

Round 13 - Fill it Up

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R13%2015%20Aug%202014%20radio.mp3>

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Adam

Music

- [Kelly Andrew - Justice for All - Legend of Zelda: A Link to the Past \(OCReMix\)](#)
- [Avaris - Mother - Secret of Mana \(OCReMix\)](#)

AtW

Twitch and copyright, video retention

- Third party audio ID system - AudibleMagic - to scan current / future recordings
- 30-minute sections found to have copyrighted material will be muted
- Very limited appeals system (anecdotal from those affected)
- Already many, many, many false positives; including: Crypt of the NecroDancer videos (Danny B has gone on record - along with many others - that his content is not on AudibleMagic); official Twitch videos; DOTA 2 tournament videos where the crowd noise was falsely flagged as copyrighted music
- Not affecting live streams...yet
- Full session video recordings kept for 60 days if on a paid plan, 14 days otherwise - taking effect in late Aug; existing recordings unaffected
- Highlights will still be retained indefinitely

Briefs

- OpenGL 4.5 spec ready, nVidia already has (Beta) drivers for it
- (Related) Microsoft joins Khronos' WebGL working group (Khronos is primary group behind OpenGL)
- Still no word on Smash Bros Wii U release date
- New Xbox One bundle confirmed for Nov 3 - 1 TB HDD, CoD Advanced Warfare, "custom-designed controller"
- Unreal Tournament 2014 (icky name) pre-alpha source available, someone has already done some Win builds; UE4 subscribers can load it up and make changes

Personal Gaming

- Nuclear Throne (Quest for Semi-Glory; now in progress) - reached Throne on second session (26 Jul 2014); defeated Throne on following session; next Quest is to defeat throne w/each character (7/11 completed as of 8/14)
- Small amount of Threes! and Spelltower

Ad-hoc Design

- Triangulation puzzle game; top-down, 2D
- Player moves around on a rectangular field; all obstacles / goals are invisible at start
- Player can send a “ping” a short distance, and receive a “reading” on the return trip
 - Omni-directional ping is shortest distance
 - Player can restrict ping to any size arc; the smaller the arc, the further the ping travels, and the more accurate the distance scale is
 - A ring flashes around the player as ping reaches, reflects off objects / obstacle; color determines probable distance
 - Alt: field tracks pings for you, shows possible zone of an obstacle based on the reading accuracy
 - Player makes best guess as to where obstacles are, can draw on the field
- Player can move to any point in a straight line from where they are
 - If player hits obstacle, move stops immediately, and small portion of obstacle hit is permanently revealed
 - Accuracy determined by how ‘angled’ the surface of the obstacle is to the player
 - Perpendicular = perfect accuracy (shown as highly saturated, brighter color)
 - As angle moves away from perpendicular, reading becomes less saturated, darker
- Goal is to find the “exit” in as few “pings” + moves possible, determines overall score
- Possible two/multiplayer
 - Synchronous mode: all players on the same map, trying to find same goal
 - Players get readings from others’ pings
 - Side-by-side/grid mode: each player gets same map
 - First player to reach goal wins
 - Take turns, with ping+move; their reveals / markings on the map show to every other player
 - Alt: synchronous play, must balance between waiting for others’ markings or striking out on your own
- Mode modifiers
 - Score mode: drawing / erasing negatively impacts score
 - Time mode: score scaled by the amount of time player takes to find goal

Shane

Music

- [Another Soundscape - Claustrophobia - Donkey Kong Country 3 \(OCReMix\)](#)
- [Dev - Nanaki Searches for Truth - Final Fantasy 7 \(OCReMix\)](#)

Topics

- *Goat Simulator* coming to 360 and Android in the near future
- *Metal Gear Solid V: Ground Zeroes* and *Phantom Pain* to be released on PC via Steam
- *PlayStation 4* doubles *Xbox One* sales; 10M sold since November
- *Fish Plays Pokémon* is a thing...
- Sierra Entertainment being revived by Activision Blizzard as company focusing exclusively on working with indie developers to provide them help in getting games published and visible; will support devs building around classic Sierra IP. *King's Quest* (2015) and *Geometry Wars 3* (2014) already announced.

Personal gaming

- *Pathfinder* (tabletop RPG)
- *Final Fantasy VII* (PS1)

Ad-hoc design

- Educational, interactive physics engine a la *The Incredible Machine*, except modernized
- Work with engines, wheels, sprockets, wires, electricity, magnets, springs, coils, chutes, fans, joints, etc, to build crazy contraptions that do just about anything
- Rube Goldberg machines, anyone?

Tony

Music

- [lazygecko - SID of Rage - Streets of Rage 2 \(OCReMix\)](#)
- [about:blank - Acrophobia - Earthworm Jim \(OCReMix\)](#)

Topics

Surgeon Simulator: Anniversary Edition

- Released on Steam this week with additional operations (eyes, teeth... bleugh)
- You can perform the surgery as intended or... have a little more fun.
- \$3 is very reasonable for the DLC, or \$13 if you wanna get the game + DLC

World of Warcraft: Warlords of Draenor trailer released

- Blizzard's ultimate cash cow is back with another spectacular CGI trailer
- Let's hope they didn't spend all the budget on the trailer.. the game has already reached its peak two expansions ago and is tapering off as players find the game getting stagnant.
- Release date is November 13th, right in line with their typical release schedule

New Silent Hill "playable teaser" released on PS4

- Just like all previous Silent Hill games: creepy, confusing
- (don't forget Hideo Kojima is supposedly working on it)

Personal gaming

- *Puzzle and Dragons (Android, iOS)*
- *Divinity: Original Sin (PC)*
- *Nethack (nethack.alt.org)*

Ad-hoc design

- Like the other side of Angry Birds: construct a structure and see how it will hold up to the CPU (or other players') attempts to knock it down
- The better you hold up, the more points you earn in order to be able to build better structures for next round
- There is a possibility that you will earn no points if the enemy used only a few projectiles
- Game over when you have zero points to spend.
- Different kinds of projectiles will have different effects on the materials you use- expect all kinds of elements to be in effect- for example, fire will melt ice blocks, etc..