Round 5 - Wait, You Can Do That?

Audio recording:

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Adam

Music

- [Guifrog - Bulls 'n Beers - Conker's Bad Fur Day](#) ([OCReMix](#))
- [Kroth - I Have a Rash - Battletoads](#) ([DoD Feb 2014](#))

AtW

GAME_JAM failure
- Overly-dramatized 'documentary' of what goes on in game jams
- Crazy rules and contracts: 'right to misrepresent', requirements to drink Mountain Dew…
- Efforts to undermine teams, and insert gender divides, by 'Pepsi consultant'
- Spectacular failure - (almost?) all devs backed out prior

GameSpy shutting down
-
http://www.ign.com/articles/2014/04/03/gamespy-multiplayer-shutting-down-hundreds-of-games-at-risk
- Possible / probable cause for Nintendo shutting down Wii / DS Wi-Fi games

PAX East 2014
- No major controversies...that I've heard of
- Debut of 'diversity lounges'
- Possibility of 'PAX South'? Texas?

Personal Gaming
- LUFTRAUSERS

Ad-hoc Design
- Pseudo turn-based+real-time survival / sort-of horror-ish / arcade
- Goal: avoid monsters/enemies/whatever as long as you can

- Top-down; can only move certain distance at a time, 'move meter' depletes when moving - faster if moving faster, slower if moving slower; if closer to an enemy, 'adrenaline' can give you double-movement distance; very slow to recover
- Hide in darkness; obstacles/enemies give off minimal amount of light, but you can't see very far
- Few auditory elements; footsteps, creaky boards, doors opening/closing
- More enemies as time passes; enemies have different movement / seeking patterns; some will suddenly make noise to startle the player character (random movement or 'noise' made when startled)
- Score based on avoidance time, distance moved, higher multiplier for staying still longer?

Shane

Music
- Blinn - Force = MA - Final Fantasy 8 (sorry, no link)
- SuprMelO - Sambacross Time - Chrono Trigger (sorry, no link)

Topics

Game Music Bundle 7 announced
- Pay $1 for *The Banner Saga, Device6, Broken Age, The Floor is Jelly,* and *Luftrausers* OSTs
- Pay $10 for the above, plus *Transfiguration* (Journey piano album), *Starbound*'s orchestral OST, *YAWHG, Magnetic by Nature, Escape Goat 2, Curious Merchandise* (Ben Prunty non-game album)*, Winnose, Eldritch, Bardbarian, Tribes: Ascend, Into the Box,* and *Soul Fjord* OSTs
- AMAZING music at a killer price!

Super Mario Bros. 3 released for Virtual Console on 3DS and Wii U
- Iconic title rereleased with instant save support for Nintendo's two newest consoles

Super Smash Bros. Nintendo Direct reveals lots of new information
- Characters are the same in both versions, but stages will be quite different
- Wii U version will have online multiplayer
- Two modes: For Fun and For Glory. For Glory only has Final Destination, no items, and the possibility of one-on-one matches
- Penalty system will be used to prevent cheating, players starting matches and not playing, targeting only one player, etc. Players who abuse the reporting system will be penalized
- Many new items and support characters
- Samus and Zero Suit Samus split into two characters
- Shiek and Princess Zelda also split
- AND SO FORTH! Go watch the Nintendo Direct!

Personal gaming
- *Tales of Symphonia Chronicles (PS3)*

- Mii Plaza (3DS)
- Spiderman (pinball table)

Ad-hoc design
- Survival Horror that relies entirely on perception of audio
- Controlled entirely by virtual means; player harnessed into device that can allow for 360-degree turning and 'walking'
- Visuals done with Oculus Rift or other headset; only indication of survival is walking into the proverbial light. Minimap only updates based on areas you've explored
- If the demons of the labyrinth manage to catch you, game over; if you manage to escape and exit to the light, you win