

G.A.N.G. Student Game Music and Sound Design Competition

Sample Submission PDF

Submission Category: Music

Submitter Information:

John Q. Public, jqp@wassamattau.edu

Role: Game Composer

School/Course: Wassa Matta U/ GAM4001 Capstone Game Project

Game information:

Game Name: Get That Squirrel

Development Dates: August 2024 – May 2025.

Get That Squirrel is an action strategy game set in the 1970's, where you play a squirrel or moose tracking down dangerous Soviet spies. It features a suspenseful yet whimsical, orchestral score to match the game's art style and theme.

Institution(s): Wassamatta U. Course: PRJ4001 "Capstone Project"

Team Name: Team Badenov

Team Size: 9 students total

Game & Audio engine: Unity, FMOD

Target Platform: PC

Audio Contributors

James Q Public

Role: Composer, jqp@wassamattau.edu, john5532@gmail.com

Degree: Bachelor of Music, Senior Year

Institution/Course: Wassamatta U, GAM4000 Capstone Game Project

Jane Austen

Role: Wwise implementation and Unity audio programming,

jqw@wassamattau.edu

Degree: Bachelor of Science in Game Design, Senior Year

Institution/Course: Wassamatta U CS4500 Game Project IV

Faculty Sponsor and attestation:

Rocket J Squirrel, Assoc Professor of Music, Wassamatta University

rjs@wassamattau.edu

I, Rocket J Squirrel, Associate Professor of music attest that the submitted game was developed for course credit and submitted during the 2024-2025 academic year.

Highlighted Content:

The underlying score in the opening scene at time 1:40 in the screening video consists of 3 vertical layers. As Boris, the level boss, gets closer to the player, an RTPC controls the levels of each of the vertical layers, providing an increasing/decreasing sense of tension. This highlights the stealth aspect of the game, providing a subtle hint to the player when Boris is close enough to worry about.

A spline is set along the main path you can see at time 5:32 in the playthrough video. To control the tension and suspense in the score, the spline is used to determine how far along the path the player is; that percentage is used to control an RTPC that changes the overall mix of the musical score, highlighting an aleatoric string part as the player approaches the end of the path.

The score was recorded by the Wassamatta U symphony orchestra, except for the non-student soloists hired as noted below.

Non-Student Contributions

Two non-student soloists were hired to perform on the score, a violinist and a sousaphone player.

Link to playable Game

The game may be download from the App Store here: *appstorelink*