Round 90 - The Humans Have Had Their Turn

Audio recording: https://zerohour-productions.net/recordings/insertcredits/R90%2014%20May%202021.mp3
Multimedia: https://www.youtube.com/watch?v=bDMPeE8TeeY

Show index

MrBond

Music
- Lucas Guimaraes, Damian Nguyen, DS, Jake Kargl, Matheus Souza, Nathan Madsen, TSori, wolfman1405 - Hope in 8 - Golden Sun (OC ReMix)
- Sir_NutS - Wiped Out - Donkey Kong Country (OC ReMix)
- Juan Medrano, JohnSTacy, thebitterroost - I'm Not Going to Lose to You! - Pokemon Trading Card Game (OC ReMix)

Topics
- Epic Game Store starting to package non-games...like browsers (?) and other game stores (itch.io ???) (https://www.engadget.com/epic-games-store-apps-itch-io-140049973.html)
- RuneScape moving out of beta on iOS, Android mobile platforms (https://www.engadget.com/runescape-mmorpg-ios-android-170115952.html)
- Microsoft cutting Windows Store fees (for games) from 30% to 12%, as of 01 Aug (https://www.theverge.com/2021/4/29/22409285/microsoft-store-cut-windows-pc-games-12-percent)
- An esports "gym"(???) opened in Tokyo; hardware booking, coaching, and training services available (https://www.insider.com/japan-opens-esports-gym-gaming-tokyo-2021-4)
- Humble Bundle trials capping charity to 15%, backtracks after heavy backlash (https://www.engadget.com/humble-bundle-15-percent-test-224435840.html, https://www.engadget.com/humble-bundle-sliders-charity-splits-183658523.html)
- Wolfire (Humble Bundle originator) seeking class action lawsuit against Valve/Steam for...monopoly? (https://arstechnica.com/gaming/2021/04/humble-bundle-creator-brings-antitrust-lawsuit-against-valve-over-steam/)

Personal gaming
- Curse of the Dead Gods (still in progress)
- Zero Wing (SBC, May)
- RayForce (SBC, Apr-Jun)
- R-Type Delta (SBC, May-Jul)
- Longplay: Spelunky 2
- Sat grab-bags: Risk of Rain 2, Receiver 2, ALttP Rando

Tormod

Music
- [_Zora's Dharma_ by RebeccaETripp and GamerOfTheWinds from _The Legend of Zelda: Twilight Princess_](#) ([OC ReMix](#))
- [_Torchlight_ by Chimpazilla and Emunator from _The Legend of Zelda: Breath of the Wild_](#) ([OC ReMix](#))
- [_Noodlin_ by Trenthian from _Final Fantasy VII_](#) ([OC ReMix](#))

Topics
- itch.io has 0% cut, 100% dev revenue today (14 May)
- Sony backpedals on closing its PS3 and Vita stores; will remain open indefinitely
- Pixile announces upcoming console releases of _Super Animal Royale_ for PS4/5, Xbox Series X and S and Xbox One, Switch, and Stadia, with Xbox releases starting the rollout on 1 June alongside Season 0.5
- ...Google reassures us that Stadia is alive and well
- Netflix producing a _Final Fantasy VII Remake_ anime
- Dolby Vision HDR coming to Xbox Series X and S Insiders soon
- _Zombies Ate My Neighbors_ and its sequel _Ghoul Patrol_ getting a modern re-release?! Coming as a $14.99 bundle for PS4, XBone, Switch, and PC on 29 June 2021

Personal gaming
- _Super Animal Royale_

Ad-hoc design

TITLE:	Functional Design
GENRES:	Dress-up, art game, virtual reality, stealth
THEMES:	Resources
PLAYERS:	Single player and/or couch co-op (divide form/function duties - terminal v CAD)
INPUT METHOD:	Keyboard (terminal) for designing malware; mouse/gimbal to adjust perspective and adjust design elements
GRAPHIC STYLE:	Early 2000s pixel interface; raster, composited assets
AUDIO STYLE:	Ambient electronica
POV:	Terminal + CAD design programs
STORY / HOOK:	Create a cyberpunk boutique that will succeed w/ the most competitive designs;by merging fashion w/ software to gain even more intel on latest trends and/or competitors' designs; eventually, morals and/or ethics intrude - do you embrace your self-aware, evolving singularity...or shut it down?
INVENTORY:	See mechanics
MECHANICS:	Intel (from malware-laced clothes) as a resource gained from "customers" or outside research
OBJECTIVE:	See story/hook