

# Round 88 - March Sadness

**Audio recording:** <https://zerohour-productions.net/recordings/insertcredits/R88%2012%20Mar%202021.mp3>

**Multimedia:** [https://www.youtube.com/watch?v=wluJrn\\_UNbM](https://www.youtube.com/watch?v=wluJrn_UNbM)

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## MrBond

### Music

- [Metatron - Saturated Media - 2064: Read Only Memories \(OC ReMix\)](#)
- [Faseeh, Joshua Kruszyna - Adabat's Sunset Speedway - Sonic Unleashed \(OC ReMix\)](#)
- [Reuben Spiers, Kain White - FAT32 at Night - Digimon World \(OC ReMix\)](#)

### Topics

- MIPS support queued for inclusion into 5.12 Linux kernel...to support Nintendo 64 - [https://www.phoronix.com/scan.php?page=news\\_item&px=Linux-5.12-Nintendo-64-MIPS](https://www.phoronix.com/scan.php?page=news_item&px=Linux-5.12-Nintendo-64-MIPS)
- More Epic / Apple saga: Valve refuses Apple's subpoena request for financial perf numbers, availability info for 436(...?) games (orig 20k+); judge orders compliance - <https://www.engadget.com/apple-denied-valve-data-in-epic-games-lawsuit-155147913.html>
- ...similarly, Epic now suing Google in Australia for similar appstore removal, payment system lockdown - <https://www.theguardian.com/technology/2021/mar/11/fortnite-creator-epic-games-launches-australian-egal-action-against-google>
- Shopify now has a *StarCraft II* esports team(...?) - <https://www.engadget.com/shopify-esports-team-rebellion-starcraft-ii-200229373.html>
- nNvidia releasing mining-specific GPUs, setting driver-level blocks on certain mining algorithms for others - most prominently Ethereum (rumors abound that it was already broken - not proven)
- Terraria now set to be released on Stadia, despite month-long suspension of developer's Google account (they've been restored since): <https://forums.terraria.org/index.php?threads/terraria-state-of-the-game-february-2021.103428/>
- MS acquisition of Bethesda complete; 20 games planned to be added to Xbox Live Pass, 12 added right now: <https://arstechnica.com/gaming/2021/03/bethesdas-leap-to-xbox-game-pass-adds-12-classics-morrowind-oblivion-more/>

### Personal gaming

- Hard Reset Redux (now complete)
- Receiver / 2 (in progress)
- PARSEC47 (SBC, Jan-Mar)
- Sanvein (SBC, Feb-Apr)
- Longplay: Noita, CrossCode
- Sat grab-bags: ...

# Tormod

## Music

- [Forgotten Palace by RebeccaETripp from Final Fantasy Adventure \(OC ReMix\)](#)
- [The Retired Hero by Gamer of the Winds and Psamathes from Suikoden II \(OC ReMix\)](#)
- [Jamrock Dash by Makke from Boulder Dash \(OC ReMix\)](#)

## Topics

- Nintendo Direct reveals many upcoming titles, but I'm most especially excited for *Project Triangle Strategy*
- The Pokémon Direct gave a glimpse of upcoming Sinnoh-region games, including Gen 4 remakes due in late 2021 -- *Brilliant Diamond* and *Shining Pearl* -- and a game set far in the past, *Pokémon Legends Arceus*, due in early 2022
- PAX Australia set to return in October 2021 as a live event
- Alleged Nintendo Switch hardware refresh due in late 2021, bringing a 720p OLED to the handheld and supporting 4K output through the dock
- *The Legend of Zelda* and *Metroid* turn 35 years old, and Nintendo is oddly silent about it

## Personal gaming

- *Bravely Default*
- *Bravely Default II* (ongoing)
- *Summer Catchers*
- *Tetris 99*
- *Tetris: The Grand Master + TGM3*

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## Ad-hoc design

TITLE:	Joan of Bark
GENRES:	Tower defense, platformer
THEMES:	Reputation, excitement, assignments, maintenance, apples
PLAYERS:	1-?; options: if multiple screens avail, each player can have their own; if only one, find a way to dynamic split-screen (condense as players get near / on same layer) - or 2 (horz or vert split), 3-4 (full grid)
INPUT METHOD:	Analog + twin-stick(y) - movement + implement category selector/quick menu
GRAPHIC STYLE:	2D, pixelly/artsy
AUDIO STYLE:	Natural ambient+environmental, organic instrumentation; dynamic layering - more instruments / "channels" for more activity + different interactions happening
POV:	2D top down, focus one "layer" at a time
STORY:	Defend the last remaining megatree against pests, both ground- and air-borne
HOOK:	Quick pick-up-and-play with however many players are ready; players enter and leave whenever, "difficulty" dynamically adjusts as players enter/leave - includes custom mode to enable/disable certain events, inventory, enemies, hazards, AI aggressiveness, etc
INVENTORY:	Ladders, grapple hooks, ropes; tower defense "towers" or defense mechanisms - cannons, turrets, leaf blowers, seed shooters, drop rotten fruit, ally with local creatures (birds, insects, etc)

MECHANICS: Set traps / standard tower defense planning phase and action phase - players can hake direct action during action phase vertical traversal: easy to go down, hard to go up (assist yourself w/ certain items)

OBJECTIVE: Defend the tree...