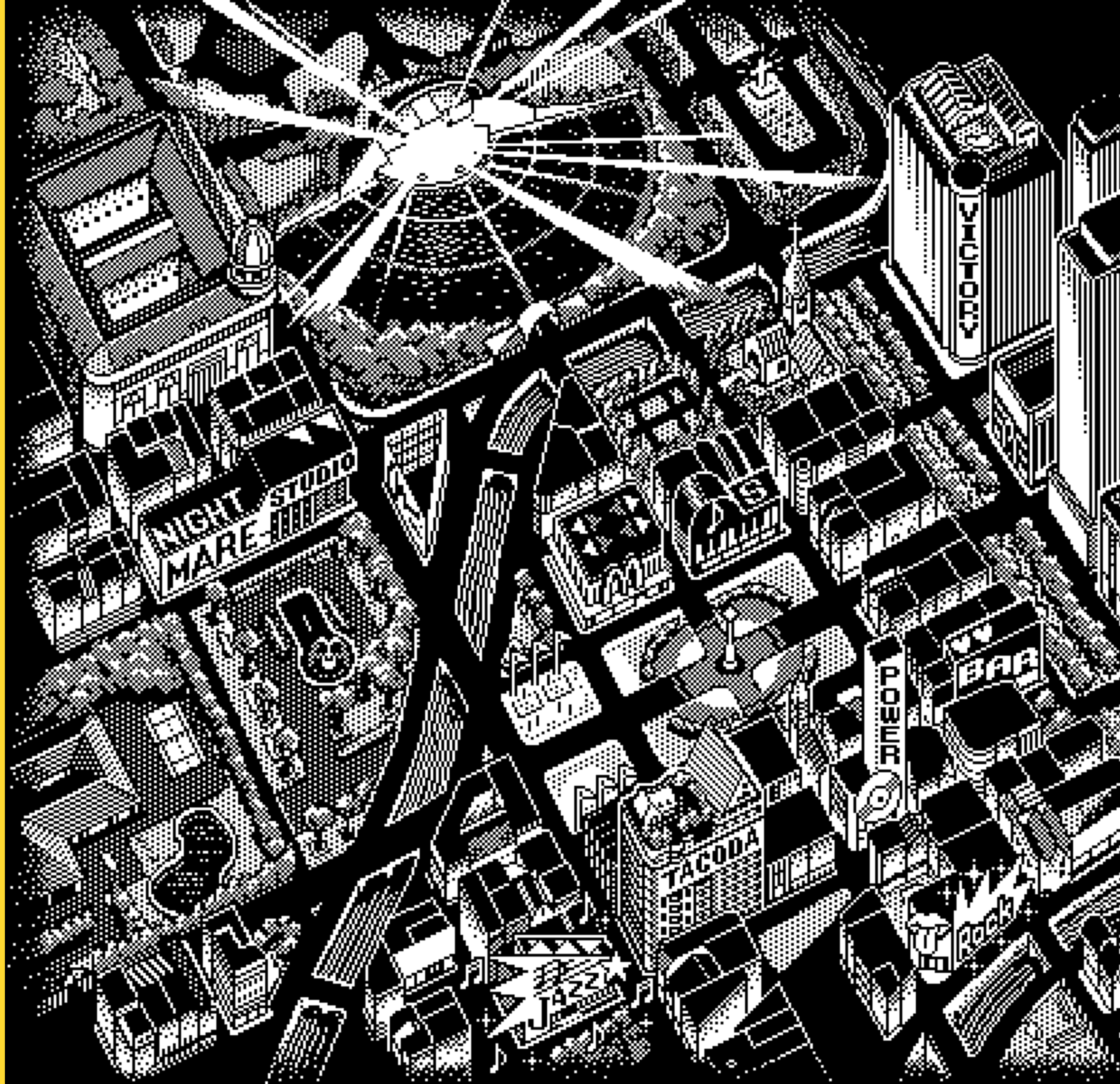


BEATNIK

Pitch for Season 2

Completely revised for 2024

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BEATNIK

Form a band, perform music, and become super stars!

You'll find and recruit members for your band, play and record music, make money by working part time jobs, promoting and selling your music, whilst battling band dynamics, and the increasing demands that come with success.

The game combines elements of rhythm-based gameplay, point-and-click adventure, simulation and management, along with narrative-driven progression to offer a unique and engaging experience. Target audience is everybody.

Main inspirations are video game *Band-kun* (1990) and movie *This Is Spinal Tap* (1984)

Previously this was pitched as a modern take on *Band-kun* and I'm still open to that idea

KEY FEATURES

- Blend of rhythm, performance, adventure, collection, puzzle, discovery
- Band formation and customization
- Explore, discover people, places, techniques, styles, songs
- Play with full track to practice
- Record by playing along with backing track
- Live performance to build your fan base
- Play increasingly complicated songs, at increasingly larger venues
- Band name generator (default is The Beatniks)

SCENES

- Map (scrolling 2D with hotspots that vary with time/progress)
- Street (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)
- Venues (park, night club, wedding, arena, festival)
- Notifications (newspaper, website, tv broadcast)

PLAYDATE AS AN INSTRUMENT

using crank, accelerometer, mic, buttons

- Keyboard (button pressing) = piano, synth
- Wind (microphone, buttons) = clarinet, oboe
- Brass (microphone, buttons, motion) = trumpet, saxophone
- Percussion (rhythmic motion) = drum, tambourine
- Plucked string (strumming motion) = guitar, ukulele
- Bowed string (bowing motion) = violin, cello
- Vocals (microphone, buttons) = pre-recorded vocals, user vocals

MELODY MAKER

example flow, recording a song

- First you hear the part
- You then have to play the rhythm of the part
 - Against a metronome, or increasingly complete backing track
- Using controls mapped to the type of instrument
 - pressing, moving, blowing
- You can listen to the backing track, but not during recording

STAGES OF PRODUCTION

- Map navigation and dialogue prototype (completed)
- Music splitting and rhythm generation (completed)
- Music playback prototype (completed)
- Music input prototype
- Render city using Daily Driver rendering workflow
- Render or draw close-up locations
- Generate faces procedurally
- Dialogue and world building

MUSIC

- Probably by watson/MusMus (royalty free)
- Various styles and songs (pop, rock, jazz, world, game)
- Split into stems
- Rhythm attached to each stem
- Reproduce the rhythm to reconstruct the song
- On screen and audio guides
- Available song choice depends on choice made during gameplay
- Each play through will be somewhat unique

INFLUENCES

- Band-kun (1990, PC-98)
- Daigasso! Band-Brothers (2004, NDS)
- Electropunkton (2005, NDS)
- Gitaroo Man (2002, PS2)
- Professor Layton (2007, NDS)
- Rock Star Ate My Hamster (1988, Atari ST)
- Um Jammer Lammy (1999, PS1)
- Wii Music (2008, Wii)

Thanks for your time!

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last edited
2024-07-06