

BEAT STUDIO PRO

VIDEO GAME for XBOX ONE & PLAYSTATION 4 CONSOLES



XBOX



PS4TM

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GOAL/MISSION

Introduce gamers to the art of music creation in a fun interactive way. By placing players into a virtual recording studio environment. With access to virtual celebrity producers, who are providing tips on how to compose Hip-Hop beats.



Target Audience

AGES 5 to 17

NON MUSIC CREATORS



Level of Difficulty

Easy to use, Hard to master.

Game should be replayable by beginners
to experienced music creators.





Distribution

XBOX LIVE
MARKETPLACE &
PLAYSTATION STORE.

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ALPHA STORYLINE

Alpha/Beta version to have by Dec.2018

- Big recording studio environment scene. Walking hallway scene, entering celebrity music producer rooms.
- This presentation is completely on (alpha) storyline only.



FULL STORYLINE

Complete details will be provided in another presentation

Young boy/girl growing up in the ghetto, making beats in bedroom. To escape the harsh realities of gangs/bad influences that lie outside of apartment.

Next stage, Player 1 heads to college making beats in dorm room. Faced with distractions from friends. Attempting to Peer pressure he/she into heading to college parties.

Final Stage, lands internship gig. Get's to work out of a big recording studio in LA. Faced with working with a difficult music artist. But, gets mentorship from celebrity music producers Timbaland, Zaytoven, Scott Storch and Bryan Michael Cox.





BEAT CREATION VIEW

This is the first screen you see when you start game. Here Player 1, see's options on top menu to navigate between 3 pages. Sequencer, Piano Roll, and Beat Format. What would be cool is to have the option to control lighting in studio environment. Different led colors and strobe light flickering example club lighting.



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SEQUENCER MODE

Here Player 1, Can program a 4 bar beat. By clicking on boxes. Adjust BPM/Tempo, Select between 1 to 18 patterns . Create new and save beat/song. Sliders on mixing board move up/down when music is playback. Change between beat Kits.

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PIANO ROLL MODE

In this mode. Player 1 can adjust notes. Example if a piano is selected Player can now construct chords. Have more control on which notes they want the piano instrument to play.

