

Inglorious Geeks - Episode 20

Var i = 0;

i++) Greetings

i++) Chris Talks Video Games Coming Out this Christmas

i++) April's Famous Birthdays

- 11/6 - Emma Stone
- 11/6 - Glenn Frey - Eagles
- 11/6 - Alexa's B-Day
- 11/7 - David Guetta
- 11/8 - Parker Posey
- 11/8 - Gordon Ramsay
- 11/8 - Jack Kilby
- 11/9 - Carl Sagan
- 11/9 - Lou Ferrigno
- 11/10 - Neil Gaiman
- 11/10 - Martin Luther
- 11/11 - Kurt Vonnegut
- 11/11 - Leonardo DeCaprio
- 11/12 - Anne Hathaway
- 11/12 - Neil Young

i++) World of Warcraft with Jason

- Blizzcon 2016!!!!
  - Craft gear is getting better in 7.2 but not sure how yet.
  - Don't want to restrict character creation based on factions to fix faction imbalance, but will try to fix it with new Connected Realms.
  - No Gnome Druids, Shamans or Paladins. :(
  - Balancing PvP is hard but have more options now to try to balance.
  - Artifact Knowledge is mechanic to help level up off-spec weapons.
  - Stranglethorn Fishing tournament is aiming to be back in 7.1.5. Fishing Tournament is server or CRZ and they want it to be region-wide.
  - Wrathion will be in future content update.
  - Looking into making alts easier to level including artifact knowledge catch-up mechanic and rep changes.
  - Not sure on when/if other races will get graphical updates for their base mounts.
  - Looking into other uses of WoW tokens.
  - Artifacts are just for Legion but you will be able to unlock Artifact appearances as permanent transmog for any weapon.
  - Tomb of Sargeras raid armor is inspired by Tier 6 Black Temple sets.
  - They're going to make Artifacts going away make sense.
  - Class accessories put on hold while they work on focus on Artifacts. They'll look to see if there's even a role for them.

- Admit some of the hidden appearance unlocks were done poorly and have learned a lesson.
- Still a few hidden secrets left but nothing super big.
- “Pet Battle Dungeons”!?!?!?!?
- No need for titanforged for items.
- Possible more background and history on Khadgar.
- Looking into making Holidays more level agnostic.
- Mythic raiding not being cross-realm is one of the few remaining bastions of server-specific identity.
- Blizzcon Design Retrospective
  - Class mounts will change colors based on active spec.
  - Inscription may be getting a mount.
  - Team started with Azuna concept art.
  - Not a lot of demon influence in initial concepts.
  - Concept artists came up with a Fel City.
  - Demon hunter was first talked about in Burning Crusade.
  - Team wanted demon hunter easy to learn and all skills fit on 1 bar.
  - Two out of every three legion accounts have a demon hunter. 30% of those are lvl 110. Kayn is the choice for 73% of players. 7.5% of demon hunters have Illidan puns in their name.
  - Artifact need to be single most powerful thing you have ever equipped.
  - Team started by building Ashbringer as first weapon purely for Ret, so each spec would end up needing a weapon.
  - Team was wrong about hard core PvE players not wanting to PvP. Tried making it easier for less gear requirements then gave everyone same ilvl. Ended up with your stats being set and gear provides small boost. Honor Talents allowed the team to make some fun talents not available in PvE.
  - Nomi the food burning panda gives you a reason to stop in at Dalaran.
  - Maybe crafted legendary items with new crafted items in future.
  - Shared skinning will be a fix in the future.

i++) Jason’s Interesting Sciency Things

i++) April’s Top 5 Binge Watch Worth TV Shows

#5 Witches of East End

#4 Gilmore Girls

#3 Turn on AMC

#2 Haven

#1 Grimm

i++) Group Discussion on Shows You Should Binge Watch

Call to Action!

- Like us on Facebook
- Visit us on Facebook & Twitter to post comments and ask questions.