

Round 19 - Said No One Ever

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R19%2019%20Dec%202014%20radio.mp3>

Show index

- News: 00:06:52
- Music segment 1: 00:22:16
- Gaming: 00:35:54
- Music segment 2: 00:52:33
- Design: 01:04:44

Adam

Music

- [C-Curt - A Brief Winter Trek - Pokemon Mystery Dungeon \(OC ReMix\)](#)
- [prozax - BUTTS - Detana TwinBee \(OC ReMix\)](#)

AtW

Major topic - Steam beta allows direct game streaming

- Friends can start watching as soon as a game starts; chat from sidebar
- Clients from Steam itself, or from the web (via Chrome, Safari; no official word on others)
- Can restrict to just friends, or open to general public
- Controllable on per-game basis(?)
- Likely a direct competitor to Twitch (thanks to Amazon buyout, no doubt), but not quite as robust yet
- Huge (pre-)installed base, if it's as easy as clicking a button
- No word on advanced options (stream quality, encoding settings)
- No support for archiving / recording (yet?)
- Disadv: unlikely to support games not launched from / through Steam (duh)

Briefs

- 3DS homebrew previously reported already blocked by latest firmware; curiously, flashcarts still work fine
- Notch buys \$70M mansion

Personal Gaming

- Binding of Isaac: Rebirth (PC; Quest for Semi-Glory; still in progress)
- Various dabbings in Nuclear Throne, Risk of Rain, LUFTRAUSERS

Ad-hoc Design

- Physically-unaccurate reverse-Asteroids

- Goal is to destroy as many spaceships in an asteroid field as possible
- Game ends when player hit directly by ship fire / other ship defenses
- Player moves on / jumps between asteroids
 - Can rotate freely around surface
 - Hitting asteroid changes velocity (speed + direction)
 - Hitting it enough causes it to split
 - Easier to hit ships, harder to jump between, easier to change velocity
 - Jumping off causes massive velocity shift in opposite direction, depending on size of asteroid
- Player can also jump onto ships
 - Same physics effect for hitting / jumping from ships
 - Ships will have some manner of self-defense (shields, electrical charge, shooting at each other, etc)
 - Player can lure other ships to fire on each other
 - Player can directly damage ships, but dangerous (score bonus, may be necessary if no asteroids left)
- Limited maneuverability
 - Player has very limited-use, rechargeable jetpack, burst only
 - Majority of movement occurs from jumping from ship/asteroid/whatever
- Other space hazards
 - Ship debris - fragile, but easy to change velocity
 - Mines - will explode after a short time, proximity trigger, but causes massive damage if thrown at ships / asteroids
- AI-controlled ships start off extremely stupid / small in number
 - Gradually-increasing difficulty - more numerous, faster reactions, predictive aiming, group strategy, faster-firing weapons, mines, shields, active avoidance, shoot each other less

Shane

Music

- [Brent Wollman - Fearful Minds - Half-Life 2 \(OC ReMix\)](#)
- [Anthony Lofton, Joshua Morse - Brazzy Road - Ragnarok Online \(OC ReMix\)](#)

Topics

- *Papers, Please* released for iOS
- Das Keyboard's website has clever *Asteroids* CSS-destroying code; check it here! [Scroll down. Click "Destroy This Site"](#)
- SUPER VG CHRISTMAS PARTY digital album, a collaborative effort between remixers, available for download FREE at <https://supervgchristmasparty.bandcamp.com>
- *DOOM* celebrated its 21st birthday last week
- PS1-inspired PS4 console released to celebrate the PS1's 20th anniversary

Personal gaming

- *Final Fantasy Mystic Quest*
- *Goat Simulator*
- *Pokémon Alpha Sapphire*

Ad-hoc design

- Game akin to *Mario is Missing!* where players need to enter environments to solve riddles with various clues to obtain information
- Information comes together in the form of musical notes; when the notes are put in the correct sequence, a floor in the labyrinth of rooms can be cleared, even if you haven't completed all of the rooms
- The music comes together in the form of recognizable melodies from the game, so it's not entirely too difficult to discern the pattern and proper notation
- Game is educational in nature, using clues and reproductions of historical events to teach players, as well as helping with ear training on the side of notation and music

Tony

Music

- [katethegreat19 - Heart of the Moon - World of Warcraft \(OC ReMix\)](#)
- [Solkrieg - Dream Eater Mix - Pokemon Red and Blue \(OC ReMix\)](#)

Topics

Steam Holiday Auction shut down as soon as it started

<http://kotaku.com/steam-holiday-auction-shuts-down-after-gem-exploits-spr-1670279820>

- Steam planned to give out 100 copies of over 2000 games using a digital currency called gems, which could be obtained by exchanging virtual items such as trading cards and custom backgrounds.
- Almost immediately after opening, clever players were finding ways to inflate their gem count making them more likely to win auctions.
- Steam disabled the service temporarily, brought it back online with complete gem reset.

Microsoft Windows and Xbox stores accept Bitcoin

<http://arstechnica.com/gaming/2014/12/xbox-windows-store-now-accepting-bitcoin-payments/>

- The first of the three console giants (to my knowledge) to accept Bitcoin
- The currency can be exchanged for pre-defined amounts up to \$100 in the US only.

Oculus brings Nimble VR on-board to add hand tracking tech to Rift

<http://www.pcgamer.com/oculus-hires-the-brains-behind-vrs-most-promising-hand-tracking-tech>

- Nimble VR developed hand tracking technology that Oculus determined to be useful to augment their own virtual reality system.
- Latency is estimated to be about 20ms, which shouldn't be much of a problem for most gaming- one video frame at 60fps is 16.67ms, for comparison.

Personal gaming

- *Puzzle and Dragons (Android)*
- *Final Fantasy Mystic Quest (SNES)*
- *World of Warcraft (PC)*

Ad-hoc design

- Procedurally generated pinball game
- Line of sight would be considered between the paddles at the bottom and the ramps above so that they could be reached without too many obstructions
- Two views would be available: one in 3D which would show the whole table as if you were looking at it standing up, and 2D which would show the table as a flat surface and either scroll (like Epic Pinball) or stay resident (showing the whole table on-screen.)
- A number of pre-made objects would be available to offer art assets, but most of the models themselves would be procedurally generated so that the ramps and bumpers would be pretty easy to scale and bend if needed.
- A large number of (simple) color schemes would be created so that the table wouldn't appear the same every time.
- Physics would be modeled after real-world: bumper feedback, ramp acceleration, ball and target mass, etc
- Tables would be given a "seed number" or some sort of code so that if a really cool configuration was discovered, it could be re-generated if people shared it online or if you saved it yourself.