Round 41 - New Year, New Gear

Audio recording:

Show index

Adam

Music

- [DusK - The Eye of Osiris - Halo 5](#) ([OC ReMix](#))
- [nokbient - A Long Way Home - Yoshi's Island](#) ([OC ReMix](#))

Around the world

- Wolfenstein 3D ported to a GameBoy Color cartidge, w/ inbuilt custom ARM board to drive the graphics (https://www.engadget.com/2016/12/19/wolfenstein-3d-ported-to-game-boy-color-on-turbocharged-cart/)
- Double Dragon IV, new entry (possibly another reboot) to celebrate 30th anniversary; includes talent from original arcade games; set for release 30 Jan (Steam, PS4)
- New remote game streaming service from nVidia, GeForce Now - $25/20 hours of play on remote 1060-level GPU; $25/10 hours on 1080-level
- Steam Beta client now supports config of Xbox 360/One/generic input devices, a-la what they did for PS4 controllers
- AGDQ 2017

Personal gaming

- The Witness (Quest for Semi-Glory, now complete)
- Lovely Planet Arcade (Quest for Semi-Glory; now complete)
- Bleed (Quest for Semi-Glory, now in progress…?)
- Assault Android Cactus (speedrun practice, of course)

Ad-hoc design

- Progressive, endless-track racer
    - Inspired, in part, but all those old Flash "get as far as you can after launch"-type games
    - Focus on progression, build-up of your car (or whatever you build it into)

- Track
    - Always start at top of small-ish hill - just enough to gain some forward momentum, to gain points, maybe a get a pick-up or two
- Major parts
    - Wheelbase
        - 1, 2, 3, 4, 2n-wheel
        - The more wheels, the more weight (and capacity)
        - The more weight, the more momentum - tough to steer, but can plow through obstacles easier, takes longer to slow down
    - Chassis
        - Heavily dependent on wheelbase
        - Choose material - foam, wood, metal, composite (various), carbon fiber
            - Each has different weights and durabilities (and point cost)
            - Can be shaped - the more complex / bulky, the more expensive! Shape also determines what can be mounted externally there
                - Flat
                - Box
                - Angle
                - Curve
    - No regular engines...ever; get as far as you can w/ initial speed, momentum, and pick-ups along the way (plus limited nitro boosts)
    - Nitro capacity - how much you can hold, how much you can pick up during a run
    - Nitro type
        - Explosive - dangerous, but huge speed boosts; damages other vehicle parts, clears roadway around you
        - Safe - Moderate speed boost only
- Minor tweaks
    - Shock stiffness - affects how much your vehicle bounces during / after rough road, going off jumps, speed bumps, etc
    - Tire pressure - affects:
        - How much grip you have on the road (friction)
        - How much impact air-loss events (hitting debris, e.g.) have on your speed
        - Can adjust per individual tire, if you want to get that complicated
    - Orientation of spoilers, airfoils, other aerodynamic add-ons
- Basic physics
    - Gravity
        - The main cause of speeding up (at the start)
        - What goes up, must come down - adjust aerodynamics to catch most air on jumps
    - Friction
        - The main cause of slowing down (always)
        - Altered depending on roadway conditions, weight of vehicle, tire pressure, etc

- Scoring
    - Points = currency
    - Distance is most constant / steady way to get points, but you won't get much
    - Hitting obstacles / generally slowing down will cost you points
    - Destroying obstacles will **gain** you many, many points
    - Catching massive air will also gain you points...and speed (= points)

Shane

Music
- [Just Coffee - Sunny Day Drive - Undertale](#) ([OC ReMix](#))
- [Blake Inc - Our Darkest Dreams - Final Fantasy IX](#) ([OC ReMix](#))

Topics
- *Mass Effect: Andromeda* gets release date at CES of 21 March 2017; will be 1080p/30 on PS4 and 900p/30 on XBone
- *Final Fantasy XIV: Stormblood* massive expansion releases on 20 June 2017
- *Pokémon Snap* released on Wii U Virtual Console
- AGDQ 2017 world records: authorblues with "The Adventures of Rocky and Bullwinkle and Friends" Any% (SNES) in 17:50, Skavenger216, Feasel, JamEvil, and Cantaloupeme with "A Nightmare on Elm Street" 4-player co-op (NES) in 25:23, and Xdragon with "Little Samson" All Stages Normal (NES) in 20:41
- Nintendo Switch event coverage:
        - 3 March release for console
        - $299 price
        - Two console configs: all gray, or with one JoyCon neon blue, the other neon red
        - *The Legend of Zelda: Breath of the Wild* launch title
        - *Super Mario Odyssey* slated for holidays 2017
        - 1080p video when docked, 720p when undocked; 60fps at all times
        - 2.5-6.5 hours of battery life depending on the game
        - Expensive accessories
        - Most major games will be $60

Personal gaming
- *Mario Kart 8* (Wii U)
- *Final Fantasy XV* (PS4)
- *Once Upon a Time* (card game)
- *Pathfinder* (tabletop)
- *Tales of Zestiria* (PC)
- *Bravely Default* (3DS)

Ad-hoc design
TITLE: *Fantastic Finale*

GENRE:	Rhythm RPG
PLAYERS:	1-4 players
INPUT METHOD:	Gamepad, keyboard, or other configured input device
GRAPHIC STYLE:	Realistic
AUDIO STYLE:	Orchestral, jazz, electronic, etc; depends on the track
POV:	Third-person
STORY:	The sounds of the world are diminishing slowly over time, and the only way to prevent total silence is to destroy the noise-cancelling mega machine of doom in the heart of the villain's lair!
HOOK:	Epic animations and overkills when in multiplayer mode and everyone is 'in-sync'; music becomes more layered and awesome the better the players perform; the more complex the music and difficult the patterns are to match, the higher the score, but also the more HP is lost if patterns aren't followed
INVENTORY:	HP restoration by means of performing/triggering extremely difficult combos voluntarily; whatever your chosen character's primary equipment is
MECHANICS:	Combos/healing for accuracy, HP loss when actions are failed
OBJECTIVE:	Complete as many stages with as high score as possible

Tony

Music

- [Schtiffles - Lucky Coin - Pokemon Silver](link) ([OC ReMix](link))
- [Nostalvania - Rock My Socket - Mega Man 3](link) ([OC ReMix](link))

Topics
- WoW patch 7.1.5
- Zenimax vs Oculus trial finally commences after two years
- "Game Mode" in the works for Windows 10, spotted in a leaked build some time ago and now confirmed by Microsoft. Broadcasting feature is also on the way via Beam.
- Scalebound cancelled :(

Personal gaming
- *World of Warcraft*
- *Dance Dance Revolution*

Ad-hoc design
- Isometric view shooter - your ship is drawn in the lower left, appearing to move to the upper right (but really the stage is scrolling past you and your ship will always be on the left)
- Your ship can move left and right, up and down, but speed is "fixed" and you are always

moving forward.
- There is a time limit to get through the stage.
- You have a boost ability which, when held down, will slowly accelerate you- there is no speed limit on this, but if you release the boost button, you will immediately revert to base speed
- You are able to shoot and this is necessary to clear obstacles in your way as well as kill approaching enemies
- Warning markers will appear on screen to indicate there is a dangerous obstacle that you must destroy, or in the case of narrow openings in walls and caves, indicate where you are supposed to go in order to remain safe, and will be shown in the upper right until the obstacle scrolls into view
- Finishing the stage sooner will gain you bonus points