

**GDC**

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# Hunting with Hits: Tempo Slaying Monsters in Harmony

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Freelance Video Game Composer

#GDC23









## HOW DID WE DO IT?

Each Monster “encounter type” will have a specific combat piece that unearths musical layers based on the player’s skill in combat.





COMMON



UNCOMMON



RARE



LEGENDARY

# MUSIC DESIGN

- 60 BPM (very important)
  - 30 secs to 60 secs
- Melody (background layer) = non reactive
  - Percussion = reactive
  - Bassline = reactive
  - Countermelody = ???



Sound Palette - Notepad

File Edit Format View Help

Sound Palette

Must be Soundfonts, Synths

3 Kontakts MAX

ProRec Ultimate CD K2000

-Acoustic String2 SY85 2 1

MuziSample - Korg DW-8000

Northstar Drumscales

Study Funk Basslines - Mowtown Anthology - Listen!!!



WPS Office		Questlike Audio Asset List.xlsx				1		Sign in		Go Premium							
Menu		Home		Insert		Page Layout		Formulas		Data		Review		View		Tools	
Click to find commands																	
A38																	
Assets Names		Descriptions		Variations		Format		Duration (Minutes/Secs/Frames)		References		Feedback/Comments		Complete(Yes/No?)		File Name	
In-Game																	
Battle Music 1		a track that embodies encounters for "Common" monsters		N/A		OGG		0:30 ~ 0:60 seconds		N/A				--		titleofgame_name track_loop.ogg	
Battle Music 2		a track that embodies encounters for "Uncommon" monsters		N/A		OGG		0:30 ~ 0:60 seconds		N/A				--			
Battle Music 3		a track that embodies encounters for "Rare" monsters		N/A		OGG		0:30 ~ 0:60 seconds		N/A				--			
Battle Music 4		a track that embodies encounters for "Legendary" monsters		N/A		OGG		0:30 ~ 0:60 seconds		N/A				--			











Cubase Pro Project - Questlike Pocket - Full Sessions (Master)\_02

Record Time Max 1383 hours 56 mins | Record Format 44.1 kHz - 24 Bit | Project Frame Rate 60 fps | Project Pan Law Equal Power

Name	Start	End	Length	Offset	Mute	Lock	Transpose	Global Transpose	Velocity	Root Key
Melody - SWAM FrenchHornF	9. 1. 1. 0	13. 1. 1. 0	4. 0. 0. 0	0. 0. 0. 0	-	-	0	Follow	0	-

