Round 18 - WARK!

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Adam
Music
- Omni-Psyence, TeraCMusic - Jewel of Enhasa - Chrono Trigger (OC ReMix)
- Jillian Aversa, zircon - Hope Rising - Destiny (OC ReMix)

AtW

Major topic - Steam Early Access (http://arstechnica.com/gaming/2014/11/study-most-steam-early-access-games-have-yet-to-see-full-release/)
- Only 25% of Early Access games through Oct 2014 have reached full release (but includes recent titles)
- A couple titles pulled entirely when updates stopped - *The Stomping Land* (Sep 2014) and *Earth: Year 2066* (May 2014)
- 2014: avg of 25 games per month enter Early Access
- Steam updates rules / guidelines
- *Nuclear Throne* still going strong - weekly updates, content additions, tweaks, bugfixes

Briefs
- Internet Archive gains 900 arcade games, emulated through in-browser MESS emulator
- CommanderVideo to be a trophy in SSB for Wii U
- Potential 3DS homebrew through obscure Japanese-language *Cubic Ninja* (http://arstechnica.com/gaming/2014/11/3ds-homebrew-exploit-causes-popularity-surge-for-obscure-2011-game/)
- *Elite: Dangerous* to not contain offline single-player mode for release; previously promised during Kickstarter (1.5 million pounds raised), but retracted now

Personal Gaming
- Rogue Legacy (PC; Quest for Semi-Glory; now finished)
- Binding of Isaac: Rebirth (PC; Quest for Semi-Glory; now in progress)

Ad-hoc Design
- 'Lenses' design - puzzle-platformer, originally designed around Oculus Rift, but…
- Dropped into world sans any sort of color; all grayscale; goal is to open huge teleporter to go 'home' (wherever _that_ is)
- Items
  - Start with nothing, but receive a monocle from an NPC almost right away
  - Various equipment that hold lenses (monocle, glasses, tri-noculars)
  - Lenses themselves that are inserted into said equipment - determines what level geometry, items, obstacles you can see / interact with
    - One each of the primaries, red / green / blue
  - Flashlight that can hold bulbs
    - Limited charge, but charges steadily over time
    - Provides cone of colored light, temporarily affecting stuff of that color
  - Bulbs that go into the flashlight
  - Various consumables
    - Batteries - instantly fills flashlight, acts as extra reserve
    - Blindfold - protection from all hazards, enemies (if enemies are there? not sure yet)
- Hub
  - Hub level / world is all grayscale
  - Each 'sub hub' has structure in a primary color - red, green, blue
  - Levels directly from hub / sub-hubs reflect the appropriate
  - Interconnecting levels are based on secondary colors, mix from levels that are connected
  - Each level completion yields crystal fragment; X of Y fragments needed to complete a hub, Z needed to complete game
- Level design
  - Major level structures in black / dark grey; nothing needed to see / traverse
  - Puzzle elements (including some level geometry) invisible unless seeing with the appropriately-colored lense / flashlight bulb enabled
    - Early levels have just primary colors - red, green, blue
    - Later levels introduce secondaries - yellow, cyan, magenta; combinations of lenses / bulbs needed to see / interact
    - Varying strengths needed to see some primaries - double- or triple-reds, greens, blues
  - NPCs of relevant colors in each area
    - Can get hints, items from them

Shane

Music
- [Rexy - Tangerine Channel - Crash Bandicoot 2](#) ([Remix: ThaSauce](#))

- Trenthian - Alien Exploration - Final Fantasy VII (sorry, no link)

Topics

Minor Topics

- *Five Nights at Freddy's 2* released, also on mobile, still freaky
- Microsoft Store XBox One promotion removes $100 from select consoles and bundles upon trade-in of working PS3 and XBox 360 with one controller and a power cord
- Nintendo GameCube's 13th birthday on 18 November!
- New *Arkham City* easter egg found after 3 years
- Sears accidentally lists Wii U and 3DS XL for $59.99
- *Far Cry 4* launch botched, downloads stalling, etc
- *SSB Wii U* and *Pokémon Alpha Sapphire/Omega Ruby* RELEASED TODAY!
- **Nintendo IP can be [officially](#) used by fan projects**

Personal gaming

- *Final Fantasy VII*

Ad-hoc design

- RPG Maker crossed with Triple-A-ifier to make your heavy story-driven games come to life… or explode!
- Customize your world with map generation tools, realistic NPCs that change throughout the game based on triggers, terrain editors, and more
- Game design engine allows for high-quality free 3D models to be downloaded and imported with ease
- Easy music tools allows you to import tracks and set loop points, fading between areas, etc
- Exclusive (ha) Michaelbaysplosion generator for FMVs included at NO COST!
- Exclusive tool to generate ACTUAL GAME BOOKLETS as PDF files that highlight important mechanics, world travel, diluted story, and more

Tony

Music

- [Ben Prunty - Hot Machine, Cold Surface - Metroid Prime](#) ([OC ReMix](#))
- [Byproduct - Take Turns - Phantasy Star 2](#) ([OC ReMix](#))

Topics

World of Warcraft: Warlords of Draenor released 2014/11/13
- Level cap raised to 100, garrisons (totally better than player housing), PC race remodels
- Draenor was first featured as "Outland" which was the aftermath. This new expansion however seems to be an alternate universe around the end of Warcraft II: Beyond the Dark Portal (DOS/Win). So basically it's in the past.
- Subscription numbers approach their previous record during Wrath, back up to 10 million thus far.

- Released at the same time as Unity on PS4 and XBone.. two games in the same franchise at the same time? Thankfully while they have ties to one another, they are still separate stories and separately enjoyable-ish. They were both met with ratings between 70-80%.

- Square announced THREE new apps in the FF franchise for mobile: "Final Fantasy Legends - Crystal of Time" and "Final Fantasy Brave Exvius" are your standard FF RPG fare, and "Final Fantasy Portal App" which will contain the Triple Triad card game from FFVIII.
- Planned for both Android and iOS

Personal gaming
- *Puzzle and Dragons (Android)*
- *Final Fantasy VII (PSOne Classic)*
- *World of Warcraft (PC)*

Ad-hoc design
- Vertical slingshot based game where you are shooting a projectile that is quite fragile
- Let's pretend it's some dude moving into a new house and he doesn't want to take the elevator to move his heavy stuff up, so they slingshot their stuff up on to apartment balconies.. yeah
- If you hit an obstacle too hard, the projectile explodes, but if it's soft enough, you can bounce it off obstacles for a bonus if you make it to the target location.
- The projectile also has to land at the target location without going too fast or it'll be damaged.
- You'll be able to scope out the entire play field at any time, but when firing the focus will of course be at the bottom where you are launching these things from.
- At first you'll start out with more sturdy projectiles, and as the game progresses, challenge increases with more fragile ones.
- Additional fun modes- horizontal wrap-around, low gravity, zero gravity (just get the projectile to the top of the screen without damaging it, navigating around obstacles), upgrades to allow subtle air control, wind and other physics maybe?