not specifically targeting Sony (by name), but we all know what they mean (quotes from article, https://arstechnica.com/gaming/2018/08/bethesda-tries-to-force-sony-to-stop-blocking-cross-console-gameplay/)
- Bethesda threatens lawsuit against a seller on Amazon, for listing a second-hand game as "new"

Personal gaming

- Overload (now complete)
- Just Shapes & Beats (now complete)
- CHASM (now complete)
- Super EDF (Shmup Book Club / Jul)
- X-Multiply (Shmup Book Club / Aug)
- Blue Revolver (Shmup Book Club / Jul-Sep)
- Legend of Zelda A Link to the Past (randos, open + triforce hunt)
- Assault Android Cactus (many IDs [Cactus + Peanut + speedrun practice)

Ad-hoc design
- Waveform-based endless runner
- Goal
    - Get as far as you can
    - Run ends on being forced off the playfield (by the waveform itself or an obstacle)
- Playfield
    - Large, oscilloscope-like "arena"
    - Player by default starts at left side
        - Shifts in levels may reposition player at right
    - Obstacles appear at opposite side, move at varying speeds toward player
        - Can be either attached to the wave (and move with it), or unattached / fixed to the playfield itself
- Controls
    - Player can adjust wave frequency, amplitude to move player up or down
    - At high enough amplitude, player "jumps" off wave, gravity pulls them back down
        - Their impact forces changes to the wave that propagate in either direction
        - Wave changes by player impact affect oncoming obstacles - push away, move up or down
    - Emergency "null" wave
        - Consumable, one-use-per-level action that sets all of the visible waveform to the baseline, then gradually transitions back to the level's base
- Levels
    - Levels have a base waveform (sine, square, triangle, etc)
    - Wave phase changes automatically at a given speed
        - Increases or shifts as the level progresses
    - Smooth transitions (non-discrete levels)
        - Short "break" for base waveform and speed shifts; no obstacles, waveform itself morphs gradually to set clear expectation of what is to come

Shane

Music
- [Emunator - Forest Wraiths - Legend of Zelda: Ocarina of Time](#) ([OC ReMix](#))
- [Ophanin - The Ashes Judge - Dark Souls III](#) ([OC ReMix](#))

Topics
- *World of Warcraft: Battle for Azeroth* releases, with players reaching the level cap in as short as four hours
- Nintendo moves to close several prominent ROM hosting websites, prompting Internet backlash from those passionate about software preservation
- Nintendo Direct reveals many new details about *Super Smash Bros. Ultimate*
- Nvidia supposedly announcing new GeForce cards at 20 August at Gamescom; teaser trailer suggests the new line's superior model will be the RTX 2080, including ray tracing tech
- AMD releases Threadripper 2; enthusiasts go hog wild with benchmarking and video rendering settings tips
- Personal return to streaming Soon™

Personal gaming
- *Tetris DX* (Gameboy Color)
- *Tengen Tetris* (NES)
- *Tetris: The Grandmaster* (Arcade)
- *Final Fantasy VII* (NES)

Ad-hoc design

TITLE:	*Contrast Canon*
GENRE:	Arcade-style competitive or cooperative twin-stick shooter
PLAYERS:	1-4 (human or bots)
INPUT METHOD:	Gamepad; joystick+buttons; keyboard/mouse
GRAPHIC STYLE:	Cel-shaded, high-contrast, dynamic
AUDIO STYLE:	Options to change between silent with sound effects, arena-shooter-like, or ambient soundtracks
POV:	Two modes: top-down (flat terrain) and isometric (which utilizes height differences, ability to turn camera for Z-depth)
STORY:	Cooperative: hostage situation diffusal.
	Competitive: fight-for-your-life, capture the <blank>
HOOK:	Use of high contrast in color choices helps players easily track the action (with certain exceptions); easy to see terrain differences, weaponry, players, weapon effects, so on. This will make it more approachable for those with colorblindness or difficulty following action in low-contrast scenarios. While there are several pre-generated maps for both game modes, options to generate random maps for matches are available. Level editor included for both modes
INVENTORY:	Various weapon and armor levels, various weapon and armor types, various

power-ups and buffs (med kits, enchantments, temporary invincibility, temporary invisibility, etc)