Inspector Visibility

57 Melody - SWA... F

Markers

Locate Cycle Zoom

Arranger Chain 1 A

Group Tracks

FX Channels

Chord Track

Use Monitored Tracks

Melody

Melody - SWAM Fren... F

Melody - Majestic Hrns

Cryptar Guitar

Cryptar Guitar

Hammered Dulcimer

Snitfire - Horn

Recording

88 / 88

Seconds

1 3 5 7 9 11 13 15 17 19 21

10 30 50 01:10 01:30

1 2 3 4

A B C D E F

Melody

Melody - SWAM French

Melody - Majestic Hrns



Cubase Pro Project - Questlike Pocket - Full Sessions (Master)\_02

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No Object Selected

Inspector Visibility

22 PAHU

M S L R W A Touch

Locate Cycle Zoom

Arranger Chain 1 A

Group Tracks

FX Channels

Chord Track

Use Monitored Tracks

88 / 88

Seconds

Markers

Locate Cycle Zoom

Arranger Chain 1 A

Group Tracks

FX Channels

Chord Track

Use Monitored Tracks

9 COOK-A-DBL

10 Dhol

11 Drums of War

12 Alpha Hybrid Two -...ms

13 Thunder Drum

14 tth\_prlp\_125\_jungle

Recording

5 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42

02:10 02:30 02:50 03:10

7: Uncommon

10: I'll Take All the Aggro

5: I'll Take All the Aggro

11: You Want to Crush Me

8: You Want to Crush Me

6

H

Amin7/9

Dhol = Dhol = Dhol = Dhol = Dhol = Dhol =

Drums of War

Thunder Drum

Thunder Drum



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No Object Selected

Inspector Visibility

22 PAHU

M S R W L+ L-

L8 R4 0.00

No Track Preset

All MIDI Inputs

Kontakt

MIDI channel 0 program 0

No Drum Map

TrackVersions

Chords

Expression Map

Note Expression

MIDI Modifiers

MIDI Inserts

PAHU

Notepad

88 / 88

Seconds

Markers

Locate Cycle Zoom

Arranger Chain 1 A

Group Tracks

FX Channels

Chord Track

Use Monitored Tracks

22 PAHU

23 POLY-B-PHU

24 True Strike - Toms

25 Madal Drum

26 Hand Drum

27 Planning\_STR\_90BP...LL

28 Street Market STR 9...HI

Recording

39 40 41 42 43 44 45 46 47 48 49

03:10 03:20 03:30 03:40 03:50 04:00

11: You Want to Crush Me Too

8: You Want to Crush Me Too

6

H

Amin<sup>7/9</sup>

9: Fortune Favors the Brave

12: Fortune Favors the Brave

7

C<sup>7/13</sup>

Fmin<sup>9</sup>

PAHU =

Mada = Madal = Mada = Madal = Madal = Mada =

Street Market S

Street Market S



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22 PAHU

M S R W L+ L-

L8 R4 0.00

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PAHU

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Markers

Locate Cycle Zoom

Arranger Chain 1 A

Group Tracks

FX Channels

Chord Track

Use Monitored Tracks

Cinematic Strings - Vlas

New Age Bass III

Homegrown - Alchemy

Kora

Saz/Baglama

Ac. Gurango

Recording

9 40 41 42 43 44 45 46 47 48 49

3:10 03:20 03:30 03:40 03:50 04:00

11: You Want to Crush Me Too

8: You Want to Crush Me Too

H

Amin7/b9

9: Fortune Favors the Brave

12: Fortune Favors the Brave

7

C7/b13

Fmin9

Amin7/b! = Amin7/b! = Amin7/b! = Amin7/b! =

Saz/Bagli = Saz/Bagli = Saz/Bagli = Saz/Bagli =

C7/b13 = Fmin9



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Inspector Visibility

22 PAHU

M S L R W A

Locate Cycle Zoom

Arranger Chain 1 A

Group Tracks

FX Channels

Chord Track

Use Monitored Tracks

syxg50 01

All Instruments

Perc

Wassalou Balafon

Devastator Drums

Cinematic Drums

Berimbau

Recording

9 40 41 42 43 44 45 46 47 48 49

3:10 03:20 03:30 03:40 03:50 04:00

11: You Want to Crush Me Too

8: You Want to Crush Me Too

9: Fortune Favors the Brave

12: Fortune Favors the Brave

Amin7/9

C7/13

Fmin

All Instrume All Instruments

Perc Perc

Devastator Drums Devastator Drums Devastator Drums

Berimbau





# OVERALL DESIGN

- Make the combat interesting
- Gratified by the timing mechanic
- Easy for players to understand but wanted more engagement
- Lean into the music game genre without dispatching the initial combat concept



- Split in two layers (Non-Reactive Layer / Reactive Layer)
- Reactive layer augments changes based on the player
- Reactive layer sets markers on the tracks
- Non-reactive layers do not change







Name

Type

Size



Questlike Pocket\_III Take All the Aggro\_Bass

OGG Video File (V...

2,128 KB



Questlike Pocket\_III Take All the Aggro\_Melody

OGG Video File (V...

2,745 KB



Questlike Pocket\_III Take All the Aggro\_Perc

OGG Video File (V...

3,749 KB



Questlike Pocket\_III Take All the Aggro\_Texture

OGG Video File (V...

