

ADAPTIVE GAME MUSIC Vol. 2

WATERMARKED DEMO

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Check my portfolio on Unreal Marketplace:

<https://www.unrealengine.com/marketplace/profile/Alchemy%20Studio>

This pack is composed by several loops (30 sec. long) that can be seamlessly chained / played together one after the other.

First of all, there are different gameplay states:

- 1) intro
- 2) standard gameplay
- 3) "hurry up"
- 4) end game

Intro loop

This loop ("intro loop.wav") is intended be used e.g. before starting the level/gameplay, in the intro screen or similar.

Standard gameplay

3 main background loops: "background XXX.wav"

3 connective loops: "connective XXX.wav"

these are shorter loops to be used (if needed) as transitions between the other main standard gameplay loops. They also can be used as standalone loops in other part of the game: your choice!

I have provided:

- full mix with and without melodies, for both the background and connective loops.
- melodies in separate tracks, so you can mix each background / connective loop with each different melody

There are also transitions to and from the "hurry up" state:

- a) "Transition to hurry up.wav"
- b) "Return from hurry up.wav"

Use these clips at any point of the soundtrack between:

- "standard gameplay" clip and the "hurry up" clip (a)
- "hurry up" clip and "standard gameplay" clip (b)

Hurry up

1 main loop with and without melody.

Melody is available also as a separate track to be mixed as needed.

End game

Two clips:

- "end - win.wav"
- "end - lose.wav"

these are played at any point of the soundtrack when the player either win or lose the game.

Example of a playlist:

Intro loop
Background 2 - bare loop
Background 2 - full mix 3
Connective 2 - background
Transition to hurry up
Hurry up - background
Return from hurry up
Connective 1 - background
Background 1 - bare loop
Connective 1 - melody 2 - full mix
Transition to hurry up
Hurry up - background
Hurry up - full mix
End - Win