Round 74 - Why Don't You Try Hard

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R74%2013%20Dec%202019.mp3
Multimedia: https://www.youtube.com/watch?v=dmQ3IG0TQNg

Show index

Adam

Music

- Chimpazilla - Sepulchre Soirée - Crypt of the NecroDancer (OC ReMix)
- Retro Brothers - Terra Et Cetera - Terra Cresta (OC ReMix)

Topics

- Logitech releases $99 accessibility-focused control set - 12 3.5mm-connected buttons (of various sizes), 2 variable-pull triggers, all w/ cables; 2 hook-and-loop mounting surfaces (https://arstechnica.com/gaming/2019/11/logitechs-100-adaptive-gaming-kit-finishes-what-xboxs-xac-started/)
- *Beat Saber* developer Beat Games acquired by Facebook
- *Jamestown+* released on PC yesterday (12 Dec); previously a PS4 exclusive
- *Hive Time* (bee hive simulator by Cheeseness, Mimness) also released yesterday
- Modder working on "fixing" *Sonic the Hedgehog* (2006) for a PC release (https://www.engadget.com/2019/12/11/sonic-p-06-unity-pc-fan-remake)
- Xbox Series X ...

Personal gaming

- StarCrawlers (now complete)
- Hellsinker (Shmup Book Club, Oct - Dec)
- Bio Hazard Battle (Shmup Book Club, Nov)
- Vasara 2 (Shmup Book Club, Dec)
- Hive Time
- Assault Android Cactus (Campaign+ S+, Mega Campaign runs)

Ad-hoc design

- Incredible Machine-esque puzzle platformer
- Single screen stages
    - Fixed platform layouts
    - Some "fixed" fans and/or wind from various directions
        - Constant or on stage-timer cycles
    - Given a certain amount of "energy" to work with
        - Place fans of various sizes / powers around the stage, each w/ diff energy cost
        - Not required to use all
- Player character

- Lightweight
    - "Floaty" jumps
    - Greatly affected by wind
- Low friction
    - "Slippery" (not quite ice physics, more Luigi-esque sliding) ground movement
    - Easy to maintain / hard to change momentum on landing

Shane

Music
- djpretzel - Such Sweet Sorrow - Lufia II: Rise of the Sinistrals (OC ReMix)
- Emunator, Flexstyle - Lullaby for a World - The Legend of Zelda: Ocarina of Time (OC ReMix)

Topics
- *Untitled Goose Game* releases on 17 December for PS4 and Xbox One
- *Final Fantasy VII Remake* confirmed to be a timed exclusive for PS4 for 12 months
- As mentioned on last month's show, *Death Stranding* had been review bombed on Metacritic after its release; Metacritic has since removed over 6,000 bogus negative reviews for the game
- 2K Games announced that new game studio "Cloud Chamber" is working on the future of the *Bioshock* series
- Republican congressman Duncan Hunter of California plead guilty to charges of misusing campaign funds to purchase, among other things, $1,302 worth of Steam games
- *Bravely Default II* announced for 2020 release on Nintendo Switch

Personal gaming
- *Pathfinder*
- *Mario Kart 8 Deluxe*
- *Tetris: The Grand Master*

Ad-hoc design

TITLE:	*Support Character*
GENRE:	RPG
PLAYERS:	1
INPUT METHOD:	Controller or keyboard
GRAPHIC STYLE:	3D; no preference on specific style
AUDIO STYLE:	Typical RPG fare
POV:	Third-person
STORY:	An RPG party member, born with the gift of magic, has only the power to augment and restore their party members, and grows increasingly insecure about their ability to carry the party to its end goal
HOOK:	Their anxiety manifests in dark forms, and they're reassured/comforted/rescued by their companions, renewing their confidence in themselves and their party
INVENTORY:	Rods, staves, tomes, salves
MECHANICS:	Active-style battle system with verbal, somatic, and material components for spells. Casting time will vary on effect and skill level, and will absolutely depend on materials on-hand, their quality, and their durability
OBJECTIVE:	Reach the end of the story

Tony

Music

- [prophetik music, Cyril the Wolf, Janna McKnight - Trust My Unwavering Heart - Chrono Cross](#) ([OC ReMix](#))
- [djpretzel - The Cosmofarian - Final Fantasy VII](#) ([OC ReMix](#))

Topics

- Blizzard launches battlegrounds early (December 10!), rumored to be because of how difficult it was for players on PvP servers, keyring and elemental invasions also added, WoWhead is calling it "phase 2.5" since the third phase is supposed to be the release of Blackwing Lair
- The Wolf Among Us 2 (Telltale Games) announced at The Game Awards, original game free on the Epic Store until the 19th
- Gamers Nexus reports that AMD moved a staggering 93% of CPU sales in 2019
- Intel puts out the i9-10980XE for review, gets slain by AMD's HEDT offerings and compares well to the cheaper 3900X

Personal gaming

- *World of Warcraft Classic*
- *Uridium*
- *Realm of Impossibility*
- *Legend of Blacksilver*
- *Dance Dance Revolution*
- *Pump It Up XX*

Ad-hoc design

- Arena shooter, but the arena is itself on a fulcrum in the center of the underside
- The arena tilts based on how many players are standing in a particular section
- Players on the elevated side will have a damage advantage against those at a lower elevation
- "Last team standing" rules, each death reduces your team's score
- First team to reach zero loses
- An arena that can be tilted significantly in one direction will cause all players to lose friction and have to fight walking on the walls and such
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