MECHANICS: Top-down mode: hiding behind and using environment obstacles for cover; longer time taken to aim will yield both an accuracy and impact bonus to damage plus a chance to break through armor or enchantments; combining multiple pieces of the same kind of armor (with a bit of time) yields armor that is more resilient and has a chance at gaining special effects; finding weapons of the same type can repair, enhance, and provide additional ammo to existing weapon; area of effect weapons are most effective in the immediate direction they're aimed, with diminishing returns as the shot scatters to the periphery; enchantments to have temporary invincibility, invisibility, masquerade as a teammate, provide temporary protection from weapon durability degradation

Isometric mode: same as top-down mode, but adding rotating the Z axis, and being able to climb or descend the Y axis; terrain may allow for hiding inside tunnels, etc; height is typically an advantage, unless there are special terrain effects that negate that (or cause it to be worse -- e.g. smoke rising which reduces visibility, etc)

OBJECTIVE: Varies based on game mode

Tony

Music

- [ToxicEternity - The Swaggin' Dragon - Legend of Zelda: Wind Waker](#) ([OC ReMix](#))
- [timaeus222 - Sanctity - Assassin's Creed IV: Black Flag](#) ([OC ReMix](#))

Topics

- Fallout 76 is not coming to Steam - Bethesda wants to hog all those distribution dollarinos: https://www.pcgamer.com/fallout-76-wont-launch-on-steam/
- Intel's coming back with a discrete GPU? Not scheduled until 2020, but probably will take existing HD graphics and multiply the available Execution Units by a factor or something
- Gotta talk about WoW: BfA - switchable PvP, new zones, Azerite (upgradeable artifact armor), DX12 engine
- Forsaken EX, a remastered version of Forsaken (a great late 90's 6DoF), hit Steam 7/31, already received a couple updates since: https://store.steampowered.com/app/668980/Forsaken_Remastered/
- Doom Eternal shown at QuakeCon 2018 keynote, debut of id Tech 7, to be released on PC and all major consoles

Personal gaming

- World of Warcraft: Battle for Azeroth
- Pathfinder (tabletop)
- Master of Magic
- ZZT (original game worlds)

Ad-hoc design

- Ballistics Tactics game
- Turn based
- Played on a grid (hexes? Squares? Who knows)
- Assigned a number of units, fog of war
- Each player determines which units to move, which will act
- Some actions take multiple turns in order to act (moving a larger unit, travel time it takes for a projectile to arrive, *stopping* a larger unit, etc)
- Weapons fired, when they arrive at their destination (time it takes is based on distance and travel speed), will reveal if a target has been hit, missed, destroyed or "unknown", for situations when that kind of information or communication would be hindered
- Logistics: manage supply lines in order to keep those weapons firing and finding the enemy
- All units that are adjacent will be seen, some units can see more than 1 square ahead, but these are typically light scouter units that don't pack much firepower
- Extremely large and heavy guns will take multiple turns to move
- Some units are ground units and these are easier to direct and move
- Air units (especially large ones) will have momentum - but they can also be ordered to blast full speed ahead and collide with anything in their path (just don't lose them too far off the map or they're gone forever)
- Capturing ground or air objectives will grant bonuses such as boost to armor, additional sources

of ammo, etc, and capturing an objective will require your units to occupy it for a certain number of turns depending on the size of the objective
- Once you have captured an objective, you are no longer required to stay there (but an opponent could swoop in and take it)
- Battles can be won either by destroying all enemy units, or could be set to capture a certain number of objectives (or objective *points*, which means larger objectives are worth a larger amount of points)
- Maps can be customized and shared by players, can be played in network games, etc