

Round 65 - Smush It Down

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R65%2015%20Feb%202019.mp3>

Multimedia: <https://www.youtube.com/watch?v=XRNXnxGIOWs>

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Adam

Music

- [Hypetreme - More Might - Shovel Knight \(OC ReMix\)](#)
- [Miso29 - Avalanche - Snowboard Kids \(OC ReMix\)](#)

Topics

- Xbox Live access coming to Switch, as an app...maybe better general API access coming soon?
- Activision starting to pay out refunds after *Guitar Hero Live* loses 90% of music to Dec 2018 server shutdown (music licensing issues); console versions still have access to 42 pack-in songs, iOS and Apple TV versions completely inoperable
- Valve updates SteamVR to handle tracking (much) quicker movements after evaluating top-tier *Beat Saber* players
- *Silksong* - formerly intended as a content update to *Hollow Knight* (by Team Cherry), now to be released as an entirely separate game

Personal gaming

- Darkest Dungeon (content updates, now complete)
- Distance (now in progress)
- DonPachi (Shmup Book Club, Jan)
- R-Type III: The Third Lightning (Shmup Book Club, Feb)
- Crimson Clover WORLD IGNITION (Shmup Book Club, Jan - Mar)
- Wii Sports Resort
- Nova Drift
- SSBU
- Legend of Zelda A Link to the Past (randos w/ enemy randomizer)
- Assault Android Cactus (Shiitake IDs only until done, plus some "sanity" Aubie IDs)

Ad-hoc design

- Particle positioning / balancing puzzle
- Keep as many particles on screen at once

- Fall from top of screen
- Varying physics - size, friction, weight
- Using various platforms, levers, conveyors - position particles as low on the screen as you can
 - Some platforms entirely stationary
 - Can freely rotate some platforms
 - Can freely position some platforms
- May include environmental effects
 - Permanent or changing wind - directly affects particles or platforms
 - Occasional weight drops - affects platform movement / balance
- Modes
 - Stages
 - Locked-in settings per level (endless or timed, particle attributes, etc)
 - Meet minimum goal score to advance
 - Endless
 - Can choose particle appearance rate
 - Unlimited time to manipulate platforms
 - Take “snapshot” to end round, lock in final score
 - Timed
 - Like Endless, but with fixed particle appearance rate
 - End of level forced on time expiration, but can end early w/ slight score penalty
- Scoring
 - Number of particles stationary (on time expiration / choosing to “stop”), more points for lower on the screen (as determined by the platform), and how highly stacked
 - Penalty for letting particles fall off bottom or sides of screen

Shane

Music

- [ZiSotto - Wanderlust - Final Fantasy VIII \(OC ReMix\)](#)
- [APZX - Devotion to the Motif - Final Fantasy IV \(OC ReMix\)](#)

Topics

- Nintendo Direct from 13 February brought interesting news items:
 - Additional information on *Fire Emblem: Three Houses*; launches in July
 - *Super Mario Maker 2* looks fantastic; launches in June
 - *Bloodstained: Ritual of the Night* comes out this summer
 - *The Legend of Zelda: Link's Awakening* remastered for Switch for 2019 release
 - *Tetris 99*... it's a Tetris battle royale... for free, for Switch Online subscribers
- Activision Blizzard lays off ~800 employees
- *Apex Legends* overtakes *Fortnite*, *Overwatch*, and *League of Legends* on Twitch as most-watched game; 25 million players
- *Kingdom Hearts III* released to overall positive reviews; on same day as *Resident Evil II's* remake, which looks AWESOME

- AMD's Radeon VII graphics card released; RTX 2080-ish performance for the same price as the RTX 2080; initially released without UEFI support, and review drivers were hot garbo

Personal gaming

- *Mario Kart 8 Deluxe*
- *Tetris: The Grand Master*
- *Octopath Traveler*
- *Sonic Team Racing*
- *Uno* (card game)
- *Cargo* (board game)
- *The Legend of Zelda: Breath of the Wild*

