**LOGO HERE**

**The concept**

Galactic Battle League (GBL) is a competitive, split-screen arena shooter, where the player controls a hovertank and battles simultaneously with up to three other local players. Players are able to choose between a heavy or light class vehicle, and select between four different factions to cater to their playstyle.

Each faction has a specific theme to represent their nature.

1. Valkyrie Technologies – Technologically advanced
2. Pyre Requisitions – Space pirates
3. Javelin Defense – Militants
4. Shard Industries – Industrial force

The game will is made to be played with XBox controllers with movement controlled on the left stick, turning with the right stick and firing with the right trigger.

In our world, it’s the year 3000 and GBL is a major intergalactic sporting event televised across the universe. As such, it is hosted on several different arenas located on various planets. Each arena has a different aesthetic and theme to it.

Some examples include inside a huge stadium with manmade ramps and barriers. There will be a lot of right angles, straight lines and deliberate mirroring of both sides of the stage.

Another setting could be on a barren desert with organic hills and worldly objects such as rocks or trees.

We hope for a composition that could fit the theme of each arena as well as harmonic layering to convey actions performed by the players according to their faction.

**The team**

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**Concept Art**

**Level Loops**

The levels in our game are the different arenas that GBL is hosted on. Some are more manmade (melodic) and some are organic (tribal or cultural).

Main stylistic requirement is for it to sound futuristic since we are pretending it’s the year 3000. The instruments or sounds we instantly think of are synths and other trance-esque elements such as drums and bass.

The tempo should match the rhythm of the game. The arena style shoot out we’re developing has so far shown to be very fast paced with deaths occurring frequently, so we’re hoping with a high BPM track, maybe around 140BPM? It should increase as dramatic sequences occur within the game, such as a certain player being on a kill-streak or to signal the end of the match.

* The music should sound (like this)
* The mood should be competitive, vibrant and epic
* The player should feel motivated and be like fuck yeah. (literally)

**Attract Loop**

The attract loop will be used within the main menu and level select screens. Since the players aren’t in the game yet, we’d like to music here to get the players ready for the battle ahead, something to attract them and convey the sense of competition, excitement and sporting elements within the actual game.

We imagine rhythmic war drums in the background to convey that feeling of battle, a synthetic melody for consistency with the theme and various other instruments as harmony to convey the various factions in the game.

* The mood should be energetic and motivated
* The player should feel as if he’s about to partake in an important event and be motivated from the uplifting notes and fast beats.

**The stings**