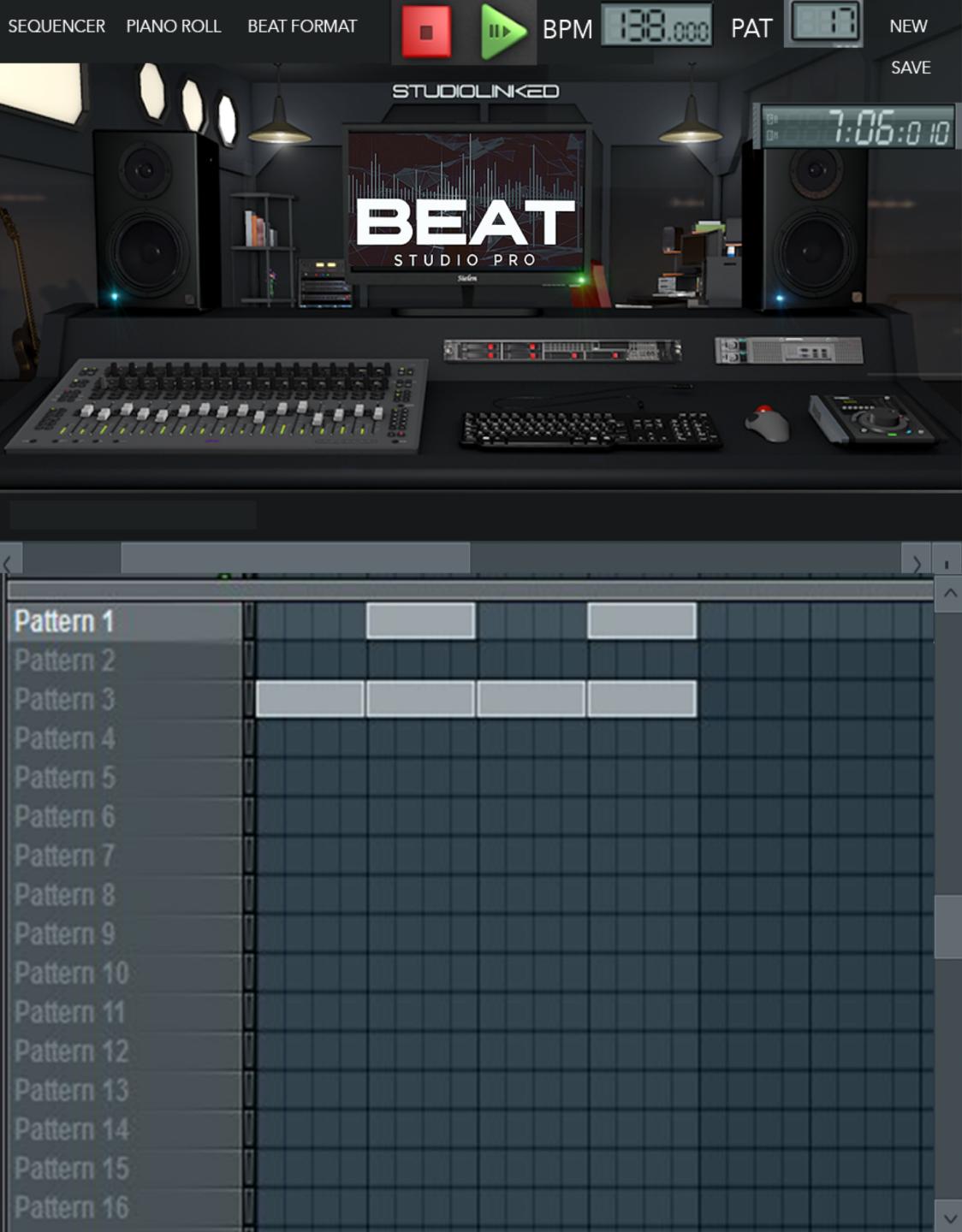
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BEAT FORMAT MODE

In this mode. Player 1 can use block columns to format and structure the beat/song to their liking. This is where those 4 bar patterns Player 1 created. Can now be repeated to create a 3min Beat/Song.

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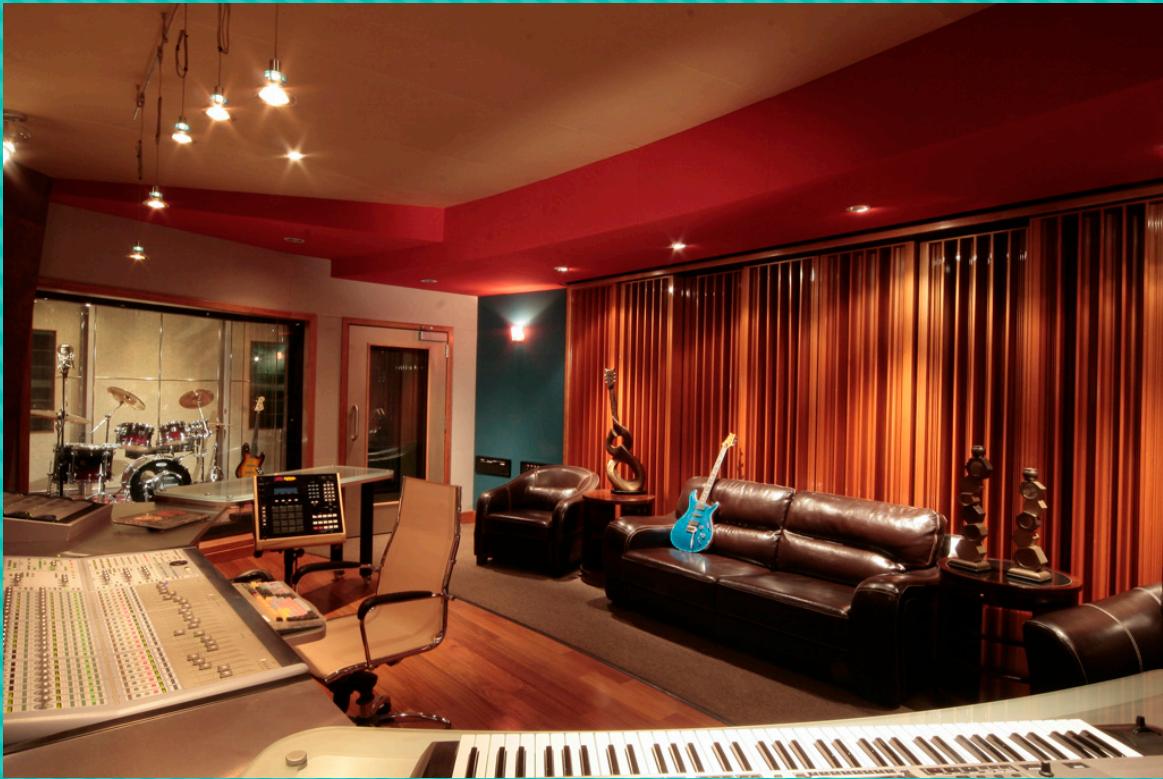
TRANSITION FROM BEAT CREATION TO WALKING MODE

