

Round 102 - New Media

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R102%2013%20May%202022.mp3>

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

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MrBond

Music

- [MkVaff - Sweet Summer Breeze - OutRun \(OC ReMix\)](#)
- [LHEH - Vic Viper Serum - Life Force \(OC ReMix\)](#)
- [Moiré Effect, Viking Guitar, Vivian Reeves - Another World - Chrono Cross \(OC ReMix\)](#)

Topics

- The heck's up with all the movie adaptations of games lately?
 - Sonic 2 is apparently really, really good
 - Jason Momoa (likel most recently popular as Aquaman) rumored to be in negotiations to star in ... *Minecraft* movie - <https://www.engadget.com/jason-momoa-in-negotiations-to-star-in-minecraft-movie-003239221.html>
 - Streets of Rage movie allegedly in the works - <https://www.engadget.com/streets-of-rage-movie-adaptation-reportedly-in-the-works-231557705.html>
- A full 4K remaster of the weird 1986 Super Mario anime (yes, *anime*) - *The Great Mission to Rescue Princess Peach* - recently released, w/ English subtitles; on Internet Archive for download - <https://www.engadget.com/nintendo-super-mario-bros-anime-4k-remaster-175000753.html>
- Leaked GameBoy / Gameboy Advance emulators for Switch may have been officially made by Nintendo, might predict release of titles for Switch Online subscriptions - <https://arstechnica.com/gaming/2022/04/leaked-game-boy-emulators-for-switch-were-made-by-nintendo-experts-suggest/>

Personal gaming

- The Messenger (now complete)
- Nex Machina (in progress)
- Tiger-Heli (Arcade, SBC May)
- DoDonPachi (Arcade, SBC, Apr-Jun)
- Eschatos (Arcade, SBC, Feb-May)
- Sun longplay: Dead Cells, ZeroRanger
- Current async multiworld nearly finished - 16 people, 107 worlds, 17,979 items

Tormod

Music

- [Ballad of the THIEF Fish by 227 from *The Legend of Zelda: Link's Awakening* \(OC ReMix\)](#)
- [The Secret Was Clarinet by Tyler Mire Big Band from *Chrono Trigger* \(OC ReMix\)](#)
- [Predestination by ABG from *Chrono Trigger* \(OC ReMix\)](#)

Topics

- Nintendo Switch *console* sales surpass Wii U's total *software* sales
- *Metroid Dread* takes top sales spot for the Metroid franchise, outselling *Metroid Prime's* ~2.8M units
- Sony's PlayStation 5 gains support for variable refresh rate
- SGDQ 2022's schedule revealed

Personal gaming

- *Enter the Gungeon*
- *Mario Kart 8 Deluxe*
- *Pikuniku*
- *Tetris Effect: Connected*

Ad-hoc design - <https://letsmakeagame.net/game-idea-generator/>

TITLE: *Event Horizon*

SETTING(S): Top-down shooter, one minute, space opera, descent into madness

PLAYERS: 1

INPUT METHOD: Twin-stick

GRAPHIC STYLE: Vector-ish (like ye olde classic *Asteroids*)

AUDIO STYLE: Operatic starts to "level" / zone themes

POV: Top-down, duh; jarring "zoom" effect when breaking through layers, to emphasize breaking loop(s)

STORY / HOOK: Player is involved in some manner of time loop without being overtly aware; they "accidentally" find a loose thread, and crack through various layers of the overarching structure

INVENTORY: Start with nothing; various additions / enhancements (i.e. HUD) do not appear until you crack the first loop

MECHANICS: "Level" iterations start at strict one-minute time limit; game / arena / level evolves and morphs every "completed" iteration; getting closer to breaking the loop, shit starts getting weirder ("game" attempts to hide its layers); opera thematic elements adjust to match, with subtle differences, alluding to the player that something weird is happening - unraveling different inconsistencies in different order influences perspective on next layer

OBJECTIVE: Escape the time loop(s) (aka get to the end), stop the generating entity