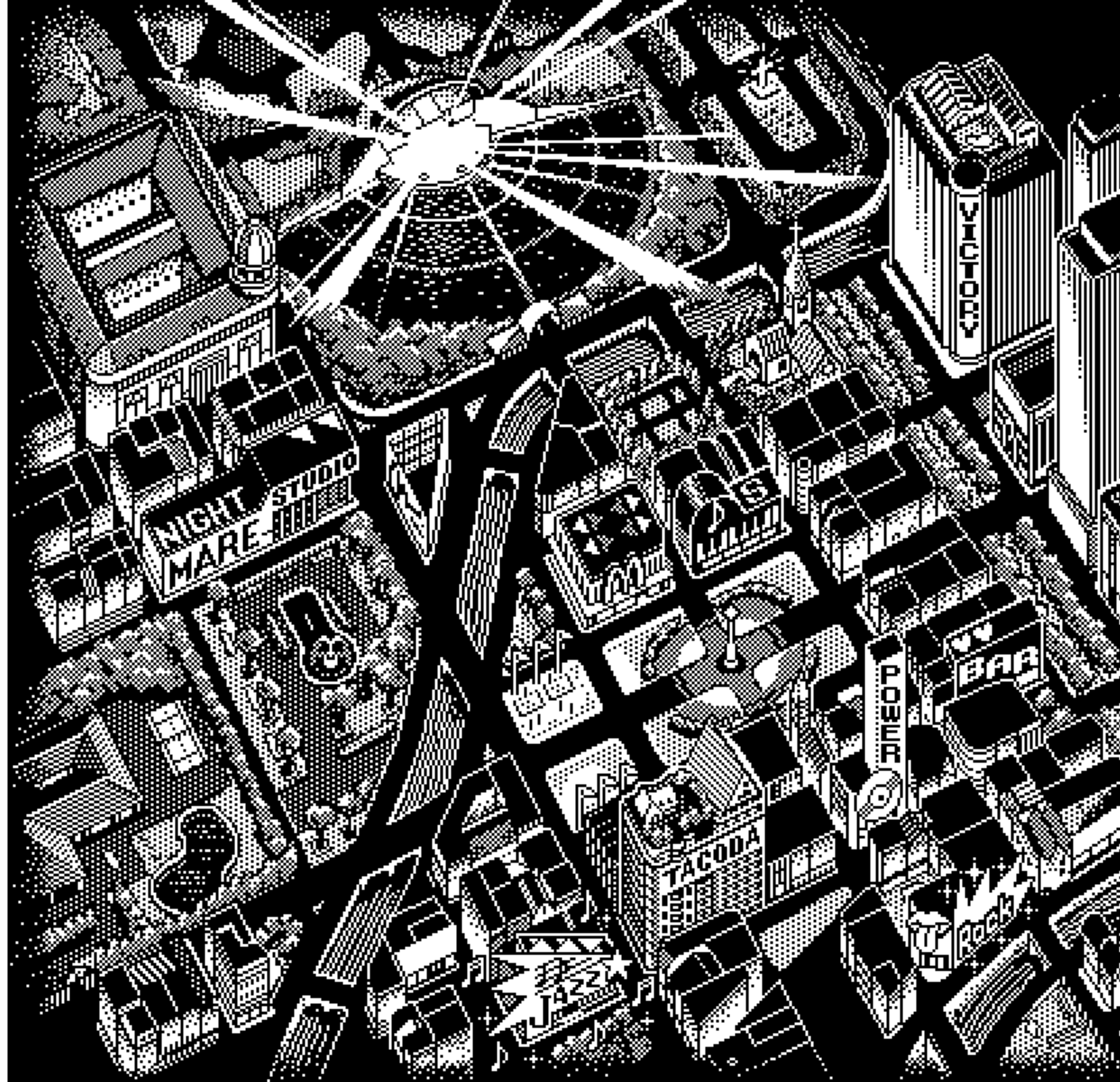# バンドくん

BAND-KUN

"the licensed game"

matt sephton
@gingerbeardman

WHAT IS IT?

Band-kun is an early music video game set in the fictional Zap City, in the year 1991.

Your task is to find and recruit members of your band, record music, hit the gig circuit, make money by working part time jobs and selling your music, and eventually perform arena concerts. It features aspects of rhythm music, point-and-click adventure, simulation, and management games.

Upon release the game required a very expensive external MIDI sound module, which it has been said was the cause for the game not being very popular. The game was created and published by KOEI in 1990 for PC-98 and FM-Towns and available only in Japan.

https://twitter.com/gingerbeardman/status/1339232766861451278

GOAL
modern remake

- licenced game IP

- based on an old Japanese game for PC-98 & FM-Towns

- modern take on the original concept

- use nothing from the original other than vibe

- value in name and heritage of original developer KOEI

- …not a remaster!

PLAYDATE
perfect fit

- 1-bit graphics

- MIDI sound capabilities

- multiple control methods to map to instruments

  - buttons

  - accelerometer

  - crank

- mockup on next slide!

GAMEPLAY
high level flow

- explore city

  - talk to people

  - discover contacts, places, techniques, tastes, songs

  - recruit band members

- practice and record songs

- market the songs, build a fan base

- play successively larger and more demanding live shows

SCENES

- map (scrolling 2D with hotspots that vary with time/progress)

- street scene (close up of each of the main buildings in the city)

- conversations (dialog with NPC, we're not talking Inkle here)

- inventory (band members, instruments, recorded music, notepad)

- recording studio (play each part of the song!)

- mixing studio (mix the song with a knobs, dials and sliders, edit out stray notes)

- small gig (park, night club, wedding, etc)

- big gig (arena, festival)

- notifications (newspaper, website, tv broadcast)

INSTRUMENTS
gotta play 'em all

- plucked string (strumming motion)

- bowed string (bowing motion)

- percussion (rhythmic motion)

- keyboard (button pressing)

- wind (microphone, buttons)

- brass (microphone, buttons, motion)

- guitar, ukelele

- violin, cello

- drum, tamborine

- piano, synth

- clarinet, oboe

- trumpet, saxophone

MUSIC
genres

- the original game featured pastiche of music by some of the artists represented (their names were changed but it was obvious who they were supposed to be)

- pop

- rock

- blues

- jazz

- electronic

- classical

MELODY MAKER
example flow

recording

- you hear a version of the song in your head (melody, incomplete arrangement)

- you then have to play the rhythm of each part

- you can relisten to the guide song, with limitations

mixing

- you can no longer listen to guide track

- edit wrong notes out of recording

- mix, adjust levels, arrange parts

- commit to tape/cd/mp3

TEAM
daily driver plus plus

- design, gameplay programming— Matt Sephton (Daily Driver)

- engine programming — +1

- music — Rob Jones

- sound — Jamie Hamshere (Develop Awards, winner)

- tools — [redacted]

- graphics — [redacted]

- licence — Cabel has already started the tape rolling

FUNDING

- requires licence!

- sadly, i have no experience or idea about the costs involved

- would need to pay team members

  - musician

  - sound effects

  - graphics

  - programmers

- $$$$$?

ADDITIONAL SCENARIOS

- original game was built in a way where it could receive additional scenarios

  - none were ever released, perhaps it was not successful enough?

- i'd like to make the new game in the same way

  - hopefully the new game is a success and we can make multiple scenarios

Thanks for your time!

matt sephton
@gingerbeardman

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