

Round 70 - Iterative

Audio recording:

<https://zerohour-productions.net/recordings/insertcredits/R70%2012%20Jul%202019.mp3>

Multimedia: <https://www.youtube.com/watch?v=sntLbwDjbmo>

Show index

- News: 00:13:59
- Music segment 1: 00:49:16
- Gaming: 01:00:21
- Music segment 2: 01:36:53
- Design: 01:48:26

Adam

Music

- [Emunator - Fearless - Donkey Kong Country \(OC ReMix\)](#)
- [Jdaster64 - Cocoa n Cookies - Kirby's Return to Dreamland \(OC ReMix\)](#)

Topics

- Niantic sues “hacker” group Global++ over altered versions of *Pokemon Go*, *Ingress* - citing copyright infringement, harm to business
- G2A caught trying to buy “unsponsored” (and undisclosed) promotional posts on sites for self-written “unbiased” articles; when rightfully called out, blamed communication on “rogue employee”

Personal gaming

- Minit (now complete)
- BELOW (now complete)
- Hive Time (early access preview w/ dev interaction)
- Bloodstained: Ritual of the Night (in progress)
- Armed Police Batrider (Shmup Book Club, Apr - Jun)
- Ryu Jin (Shmup Book Club, Jun)
- Espgaluda (Shmup Book Club, Jul - Sep)
- Kaikan (Shmup Book Club, Jul)
- osu!
- Mario Kart 8 Deluxe
- Breath of the Wild
- Assault Android Cactus (Campaign+ speedruns)

Ad-hoc design

- Time+speed dilation shmup
- Area mode - low-speed, omni-directional, focus around a specific area of the “map”
 - Bulk of visible area centered around aiming direction - more in front, less in back
 - Includes all hazards from travel mode (at different speeds / all directions)

- Includes enemy formations (leader / escort), and other support types (minelayers, scouts)
- Travel mode - high-speed, travel between different areas
 - The faster you move...
 - ...the more the view compresses behind you (to escape bullets)
 - ...the more the view stretches ahead of you (to see incoming enemies / bullets)
 - Enemy formations enter from all sides - direct attack from front, pursuit from rear, intercept from sides
 - Destroying the formation leader causes rest to try to scramble away
 - 1.5x bonus for destroying all
 - 2.0x for destroying all escorts _then_ leader
 - Travel-mode hazards
 - Asteroid belts - against travel direction; QTE-ish w/ bullet time to avoid at high-speed, various sizes
 - Comets - rare, crossing into travel direction from either side; bonus for staying in their wake
 - Stars - rare, against travel direction, lots of warning; can occupy up to 75% of maneuverable space
 - Planets - extremely rare; like stars, but instant loss if you collide with them
- Escape mode - ultra-high-speed, rechargeable emergency-use "item"
 - Triggered on reaching critical damage (or manually) instantly jumps to a faster travel mode
 - One hit death
 - Fixed-time sequence (15 - 60 seconds) before ending at a small, new area that is "safe"
 - Must travel back to previous area or to a new area available
 - After a short time, area becomes very dangerous / dense w/ enemies and hazards

Shane

Music

- [Forest Elves - Our Destiny - Final Fantasy IX \(OC ReMix\)](#)
- [RebeccaETripp - A Biting Voice Upon the Wind - Legend of Zelda: Twilight Princess \(OC ReMix\)](#)

Topics

- 7 July: AMD releases new Zen2 processors + Navi graphics card; X570 chipset motherboards go live
- Nintendo Switch Lite announced for September release, including bundles
- Cuphead getting a Netflix animated TV series
- Microsoft's social media team accidentally posts that the FFVII Remake will be coming to Xbox; retracts tweet; Square goes on record stating that PS4 is the only target platform for the game

Personal gaming

- *Tetris: The Grand Master*
- *Tetris the Absolute: The Grand Master 2 PLUS*
- *Mario Kart 8 Deluxe*
- *Octopath Traveler* (casual + speedrun)
- *Pathfinder*

Ad-hoc design

| | |
|----------------|---|
| TITLE: | <i>Dex Check</i> |
| GENRE: | Dexterity Challenge |
| PLAYERS: | 1 |
| INPUT METHOD: | Anything that can serve as input triggers |
| GRAPHIC STYLE: | Minimal |
| AUDIO STYLE: | Something unobtrusive that serves to amp the player up |
| POV: | Front-facing |
| STORY: | N/A |
| HOOK: | N/A |
| INVENTORY: | N/A |
| MECHANICS: | Hit keys/buttons/input triggers when they appear on the screen |
| OBJECTIVE: | Complete game inputs as quickly and accurately as possible. Score multiplier goes up the more inputs are bound as options to appear in-game |

Tony

Music

- [Saxxon Fox - Arcane Anticipation - Deltarune](#)
- [PirateCrab - To The Moon or Bust! - DuckTales \(OC ReMix\)](#)

Topics

- Nvidia releases the 2060 Super and 2070 Super, which fall just shy of the performance of the 2070 and 2080 respectively
- EA defends its loot box mechanisms: they're "surprise mechanics", in front of a UK parliamentary panel, further compares them to 'going to Target' and getting 'Kinder eggs or Hatchimals or LOL Surprise'
- Steam to introduce machine learning to recommend new games for players, instead of tags, lists and aggregate review scores
- Super Mario Maker 2 landed
- SGDQ

Personal gaming

- *Sound Voltex: Heavenly Haven*
- *Jubeat Qubell*
- *World of Warcraft Classic*
- *Dance Dance Revolution*
- *Pump It Up: 20th Anniversary Edition (arcade)*
- *Final Fantasy VII*
- *Bio Menace*
- *Blake Stone: Planet Strike*

Ad-hoc design

- Shmup (shm-side) with rhythm game elements
- 8-directional ship movement per usual
- A song with a well audible rhythm plays in the background and all ship fire must be done according to the beat of the song in the background
- Early stages have slower tempos and you may also fire on subdivisions where applicable (16ths)
- Firing off beat will cause the weapon to gain heat, which dissipates, but you can overheat your weapon and render it useless for a short period of time while it cools below a threshold (that is lower than your max)
- There are three fire buttons, one of each color red/green/blue (these can be configured in an options menu for those who need something else for colorblindness, other stuff)
- There is the main game scrolling field, but there is a separate "rhythm" field that is mirrored at the top and bottom, pulsing subtly with the beat to indicate tempo
- The rhythm field has a background color that corresponds to the colored fire buttons, be sure to fire the correct weapon!

- Each weapon has a distinct sound/music patch that will coincide with the music, forming the remainder of the song
- In later stages, it might be required that multiple colors are pressed at once, and there will also be breakdowns where no weapons can be used (dark field)
- The rhythm field has little tick marks to indicate where the measures are so you can time the color changes with the rhythm
- Boss stages have special rules, the play field will rotate to be more like a 3D perspective (starfox like) and instead you have to perform the instructions much like a traditional rhythm game, all while avoiding projectiles, using the three colored fire buttons
- Outlasting the boss (as a small meter ticks down) will put you into a final 'overload' mode where you just spam the hell out of all the buttons to gain power, which will be unleashed when a giant meter fills up (and you annihilate the boss)