

Hello!

I would like to commission some music tracks for an upcoming week-long gamejam. This is a paid commission project (I am planning to sell the resulting game after the jam (inexpensively)).

Key Info

Assets:

- Custom music tracks
- SFX as needed (okay to source from library assuming rights are in order)
- Possibly help with trailer audio at the end, though this will probably be re-using the existing game music tracks
- *Possibly* some assistance with editing VO if there's time (stretch goal)

My target budget is around \$50~\$100 depending on time availability.

Schedule: The jam goes from Sat July 31 - Sat Aug 7. I am not expecting to need much assistance on Sat as that'll be a planning day, but should start to begin being ready on Sunday and especially Monday. I expect the bulk of work would be M-F, and it'll probably be extremely time consuming during those days as gamejams tend to be. (If you have a 9-5 gig during the week, it's ok, just let me know what kind of time commitment you'd be able to make.)

How to apply: Please e-mail jobs-music@archiveentertainment.com and include:

- A link to your reel and/or attachments to the mail demonstrating your music
- What is your anticipated schedule during the jam week? (see schedule section above)
- If you require payment higher than the budget above, please indicate your requirements. (All work will be commissioned under a standard work-for-hire agreement only.)
- Have you completed a fast project before, such as a game jam?

(If you post a comment/reply, please do also send an e-mail! I don't want to miss you accidentally)

Extra Info: Game Details

This will be a story-focused adventure game, similar to point & click adventures in gameplay, and a top down RPG in visuals (see my past 2D games below for an example).

I have a rough story idea about a lady who accidentally gains a pack of kobold followers. It will be funny, cute, and sad. As with any jam, it may change significantly once I actually start planning it out for real during the start of the jam and make it theme appropriate, but I do want to tell a story with cute kobolds in it, so expect at least a few of those!

Extra Info: My Background

I have made a number of story games before, from quick jam projects all the way to a multi-year 3D console game. Here are some of my past story games:

2d: https://store.steampowered.com/app/899610/So_uh_a_spaceship_crashed_in_my_yard/

3d: https://store.steampowered.com/app/594380/Dragon_Audit/

I have a lot of jamming (<https://robbyz.itch.io/>) and gamedev experience in general (15 year industry vet). As a heads up, you may find working with me different than a typical jam experience as I tend to have a strong vision of what I want to build, and how to build it. The positive part of that is that there isn't much wasted effort and I've always successfully completed jams in past with playable builds.

Thank you for your interest, and I hope to hear from you!