Round 30 - Good Evening from Next Year

Audio recording:

Show index

Adam
Music

- Brandon Strader - Vengeful Spirits - Beyond Two Souls (OC ReMix)
- Erik Vreven, Ivan Hakstok, Jorito, Sixto Sounds - Aliens in My Waterfall - Contra (OC ReMix)

AtW

Briefs

- Oculus Rift shipping early hardware / SDK 1.0 to developers; still slated for Q1 2016 release
    - Also gains another pack-in title: 'Lucky's Tale', VR platformer
    - But 'Touch' controller release pushed to second half of 2016
    - Preorders start(ed) on 06 Jan; likely to be out of stock by show time
        - $600
        - Sold out in 14 minutes (for Mar shipments)
    - Free consumer kit to be given to 7500 Kickstarter backers (!!)
- AGDQ 2016 - 3 Jan - 10 Jan; raised $1.2M
- More VG charity streams (yay!)
    - Respawn Point - Sonic marathon (week-long, 27 Dec - 3 Jan), to benefit 'Special Effect' charity to help people w/ disabilities
    - Take This - 'Dangerous to Stream Alone' - charity for mental illness support
- Activision buys MLG (esports org) for $46 million; dissolves brand, acquires assets
- Linux installed on PS4 w/ fairly old (1.76) firmware (http://www.engadget.com/2015/12/31/playstation-4-linux-homebrew-exploit/)
- Teslasuit - full-body haptic feedback? (http://www.engadget.com/2016/01/06/teslasuit-haptic-vr/)
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Personal Gaming

- Galak-Z (PC; Quest for Semi-Glory, now complete)
- Extreme Exorcism (PC; Quest for Semi-Glory; now in progress)
- Smash Bros Brawl (Wii; with Project M mod)
- Dark Forces (PC)
- Undertale (tried genocide run; I really tried, really, just couldn't do it)

Ad-hoc Design
- Arcade action platformer (shocked; SHOCKED, I say!)
- Story (LAWL)
    - Protagonist captured, forced to dance around for alien overlords' enjoyment
    - Overlords get bored; make things more interesting / deadly
- Goal: survive as long as you can
- Playfield is single screen (like classic arcade games)
    - Platforms generated randomly in 8x8 grid as 1x1 to 4x4 'blocks'
    - Ramps, ladders, spikes, etc
    - Randomized every X seconds, or point threshold
- Weather-based physics elements
    - Rain - wet surfaces harder to accel / decel
        - Also pools in lower platforms / areas
    - Snow - build-up means slower movement speed overall
    - Ice - duh
    - Lightning - source of death
        - Can shock wet surfaces, pools
    - Avalanches / landslides / boulders
        - If the above builds up too much
- Alien-based elements of death
    - Lasers
    - Robots
    - Overhead satellites (whot which fier dem lazers)
    - Electrical barriers
- Scoring
    - Survival, duh - mostly time-based
    - Bonuses for doing neat tricks
        - Jumping over massive boulders, snowballs
        - Getting two robots to shoot each other
        - Destroying a satellite with its own laser
        - Building a snowman
        - Other weird stuff
    - Faster point buildup the more you move around, larger field coverage?

Shane

Music
- Tepid - Joyful, Happy Docks - Super Mario 64 (sorry, no link)
- Peanutti - A Zealous Daughter - Chrono Trigger (sorry, no link)

Topics
- EA launches "Origin Access" subscription service for Origin titles on PC for $4.99/month, includes a handful of popular EA games
- *Psychonauts 2* campaign ends successfully via Fig with $3.8M in funding
- Amazon Prime members now get 20% off game pre-orders and new releases (!!!!!!!!)
- Razer introduces new gaming ultrabook (!!!) called 'Razer Blade Stealth'; i7 and 8GB DDR3 by default, with options for either a QHD or UHD display. Starts at $999. Razer Core add-on (price unannounced) available later this year that provides a Thunderbolt 3/USB 3.1 dock with a full-size PCI-E 3.0 x16 slot for desktop graphics, plus gigabit Ethernet, built-in 500W power supply for the graphics card, and a few USB 3.0 ports
- PlayStation VR announced: 960x1080 per eye, works with PS4, and works with PS Move; quality compared to that of Oculus DK2

Personal gaming
- *Cards Against Humanity*
- *Mario Kart Wii*
- *Mario Kart 8*
- *Quiplash*

Ad-hoc design
- Alan Rickman, playing Professor Snape, wins the $1.5B Powerball jackpot and uses his money to mercilessly troll the other actors of the *Harry Potter* franchise
- Ever wanted to give Daniel Radcliffe hell? How about Rupert Grint? Surely Emma Watson doesn't deserve enthusiastically negative ardor!
- Consider this game something akin to *Saint's Row*; you have a shitload of money, you're above the law in some regards, you have ridiculous charisma, and you have the resources and wit to give everyone loads of grief
- BONUS MODE: unleash your perverse amusement onto the world! Target anyone! Do anything, so long as it's not truly malicious! (Alan Rickman wouldn't intentionally ruin lives, you know!)
- Kickstarter stretch goals! Pick other costumes for Rickman, including his characters from: *Die Hard, Galaxy Quest,* and even the voice from *Dogma*, if you really wanted to fuck with people!
- Everywhere you go - SPECIAL EFFECTS! Want to curse your target? You got it! Terrify people with the voice of God? Awesome, if you gave us tons of money!

Tony

Music
- [Big Giant Circles, David L Puga, LulzA - No Man is an Island - Doom 2](#) ([OC ReMix](#))
- [Magellanic - Data Flux - Tyrian](#) ([OC ReMix)](#)

Topics
- Tex Murphy complete collection is on Humble Bundle Weekly, get Her Story also (which leads 2016 IGF award nominations along with Undertale)
- Namco brings us Winning Putt, a golf MMO? Wtf?
- Epic's name filter blocks a man named Muhammad Zakir Khan because of a name match on a Specially Designated Nationals list. Sweeney issues apology over Twitter.
- AGDQ, fuck yeah
- Asus announces external graphics card dock at CES. Is this the future of ultrabooks?
- Caching issue at Steam around the holidays starts spitting out random pages in different languages, some including sensitive information

Personal gaming
- Assault Android Cactus
- Jamestown
- Cards Against Humanity
- Death Rally
- Unreal Tournament Alpha

Ad-hoc design
- First person shooter.
- All players have all the weapons, all the time.
- Weapons have a recharge time before they can be used again, which is variable depending on how destructive the weapon is
- Switching weapons is the primary tactic
- Determining which weapons to use for the situation will separate the skilled players from the not-so-skilled players
- Rocket launchers and so on will have long recharge times, so you shoot that at an enemy first and switch to a more rapid fire weapon to quickly drain their health
- Splash damage exists, but players will not take damage from their own weapons, which should open up crazy antics such as rocket jumps (but that will cause a recharge of course, so can't be immediately used to shoot someone)
- Melee weapon is always available and requires two hits to kill, but is a little sluggish so there's some lag before the strike hits. It can also be thrown, but needs to be retrieved afterwards. You may only carry one, but you can pick up others' thrown weapons. Thrown weapon impacts stun

the opponent momentarily and slow them down a little.