Round 21 - Accidental Haiku

Audio recording:

Show index
- News: 00:06:42
- Music segment 1: 00:50:45
- Gaming: 01:02:13
- Music segment 2: 01:24:43
- Design: 01:36:17

Adam

Not too tough to make
an accidental haiku
about anything

Music

- [BONKERS - Bloody Mayhem - Castlevania Symphony of the Night](#) ([OC ReMix](#))
- PrototypeRaptor - Sephiroth - Final Fantasy 7 ([OC ReMIx: BadAss](#))

AtW

Major topic - gender and sexuality issues, hooray!
- LoL e-sports organizer in SE Asia puts limit on LGBTQ participants in a female-only tournament
- 'a maximum of one (1) gay/transgendered woman for the entirety of the tournament day'
- Allegedly based on restricting those who are too good at the game
- 'Too good'? Isn't that the _point_ of e-sports?
- What. The. Fuck.
- 'Participation experiment' promptly reversed, < 24 hours later
- Also relevant: *Revolution 60* on Steam Greenlight (a port of an iOS game by a now-prominent mostly-female dev company Giant Spacekat) mobbed by GamerGate assholes
    - Luckily, Greenlight is based solely on 'yes' votes, not proportion of 'yes' to 'no'
    - At time of show, already Greenlit

Briefs
- Nintendo dropping 'Club Nintendo' program as of June 1 (awwww)
- Nintendo tries revenue sharing w/ YouTubers, but widely despised (http://arstechnica.com/gaming/2015/02/nintendos-youtube-revenue-share-program-bogged-down-with-delayed-approvals/)
- Streaming graduates out of Steam beta, now in stable client

Personal Gaming
- Woah Dave! (PC; Quest for Semi-Glory; now complete)
- Assault Android Cactus (PC; Quest for Semi-Glory; now in progress)

Ad-hoc Design
- Arcade-style reverse snake (love reversing games, and arcade games)
- Goal: be the last snake alive and short enough that you can't hit yourself
- Game start / restart:
    - Player is very long; game actually 'starts' when you hit yourself and split off a chunk
    - If player too slow to sever own chunk - spawns superfast AI snake to 'help' it happen (or, will auto-sever with only player 'head' left)
- Severed chunks:
    - Become sentient, AI controlled
        - Primary goal is eat your 'head' segment (and you lose)
        - Secondary goal is to eat any of your other segments; those severed chunks also become sentient
    - If player eats 'head' of severed (now sentient) chunk, entire chunk disappears
        - Gain bonus points the longer it is
        - However, player gets longer based on how long the chunk is, minus one segment - extends game / round (dangerous, but arcade-y)
    - If player eats 'body' segment, creates another sentient chunk
    - Longer chunks are faster (since they're more valuable to eat the 'head')
    - Shorter chunks are slower
- Player movement
    - Longer / faster, but less maneuverable (duh)
    - Shorter / slower, but more maneuverable (also duh)
- Game ends:
    - Player 'head' eaten - game over
    - Player 'eats' all sentient 'heads', _and_ is too short to eat any of self - round 'won', proceed to next
- Powerups (stackable):
    - Repulsion - AI segments briefly flee the player
    - Betrayal - AI segments briefly pursue each other
    - Wide-mouth - Player 'head' capture zone doubles
    - Venomous - Newly-severed chunks are much slower on creation
- Alt mode: 2 player (or more) - local, not online
    - Competitive - player gains AI ally for severed chunk
    - Powerups have same effect, or whatever is detrimental to the other player(s)

Shane

Music
- [zircon - Perpetual Motion - Eternal Champions](#) ([OC ReMix](#))
- [virt - Funky Pills - Dr. Mario](#) ([OC ReMix](#))

Topics
- Peter Molyneux and *Godus* - massive Kickstarter fuckup, won't deliver game as promised; PC version cancelled, mobile version full of money grabbing, Steam Early Access wasn't thought out, etc.
- Bethesda to host their very first E3 conference; must be big news!
- Humble Bundle full of *Star Wars* games this last round
- New 3DS XL, *Majora's Mask 3DS*, etc, released TODAY!
- *Persona 5* trailer teases content
- Playtonic and Grant Kirkhope teasing "spiritual successor" to *Banjo Kazooie* on their website… will release on Steam and Nintendo consoles, at the very least?
- Valve opens virtual item economy to all Steam games
- Nintendo permabanning consoles using flash cartridges on 3DS

Personal gaming
- *Final Fantasy XII*
- *Tales of Symphonia*
- *Tales of Graces f*

Ad-hoc design
- 3DS Franchise game akin to *Theatrhythm*
- Several remixes of game music from the series are made in several styles; the job is to identify the original music and game as quickly as possible
- Played like a bar trivia game where answers will disappear the longer you wait; point values are higher and decrease over time
- Players tapping out rhythms and pressing buttons as displayed on the screen; higher accuracy reveals background picture in greater detail to help reveal the game's name
- Players input their answer by speaking into the microphone

Tony

Music
- [DDRKirby(ISQ) - Play with Me - Legend of Zelda Link's Awakening](#) ([OC ReMix](#))
- [Flexstyle, OverClocked University - SZRC Anthem (Busiest Days of My Life) - Sonic the Hedgehog 3](#) ([OC ReMix](#))

Topics

GoG and Warner Bros. get together to release some big name classics

http://www.pcgamer.com/warner-bros-brings-bastion-lego-and-mortal-kombat-games-to-gog/

- Mortal Kombat, Lego, and F.E.A.R. Platinum hits GoG and is on sale until the 19th.
- "More games are planned," says Oleg Klapovsky, VP.

Valve to devs on Greenlight: "stop offering free keys for upvotes"

http://www.pcgamer.com/valve-tells-developers-to-stop-offering-game-keys-for-greenlight-votes/

- Apparently some devs were offering free copies of the game in return for upvotes in order to increase likelihood that their projects would be approved.

Binding of Isaac DLC "Afterbirth" announced

http://kotaku.com/binding-of-isaac-dlc-adds-more-everything-including-co-1685667842

- More content for this really disturbing game is set to be released, McMillen promises more of literally *everything*: levels, a playable character, a game mode, challenges, final bosses, pickups, you name it

Personal gaming

- *World of Warcraft (PC)*
- *Master of Magic (PC)*
- *Puzzle and Dragons (Android)*
- *Final Fantasy XII (PS2)*

Ad-hoc design

- "Notice Me Senpai", the game.
- Except, you're Senpai, and you need to do whatever it takes to not notice whoever it is trying to get your attention.
- Cone of vision will be shown, if the opponent gets within this view, you've lost the game.
- Your opponent can move around you and use tricks such as mirrors placed in the stage. That's right, reflections will also make you lose!
- Last long enough without seeing your opponent. When time runs out, your opponent will lose interest and find someone else to notice them.
- You will be scored on how long you lasted.
- You won't get the move, you'll be placed in the center of the game area.
- As difficulty increases, there will be more kinds of opportunities to increase your score, such as things that will give you points ONLY if you look at them, and stages with conveyor belts.