3,052 KB



# HACK & WACK



- Hard Tech Limitations.
  - The tiles are based on the music speed.
- There was a determination of what's the fastest we can go?
- 60 BPM was used as a foundation
- Workarounds include
  - increasing the speed of tiles to match the BPM

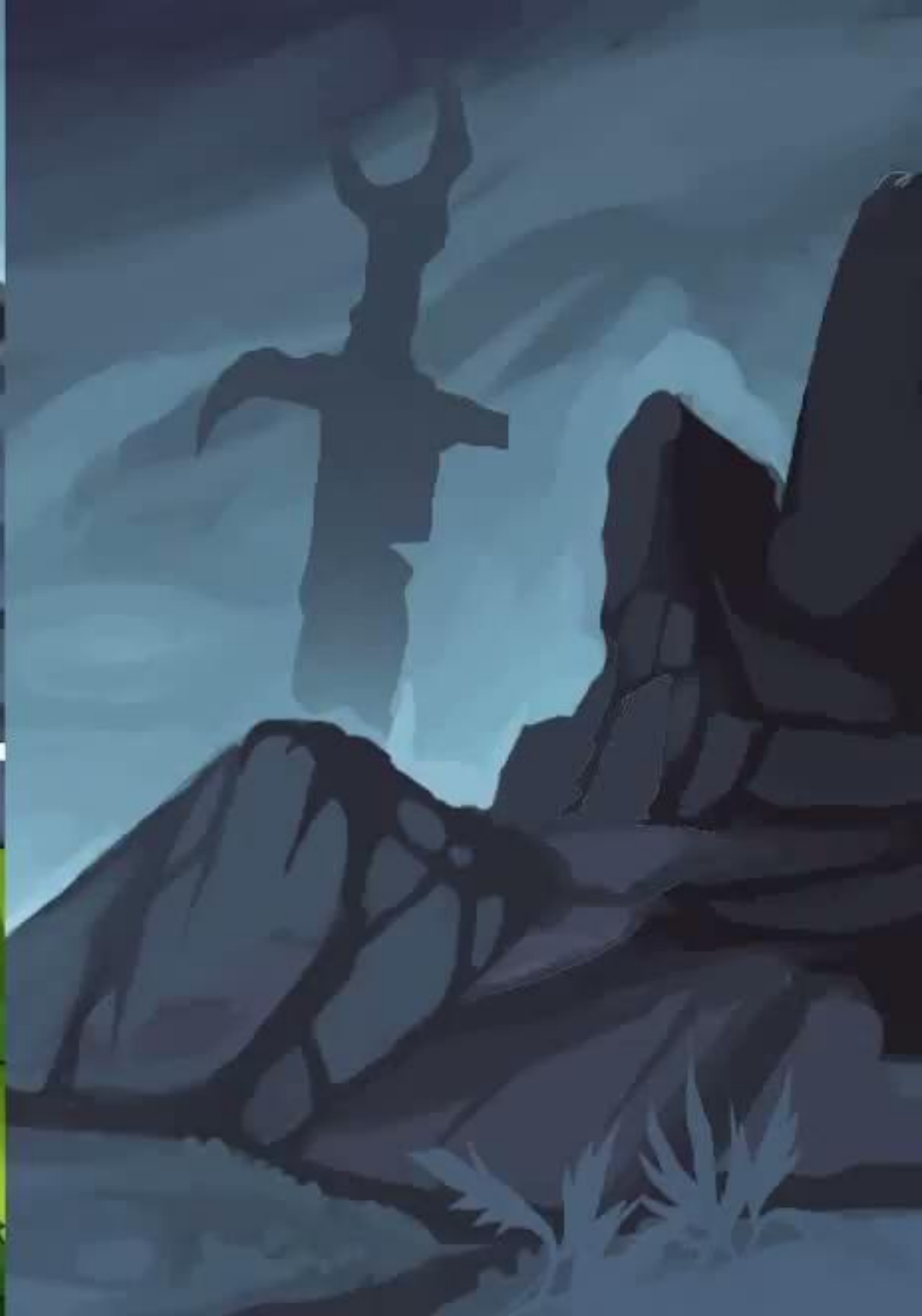














# LOOT & RECAPITULATION

- 60 BPM tempo for base foundation
- “Layers on layers make layers for slayers”
  - Conflate Genres
- Composition Pre-Production Prep is SUPER EFFECTIVE... in spreadsheets
  - Hunt in Harmony





# QUESTLIKE POCKET





# THANK YOU!

CONTACT ME:

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Chase Bethea



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