

Round 24 - Boxes Within Boxes

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R24%202015%20May%202015%20radio.mp3>

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Adam

Music

- [Nostalvania - Simon Says Let There Be Jazz - Castlevania 2 \(OC ReMix\)](#)
- [Metal Fortress - LUFTRAUSERS Main Theme - LUFTRAUSERS](#) (indie)

AtW

Major topic - none

Briefs

- Steam Workshop to allow paid mods; 25% revenue to mod dev; starting with Skyrim...then promptly rescinded following community backlash. The fuck?
- Another(?) expansion to Goat Simulator - zombies (<http://www.engadget.com/2015/05/05/goatz-for-goat-simulator/>)
- 32-game 3D Realms bundle on Steam (29 of which were not available on Steam before); most already available from GOG
- GOG launches beta of Galaxy, Steam-like game-management platform (supposedly completely DRM-free)
- Oculus Rift targeting Q1 2016 for first consumer release
- Koji Igarashi kickstarting Castlevania progenitor Bloodstained; \$500k, funded in 30 minutes

Personal Gaming

- Crawl (PC / early access; Quest for Semi-Glory; complete, but since updated w/ Gabe Newell as a boss)
- Catacomb Kids (PC / early access; Quest for Semi-Glory; now in progress)

Ad-hoc Design

- Endless Rube Goldberg-esque endless runner(s)
- Each segment has a different theme, depending on the direction

- Up: rocket
- Left: paper airplane
- Right: ?
- Down: rock
- Goal of each segment is to reach the end, as quickly as possible, with as much speed left over
- Initial launch of each section based on the speed retained on the last
 - Themed obstacles in each section - speed up, slow down, block, change angle (on horizontal levels), etc
 - Limited ability to speed up / slow down in each section (go faster or more maneuverability)
 - Last 10% of section meant to be speed zone to prepare for next launch - no obstacles, auto-use remaining boost
 - Timed inputs to boost launch; on failure, harms launch

Shane

Music

- [K Praslowicz - 74 Floors - The Combatribes \(OC ReMix\)](#)
- DrumUltimA - Lavos is Inconsistent - Chrono Trigger (sorry, no link)

Topics

- Nintendo World Championships coming back and headlining at E3; regional competitions at Best Buy stores, then championship in LA on 14 June
- Konami to focus exclusively on mobile games; future of Bemani games in limbo?
- Malware found in GTA PC mods including keyloggers
- *Wildstar* coming to Steam as free-to-play?
- Windows 10 to ship with *Candy Crush Saga*...

Personal gaming

- None

Ad-hoc design

- Game that strings together timed puzzles/minigames akin to those found in the 3D *Legend of Zelda* games
- Puzzles are procedurally generated; stages are endless
- Points will be determined based on the fewest actions to accommodate the puzzle challenges, amount of time taken, and accuracy
- Leaderboard possibilities based on generated seeds
- Stat/item boosts obtainable at random intervals or as a reward for being clever or fast with a puzzle

Tony

Music

- [Thomas B Yee - Adagio Pour Mallow - Super Mario RPG \(OC ReMix\)](#)
- [SGX - Kick Your A - Beatmania 2DX \(OC ReMix\)](#)

Topics

- Diablo 3 finally gets a cow level
- Rainbow Six Siege release date announced (October 13). Looks to be a 5v5 first person tactical shooter
- HonorBuddy bot for World of Warcraft (a PvP bot) is apparently detectable now, thousands of users are suddenly banned and the creator closes shop
- Grandia II remake is coming to Steam (fuck yeah)
- Mirror's Edge 2 planned for release in early 2016, says EA
- Got to test out GoG Galaxy Alpha, it's pretty cool, coexists well with Steam because it doesn't try to *be* Steam
- Yooka-Laylee looks promising, people throw money at these Rare veterans like crazy

Personal gaming

- *Too much moving, not enough time to play games seriously*
- *World of Warcraft (PC)*
- *Nethack (PC)*
- *Legend of Blacksilver (C64)*

Ad-hoc design

- Programmable side scrolling shmup
- Each level is procedurally generated with enemies, hazards and terrain
- You have "slots" which a programmable condition or action can be placed, but they are limited
- Some actions include "closest enemy > shoot" or "powerup > collect" or if you feel like the pacifist approach, "closest enemy > avoid". You might also consider "over 20 enemies on screen > smart bomb". If some actions can be done at the same time, they will be. If they are mutually exclusive, the highest action takes precedence (so you definitely would not want "powerup > collect" to be higher than "closest enemy > avoid" because if an enemy is flying over a powerup, you'll end up flying right into it).
- Some hazards on screen cannot be automatically avoided (for example, a charging laser that you're going to be in the way of) so that's when you use manual control.
- Weapons can be customized the same way, and some weapons will be stronger than others based on the kind of material the enemies' ships are made of
- You have a limited amount of time for manual control, where you can take complete control of your ship (but this reduces your score)
- Score is tallied at the end based on enemies killed, amount of manual control not used, hull integrity remaining, end of level bonus (if you survived)

- You get to continue in levels even if you fail, but you have to spend score to repair
- Game goes continuously, getting more difficult as the levels go by, and it ends when you either cannot afford to repair your ship or you quit the game
- Some score is needed after the first few levels as an “expedition expense”, and it becomes more expensive as you continue
- You can choose to end your quest at any time, at which point your current score/money/whatever is considered for a high score list
- Upgradeable weapons and ships, and you can also gain powerups that drift away from enemies occasionally (there is a certain number of guaranteed upgrades, but you have to be able to grab them before they disappear, and destroy the obstacle or enemy that contains them!)
- Bonuses awarded for certain things like flawless level, collected every powerup, destroyed every enemy, or even pacifist ones like destroyed no enemies (which might actually be a better option if you're in over your head, or the oncoming mission has enemies that are very strong against your setup and you don't feel like selling off half your stuff to buy new stuff)