

Round 75 - World of Ruin

Audio recording: <https://zerohour-productions.net/recordings/insertcredits/R75%2017%20Jan%202020.mp3>

Multimedia: <https://www.youtube.com/watch?v=Z9BnITUBGy8>

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Adam

Music

- [Lucas Guimaraes, ImAFutureGuitarHero, Stemage - Hallucinatory Province - Secret of Mana \(OC ReMix\)](#)
- [Luke Jansen - Green Rabbit Dreams - Jazz Jackrabbit: Holiday Hare 1995 \(OC ReMix\)](#)

Topics

- With *MCC* released late 2019 (starting w/ *Halo: Reach*), OG *Halo* reportedly next title to be included, w/ some visual updates and other QoL tweaks
- Latest public beta update to Black Mesa (fan-made / Valve-approved remaster of OG *Half-Life*) unlocks full story, includes massive performance fix for Linux
- HTC drops Vive Pro price by \$200 (\$799 to \$599)
- Stadia buying up timed exclusives, to have 10+ available by July

Personal gaming

- Jamestown+ (now complete)
- Children of Morta (now complete)
- Vasara 2 (Shmup Book Club, Dec)
- Sky Adventure (Shmup Book Club, Jan)
- ZeroRanger (Shmup Book Club, Jan-Mar)
- Fight'N Rage, Cobalt (co-op)
- Cadence of Hyrule
- Assault Android Cactus (Mega Campaign baseline runs)

Ad-hoc design

- Bullet hell avoidance (sounds familiar)
- Arena-style (single-screen), w/ different 2D layouts
 - Top-down twin-stick
 - Action-platforming
- One continuous round - avoid ever-increasing densities of bullets
 - Environmental cover - walls, overhangs, water
 - Active dodging - Enter-the-Gungeon-style, can't get hit until you stop moving; very brief cooldown
 - Single-use items
 - Temporarily slow down all bullets

- Omnidirectional reflect / remove / repel
- One-time shield
- Bullets reflect around arena for a given amount of time
 - Clear visual (and positional audio) cues of where bullet patterns / waves will spawn
 - Screen edges, bursts from empty spaces, fixed spawners in the level itself
 - Remain for longer as you progress through wave
- Scoring - advances more quickly the *_fewer_* actions you take
 - Less dodging, less movement overall, less item use = big pontos

Shane

Music

- [Manji - Destiny's Spire - Terranigma \(OC ReMix\)](#)
- [RebeccaETripp - Streets of Mysidia - Final Fantasy IV \(OC ReMix\)](#)

Topics

- *Final Fantasy VII Remake* changes its release date from Tuesday 3 March to Friday 10 April
- *Final Fantasy VII Remake's* demo has also leaked, leading to datamining and heavy spoilers being posted online
- *Nintendo Switch* sales have surpassed 50 million units globally
- *Awesome Games Done Quick 2020* beats all previous marathon donation records with a final total of \$3,133,062.78

Personal gaming

- *The Legend of Zelda: A Link to the Past Randomizer*
- *Tetris: The Grand Master*

Ad-hoc design

TITLE:	<i>Inspired</i>
GENRE:	Multi-genre + Music
PLAYERS:	1-4
INPUT METHOD:	Controller
GRAPHIC STYLE:	Simple, clean, high-contrast, but not flat
AUDIO STYLE:	Multi-genre
POV:	First- or third-person
STORY:	A robot drifts between different dreamscapes wherein music inspires the grace and accuracy of their movements. From beyond the veil, something is controlling their actions to the beat of many melodies
HOOK:	Game features a wide variety of music and game genres, and rewards good gameplay with more challenging stages, culminating in a more exciting and elaborate ending
INVENTORY:	Entirely dependent on the genre of game being played at the time, but item usage paired with movement technique adds to a score of style, paired with accuracy, to climb on the leaderboard
MECHANICS:	Use various buttons on the controller to move and perform actions while doing so
OBJECTIVE:	With style and grace, make your way through all of the various dreamscapes and achieve a fantastic finale

Tony

Music

- [Nostalvania - Protectress - Terranigma \(OC ReMix\)](#)
- [bsolmaz13 - Cossack Skies² - Mega Man 4 \(OC ReMix\)](#)

Topics

- VVVVVV source code released, no additional assets, custom (noncommercial) license:
<https://github.com/TerryCavanagh/VVVVVV>
- Blizzard releases WoW 8.3: The Visions of N'Zoth. Vulpera become available for the Horde and Mechagnomes for the Alliance
- Clockwork Giant releases December update for Vulpine, showcases tutorial system

Personal gaming

- *World of Warcraft Classic*
- *Uridium*
- *Realm of Impossibility*
- *Dance Dance Revolution*
- *Pump It Up XX*
- *Master of Magic*
- *Extreme G 2*

Ad-hoc design

- Adventure time management
- Save the world, but on a schedule, there's only so much you can reasonably do given your capabilities and party size
- Make commitments to be at a certain place and time, for a specified duration, to fend off enemies
- Commitments can be dropped, forgoing any kind of incentive
- Some commitments will have some paid up front, some paid later, some will be all up front and some will be all later only, which can influence which ones you want to take and spending power
- Travel time is also a consideration and random events can make it faster or slower
- Engagements are resolved by-the-numbers, Fire Emblem battle screen style (though you can choose to actually do the battle on a grid, it is not required, but could be beneficial to cheese some battles)
- To keep things fair, time spent on the battle grid is not counted toward the world time
- Tools to help:
 - Calendar: Keeps track of where your party is supposed to show up for engagements, when
 - Store: Buy things while in town, based on availability, labor, townsfolk alive and proximity to resources
- Power up with teleporters, faster riding mounts, etc