At anytime Player 1 can Click between Beat Creation and Walking Modes by clicking the left Trigger on XBOX/PS4 controller to switch into walking mode.



WALKING MODE

In this mode “Player 1” can walk around recording Studio. Zoom in and out view. Turn on/off Lights, Pick up and move around music instruments, move chairs and couches.



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WALKING MODE (Continued)

Player 1 can walk down hall way of Recording Studio. See plaques & trophies on the walls. Also open and close doors that lead to celebrity producers rooms.



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ENTER ROOM (TIMBALAND)

Once Player 1 enters room. Virtual Timbaland talks. Says “What’s up Superstar, I will help you tighten up those drums. And tips on how to Program drums in the sequencer appear on screen.

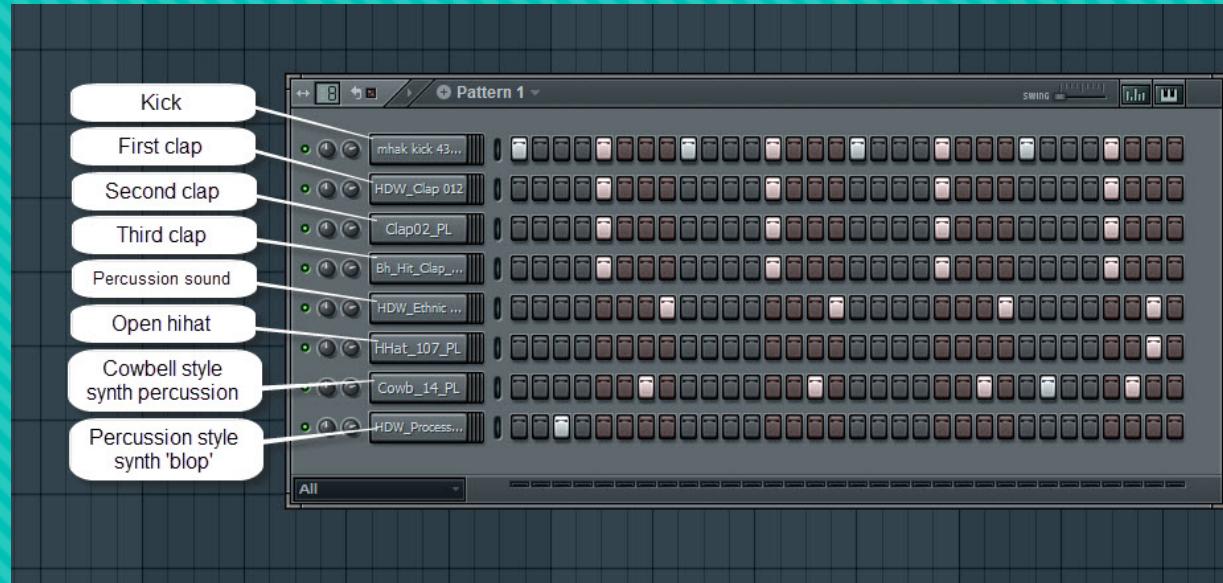


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(TIMBALAND) TIPS

Text bubbles and screenshots will walk “Player 1” through detailed examples of common drum patterns.