Ad-hoc design

TITLE: Rumination
GENRE: Puzzle RPG
PLAYERS: 1-4; depends on the puzzle
INPUT METHOD: I don't really care
GRAPHIC STYLE: Cel-shaded with high contrast; 3D
AUDIO STYLE: Ambient percussive; looming orchestral; whichever fits the scene
POV: Can be toggled between first- and third-person
STORY: (choose your own trope for escaping a labyrinth)
HOOK: I'm sure there's some of those
INVENTORY: Grows over time to include new tools/weapons/artifacts; rope, hook and sling, bow, various types of arrows, limited-range magic, that kind of thing
MECHANICS: Utilize objects and inventory in varied environments to initiate a cause/effect chain to accomplish a specified goal
OBJECTIVE: Complete all puzzles and escape the labyrinth/ruins/whatever

Tony

Music

- [RebeccaETripp. Gamer of the Winds - Colours of the Winter Sky - Secret of Mana \(OC ReMix\)](#)
- [mikedm92 - Slipgate - Quake \(OC ReMix\)](#)

Topics

- Activision-Blizzard lays off 8% of the non-development workforce such as community managers, GMs.. Ythisens did an hour long interview with Esfand (uploaded while I wrote this!): <https://www.youtube.com/watch?v=O9H5LbTcTPo> - indicating everyone knew the day it was going down, but nobody knew who would get canned until the day they were told to pack up
- EDM superstar Marshmello hosts a concert via Fortnite, 10M attendees
- Nvidia GTX 1660 Ti? Debut is reportedly scheduled for a week from now, with "non-Ti version" soon after. Much mystery, but photos leaked: <https://www.tomshardware.com/news/msi-gtx-1660-ti-ventus-xs-pics-leak.38616.html>
- Epic Games *snipes* Metro Exodus from Steam 18 days before launch (which is today:) <https://www.pcgamer.com/metro-exodus-epic-store-steam/>
- Adobe hints at becoming an ARM licensee, which might mean they are considering custom ARM designs...
- Intel drops \$3000 28-core Xeon W-3175X to appeal to the same crowd as Threadripper, trades blows with the 2990WX (which is a bit over half the price)

Personal gaming

- *World of Warcraft: Battle for Azeroth*
- *Dance Dance Revolution*
- *Final Fantasy IX*
- *Celeste*
- *Unreal Tournament 3*

Ad-hoc design

- Mouse+keyboard driven
- Cursor can freely roam on the screen, static field (not scrolling), top-down 2D gameplay
- Player character is a magnetic object of some kind
- Placing the mouse cursor, clicking and holding will activate a magnetic field, short range, for as long as the button is held
- Holding this button down will cost energy
- A recharge meter is shown when held down, it will fill up as energy is spent, this is the amount of time that must go by before you are able to use your magnetic power again
- The magnetized location will not change after first pressing the button, even if the mouse cursor moves (allowing you to position yourself in the next location)
- Navigate your player through the field, avoiding walls and other obstacles, including enemies
- Collect bonuses that might clear your recharge meter, refill energy, score, temporary invincibility,

etc

- The player can take two hits total. One hit will destroy an outer armor shell, causing the player object to be lighter, more easily attracted by the magnet, but also reduce momentum due to the lost weight/mass
- Some enemies are susceptible to the magnetic field as well
- Hits are restored at the start of each stage
- Teleporters will take you from one area of the stage to another, could be deterministic, could be random, depends on the level design
- Acceleration pads will cause the player object to gain acceleration in the direction indicated (by chevrons)
- High scores, leaderboards, chapter/stages for single player play, but also randomly generated survival mode with a seed that is generated once per day (and players can compete on that seed on that day, with the last 7 days worth of winners shown as a separate leaderboard from all-time, kinda like the "today's winners" from ole)
- Hard mode: instead of attraction, your magnetic field causes repulsion