Round 31 - Uninspired Game Titles

Audio recording:

https://zerohour-productions.net/recordings/insertcredits/R31%2012%20Feb%202016%20radio.mp3

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Adam
Music
- timaeus222 - Contrapuntal Field - Fittest (OC ReMix)
- Tetrimino - Into the Funk of It - Secret of Mana (OC ReMix)

AtW

Briefs
- Title: "Hit the bricks" -> Breakout; "Bird fight" -> Joust
- Crytek's 'VR First' initiative to put CryEngine in hands of developer students alongside dedicated VR labs (http://www.engadget.com/2016/01/20/crytek-vr-first-labs/)
- New 'gamer hotel' opened in Amsterdam; free consoles, games in each room; loaner handhelds (http://www.engadget.com/2016/01/22/worlds-first-gamer-hotel-opens-in-amsterdam/)
- *The Witness* released 26 Jan - Jon Blow's next game after *Braid*
- GameStop becoming publisher, not just distributor
- *Cobalt* released 02 Feb - Win/Mac on Steam, DRM free (Linux build dropped, no official reason given)
- *Crypt of the Necrodancer* released on PS4 / Vita on 02 Feb; new soundtracks by virt, Girlfriend Records
- *SUPERHOT*, time-moves-when-you-do FPS, releases on 25 Feb - Win, Mac, Linux
- Amazon providing a...game engine? *Lumberyard*, based on CryEngine, full source access, w/ Twitch, Amazon GameLift integration (essentially a backend powered by AWS) (http://arstechnica.com/gaming/2016/02/amazon-games-launches-free-game-engine-with-native-twitch-integration/)
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Personal Gaming
- Extreme Exorcism (PC; Quest for Semi-Glory; now complete)

- Fistful of Gun (PC; Quest for...something, monthly online co-op)
- CRYPTARK (PC: Quest for Semi-Glory, now in progress)

Ad-hoc Design
- Endless runner / driver (a-la classic Spy Hunter)
- Mouse / keyboard control
    - Alt: twin stick; one controls player movement, other is aiming reticle
- Morphing playfield
    - Starts top-down, player on bottom
    - Camera shifts according to changes in velocity
        - Accelerate - camera shifts forward to see more ahead
        - Brake - camera shifts backward to see more behind
        - Can also trigger 'mirror views' - rear-view mirror shifts camera back, side mirrors shift back and to the side of the mirror
    - On 'level' change, camera view changes
        - Rotates to side-view when entering bridges, multiple vertical levels with parallax scrolling for other roads in 'front', 'behind' camera (Z axis)
        - Rotates to Pole Position-esque behind-view when entering tunnels
        - Top-down sections become freeways
            - Limited control over movement and speed adjustment - lane changes only
            - Speed increases 2x-3x
            - Focus is more on aiming and self-defense - more enemies as a result
        - Retains camera shifting on velocity changes, stays along the major axis of movement
        - Slightly altered view controls, but camera still can move back and left/right when triggering rear view
    - All player shots must be led, regardless of camera angle
        - Side-scroller - 3 'depths' - lead shots on levels in 'front', 'behind' (Z axis)
        - Arcade racer - lead shots forward, behind (+ side to side)
        - Top-down - lead shots forward, behind (+ side to side)

Shane

Music
- the prophet of mephisto - Facies Templum - Final Fantasy VIII (sorry, no link)
- trickwaters - Geheimnis der Erde: I Der Anfang und ein Gebet - Soul Blazer (sorry, no link)

Topics
- Nintendo releases event level for *Super Mario Maker* that unlocks the Kanto starters from *Pokémon*

- *The Legend of Zelda: Twilight Princess HD* releases on 4 March for $49.99, or $59.99 bundled with a Wolf Link/Midna Amiibo; Amiibo unlocks bonus challenge "The Cave of Shadows"
- Ubisoft not to release *Assassin's Creed* titles in 2016
- *Final Fantasy IX* releases for Android and iOS; isn't total shit this time, unlike *VI*
- *Unsung Story* development stopped; another Kickstarter failure (damnit, my money…)
- Apple blocks *The Binding of Isaac* from its App Store, citing child abuse
- *Doom* releases on 13 May with a demonic collector's edition; PS4, XBone, PC

Personal gaming
- *Mario Kart 8*
- *Mario Kart Super Circuit*

Ad-hoc design
- Akin to a SHOCKWAVE Flash game of old; something that runs in a browser, is simple, has one defined goal, and is entertaining
- Keyboard/mouse input
- Protag works in a cube farm and honestly doesn't want to work; just there for the check. They try to procrastinate as much as possible without getting caught
- Challenges include: (inappropriately) browsing the Internet, playing Solitaire/Hearts/FreeCell/Minesweeper/Space Cadet Pinball/whatever, putzing on their phone, taking short naps
- The game continues until the player is reprimanded three times, at which point they're fired

Tony

Music
- [DjjD, Ectogemia - Spunktastic - Sonic the Hedgehog 2](#) ([OC ReMix](#))
- [AeroZ - An Angel's Wish for the Forest - Secret of Mana](#) ([OC ReMix](#))

Topics
- *Watch Dogs 2* confirmed via details hidden in a job posting at Ubisoft. Suspected release is early next year.
- *Overload* is a game by the original creators of Descent and they're looking for $300k from Kickstarter. They did a Descent sequel for $600k recently, so they should have no trouble: https://www.kickstarter.com/projects/2010925172/overload-the-ultimate-six-degree-of-freedom-shoote
- Intel plans to push out an update to their CPUs to disable overclocking - only applies to Non-K model Skylake processors. They really want you to pay the extra money, apparently.
- Unreal Engine is getting development tools for building assets *within* VR. That's right, you will be able to build your game world while you're in it.
- XCOM 2 was released this month. Met with glowing reviews from various sources. It's reportedly as hard as previous installments in the series, and offers the same kind of deeply tactical gameplay.

Personal gaming

- New Nethack (finally)
- Extreme G 2

Ad-hoc design

- Going truly ad-hoc this time around, yo.