In todays Hip-Hop music.



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WALKING MODE (Continued)

Player 1 can then leave Timbaland room decide to go back to "Player 1's Beat Studio Room. Or continue to walk down hall way and can enter next producers room.



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Zaytoven (ROOM)

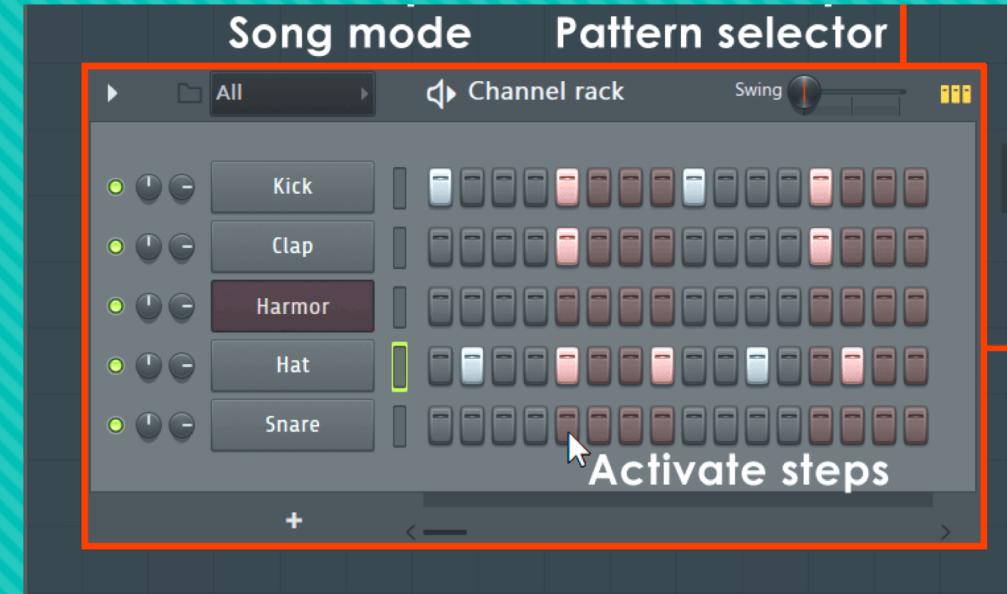
Once Player 1 enters Zaytoven room.
A virtual Zaytoven says “You know i
will give you that sauce. Look here,
Lets add some vocal chants.



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Zaytoven (TIPS)

Next, Text bubbles containing tips on how to lay common vocal chant patterns in sequencer appear.



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WALKING MODE (Continued)

Player 1 can then leave Zaytoven room decide to go back to "Player 1's Beat Studio Room. Or continue to walk down hall way and can enter next producers room.



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Scott Storch (ROOM)

