

Round 77 - Welcome, New Initiates

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R77%2020%20Mar%202020.mp3>

Multimedia: <https://www.youtube.com/watch?v=68w4sfbizE>

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Adam

Music

- [timaeus222 - Mind Flip~ - Mega Man X4 \(OC ReMix\)](#)
- [Malcos - Misdirection - Dragon Ball Z: Budokai Tenkaichi 2 \(OC ReMix\)](#)

Topics

- GeForce Now losing games from major publishers:
 - Activision/Blizzard (<https://www.theverge.com/2020/2/11/21133793/nvidia-geforce-now-no-more-activision-blizzard-games-carriage>)
 - Bethesda
 - 2K Games (<https://www.engadget.com/2020/03/06/nvidia-geforce-loses-2k-games/>)
- *Black Mesa* hit full release on 06 Mar
- Super Nintendo / Playstation prototype console sells for \$360k at auction
- CryEngine gets variant for Switch, with first game (*Warface*, orig. PC release in 2012) at handheld resolution of...540p(...?)
- Kickstarter workers vote to unionize
 - tl;dr - KS re-org'd as public benefit corp in 2015, conflict between management / workers started (or became visible?) in 2018 over shutdown/reinstatement of a certain campaign, union-organizer firings ("performance reasons"), etc
- Assault Android Cactus physical Switch release - 4,000 copies thru Super Rare Games, sells out in < 1 day
- Bandcamp waives revshare, gives 100% to artists for 20 Mar
- Canceled our Extra Life 2020 event

Personal gaming

- MOTHERGUNSHIP (now complete)
- Noita (now in progress...still)
- ZeroRanger (Shmup Book Club, Jan-Mar)
- Blazing Star (Shmup Book Club, Feb)
- Gley Lancer (Shmup Book Club, Mar)
- Assault Android Cactus (Mega Campaign runs, Infinity Drives)

Ad-hoc design

- On-rails "on-rails" racing

- Grapple from rail to rail while swinging thru an endless cityscape
 - Multiple rails side by side at any given time
 - Rails can branch / merge
 - Slight repulsion away from obstacles to prevent excessive collisions
 - Slight attraction to other players to encourage interaction
 - Alter grapple "distance"
 - Shift weight to swing side to side (limited front/back)
- Race mode
 - Limited distance - race from start to finish
 - Leans heavily into rubber-banding
 - Game will try to ensure all players are within visual range of each other at all times
 - Minor variations in players' base forward speeds to encourage tight groups
 - Not directly controlled by players themselves - no acceleration, no braking
 - Game will try to balance speed between all players
 - Hitting obstacles will (obviously) cause major speed loss, but game will compensate by raising base player speed until they catch up to the rest
 - "First" player may not be first
 - To counter-balance the Mario Kart effect, placement will be weighted based on:
 - Time spent in each position
 - Number of obstacles hit
 - Aggression toward / actions taken directly affecting other players (w/ differentiation between those behind or ahead of you)
- Time trial
 - w/ a given seed, compete for least number of obstacles hit, top speed obtained, etc
 - Player base speed increases linearly over entire length of course
 - Acceleration after hitting an obstacle rises sharply to return player to base speed

Shane

Music

- [mv - Dirty Secret - Chrono Trigger \(OC ReMix\)](#)
- [RebeccaETripp - Anti-Annihilation Matrix - Chrono Cross \(OC ReMix\)](#)

Topics

- *Animal Crossing: New Horizons* and *Doom Eternal* release today to incredible excitement, after both communities teamed up to hybridize the hype
- *Doom Eternal* released without DRM!
- Microsoft launches "DirectX 12 Ultimate" with the goal of bringing parity between Xbox Series X and traditional PC graphics in a common API, including raytracing, variable rate shading, mesh shaders, sampler feedback, and more
- GameStop refuses to shutter its stores over COVID-19, despite explicit directives to do so by the government
- *Untitled Goose Game* wins game of the year at the Game Developers Choice awards
- Midwest Gaming Classic, an annual general gaming convention held in Milwaukee, WI, has cancelled its 2020 event, urging con goers to roll their admission over to a future year instead of requesting a refund
- *Super Animal Royale*, currently in early access, recently added an emu mount, as well as had a St. Patrick's Day event

Personal gaming

- *Tetris: The Grand Master*

Ad-hoc design

TITLE:	<i>Isolation</i>
GENRE:	Pandemic RPG
PLAYERS:	1
INPUT METHOD:	Controller; keyboard/mouse
GRAPHIC STYLE:	Realistic
AUDIO STYLE:	Realistic
POV:	First-person
STORY:	An infection sweeps the land, crippling society and leaving it vulnerable to attacks on several fronts. While the world is governed mostly by magic, there is no known magical protection from the infection. Adept magic tacticians must find creative and effective means of solving problems, resolving emergencies, and stopping the infection before it's too late
HOOK:	Game relies heavily on magical constructs, infusions of technology and magic to act remotely, and constant stress/resolution as the player is faced with grave circumstances they need to overcome
INVENTORY:	Mechs, constructs, runes, magical weaponry, communications systems, tactical knowledge
MECHANICS:	Control the spread of the infection by any means necessary through remote tools, or as a very last resort, direct involvement and confrontation
OBJECTIVE:	Stop the infection, find a means of treating those infected, and prevent the infection from affecting the world in the future

Tony

Music

- [Mike Norvak, Fernito - Eighties Ate My Zombies - Zombies Ate My Neighbors \(OC ReMix\)](#)
- [Manji, Catie Williams, Jorito, JoyDreamer, Richard Spencer - Mother Earth \(Bound by Fate\) - Terranigma \(OC ReMix\)](#)

Topics

- *Final Fantasy VII* playable demo made available, through the end of the first reactor
- *Hearthstone's* next expansion announced, "Ashes of Outland", which introduces the demon hunter and will also bring in Illidan Stormrage of *Warcraft* fame
- *World of Warcraft Classic* "Arathi Basin" battleground released on 3/11
- GameStop stores remain open through the quaranti—er, social separation, were they getting any business before?

Personal gaming

- *World of Warcraft Classic*
- *Tony Hawk's Pro Skater 2*
- *Dance Dance Revolution (Extreme 2 PS2, MAX PS2)*
- *Pump It Up XX*
- *The Ultimate Doom*
- *Heretic*

Ad-hoc design

- Single game mechanic
- Racing
- Be the first to the finish line, but *not* before the minimum time
- Move at full velocity at all times, use obstacles to strategically slow yourself, slow others, or destroy obstacles in front of other opponents to speed them up and goad them into crossing the line too soon
- Point system, 10 points for first place finish after the threshold begins, tapering off, zero points for anyone who crosses too early (or negative, why not)