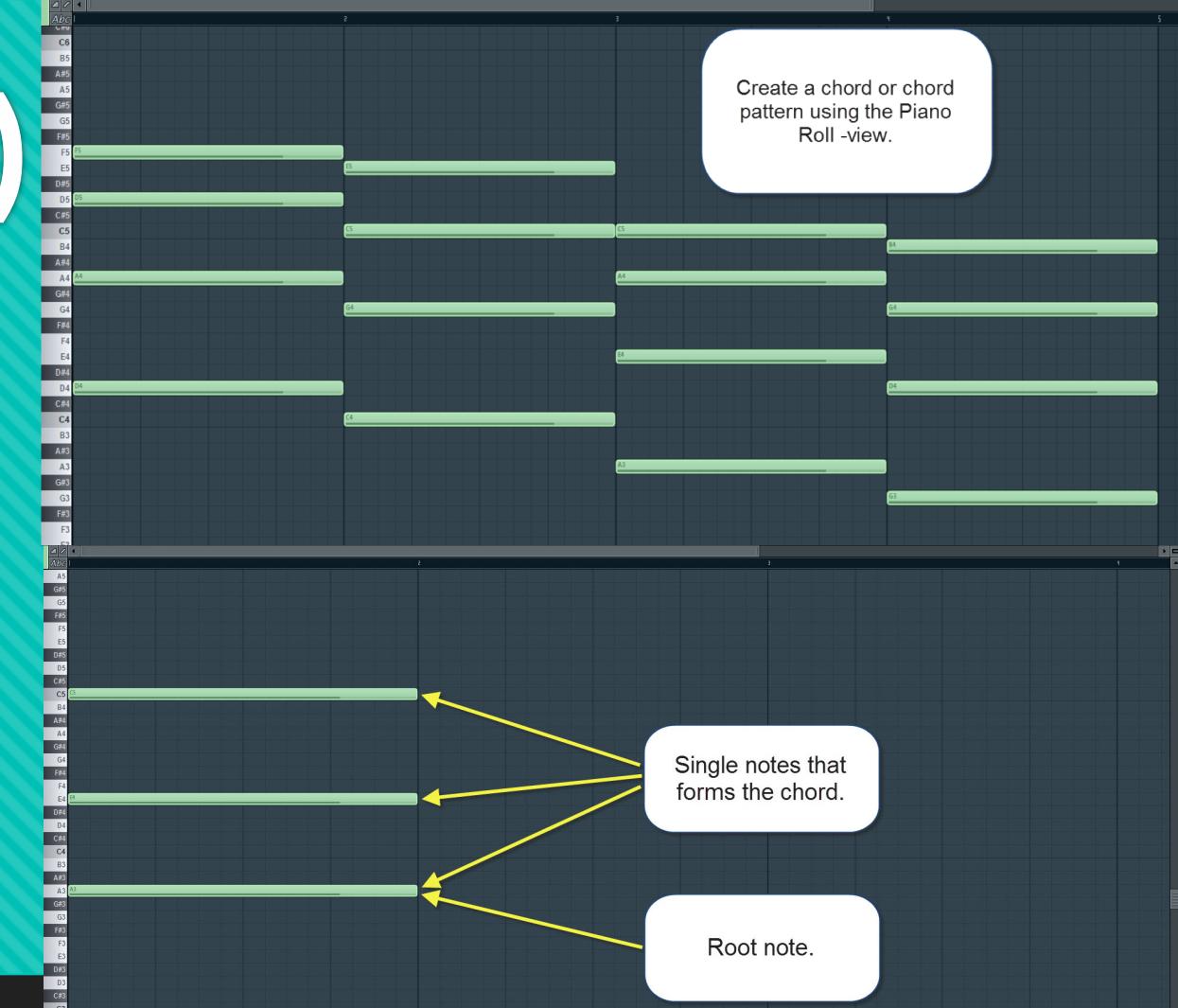
Once Player 1 enters Scott Storch room. A virtual Scott says “Ima take your beats to the next level. I will show you how to get your melody skills up.



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Scott Storch (TIPS)

Next, Text bubbles containing tips on how to use the Piano roll pop up. Showing examples of how to make chords and basic music theory.



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WALKING MODE (Continued)

Player 1 can then leave Scott Storch room decide to go back to "Player 1's Beat Studio Room. Or continue to walk down hall way and can enter next producers room.



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Bryan Michael Cox (ROOM)

Once Player 1 enters Bryan Michael Cox's room. A virtual Bryan says "Its time to put that finishing touch on. Lets go get a Grammy, this is how you format out your beat.

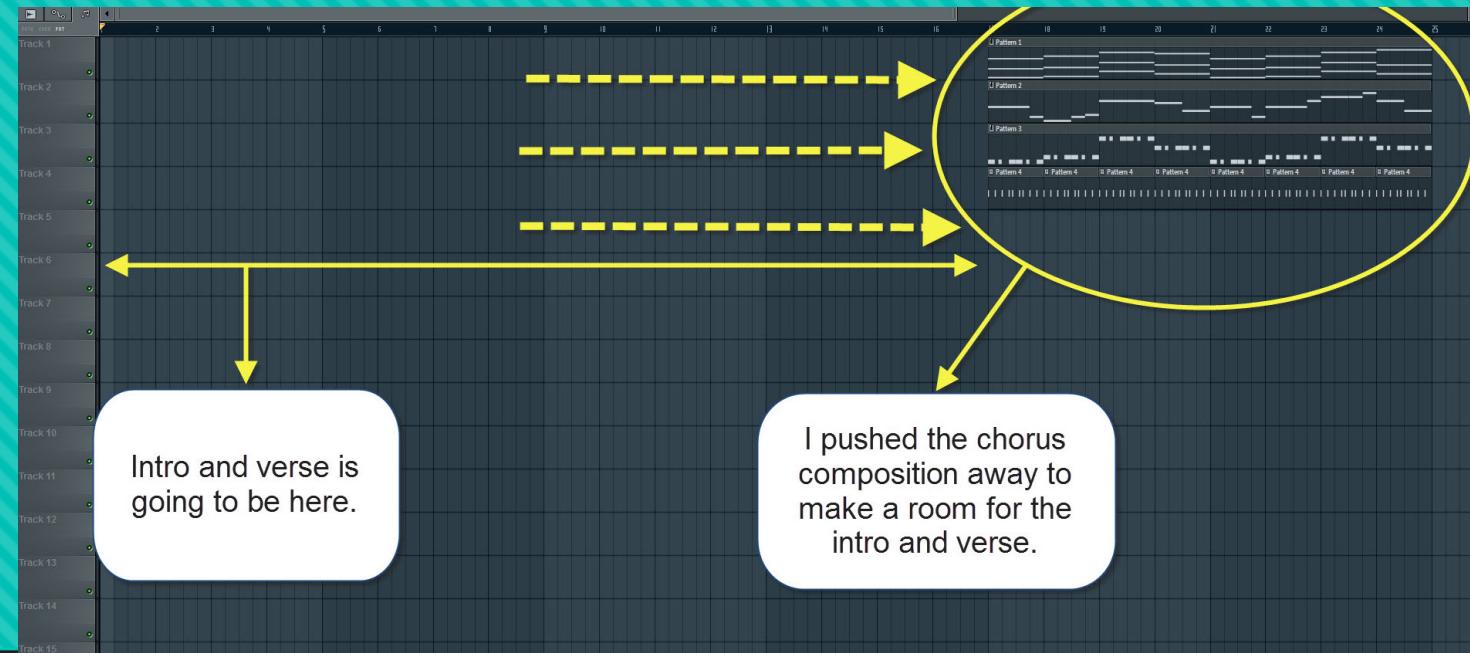


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Bryan's (TIPS)

Next, Text bubbles containing tips on how to use the Beat Format mode pop up. Showing examples of how to structure your beat/song. For example Into, Verse, Chorus, Verse 2, Chorus, Outro

This page is important for helping players take the 4 bar patterns, and repeating them into a 3min length beat/song.



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SHARE BEAT ON SOCIAL NETWORKS

At this point “Player 1” should have beat finished. Can click save to save beat/song. Have option to share it on social media. Facebook, Twitter, Instagram.

Might be good for brand if watermark was on players beat. Saying “This beat was created on Beat Studio Pro”.



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FUTURE RELEASES

GAME: EDM BEAT PRO

Target: EDM music lovers

CELEBRITY EDM PRODUCERS

Calvin Harris



Skrillex



Daft Punk



Diplo



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