

**Join the Discord!**



# DevLUp FSU



## GBM #5



**(Game) Music for  
Nonmusicians**

Upcoming jams: Brackey's 2026.1 (Feb 15-22)  
**12 February, 2026**

# Our Meeting Schedule:

Date	GBM	GBM Title	Secondary Event	Presenter
9 Jan		(No Meeting)	(Involvement fair?)	
15 Jan	1	Intros, Icebreakers, and Retrospectives		Everyone
21 Jan	2	Unity 201 (what new things?)	In the Co-Lab	Jake
29 Jan	3	2D Art -- Pixel and ...not pixel?	In the Pitch Room ↓	Calvin & Ares
5 Feb	4	2D Animation -- Frames and Tweening	(May have to move)	Calvin & Ares
12 Feb	5	Making Music for Non-Musicians		Marsh
19 Feb	6	Blender 201 -- Tidbits		Hailie
26 Feb	7	Unity 202 -- Lighting	Florida Comedy Jam (27-1)	Jake & Marsh
5 Mar	8	Writing For Games		Screenwriting Club
12 Mar	9	1 HOUR LEVEL DESIGN JAM		David
19 Mar		Spring Break		
26 Mar	10	Sound Design and the Art of Foley	(May have to move)	Yusong
2 Apr	11	Unity 203 -- A*, Agents and Navmesh		Jake & Marsh
9 Apr	12	Online Portfolios (HTML Basics) -WICS collab		Hailie
16 Apr	13	Prototyping Levels	(May have to move)	Marsh
23 Apr	14	Year's Out Celebration!		Everyone

DEVLUP @ FSU X UF X FIT X USF X UCF

# Make the funniest game in Florida.

## Florida Comedy Game Jam

For programmers, artists, designers,  
musicians, and all sorts of comedians.

February 27th 6:00 PM - March 1st 6:00PM  
at the Garnet Gaming Lounge



Join the Discord  
for news & updates



#  showoff

# Workshop Plan

- Bosca Ceoil
- Bare-minimum music
- Rhythm
- Melody
- Harmony
- Actiiiiivivity

<https://terrycavanagh.itch.io/bosca-ceoil>

**FILE**    **ARRANGEMENT**    **INSTRUMENT**    

# BOSCA CEOIL

v1.0

Created by Terry Cavanagh  
SiON softsynth library by Kei Mesuda  
Distributed under FreeBSD license

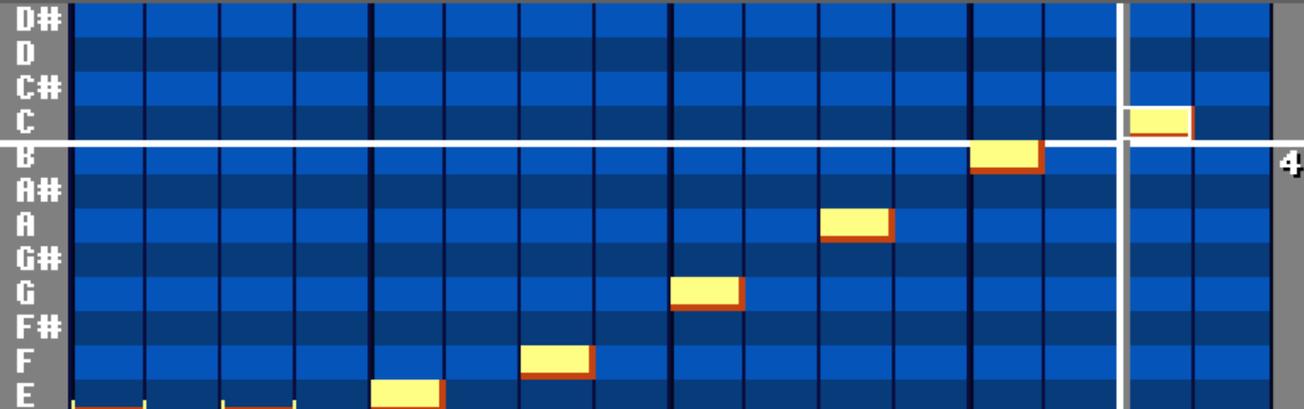
<http://www.distractionware.com>

**NEW SONG**    **EXPORT .wav**

**LOAD .ceol**    **SAVE .ceol**

**PATTERN** ▼ 4    ▼ 16

**BPM**    ◀ 120 ▶



1 Grand Piano    ▲ C    ▲ Scale: Normal

Activity: in teams of 3 or 4, create a looping music track for one of these games:



“Bare-minimum music”



# Reasons to have music in one's game

- Tone-setting
- Adds dimension to the game / fills space
- Conveys gameplay info

# Diegetic vs. Non-Diegetic Sound Sources

Diegetic



Non-Diegetic



# Implementations of Game Music

- Looping
- “Shuffleplay”
- Adaptive
- Procedural/Generative
- Ambient
- Total absence of music!

# Looping Music

- “It is an unpleasant experience to listen to the same song ten times in a row”
- Thus, looping music must:
  - Have a beginning which cleanly intercepts the ending
  - Evade seeming as a single piece of music that is played many times
  - Undetectable pattern of progression and regression



# Progression in looping music

## Avoiding fatigue:

Shepard Scales/Risset Rhythms

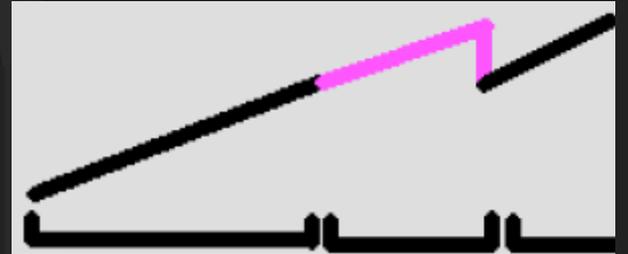
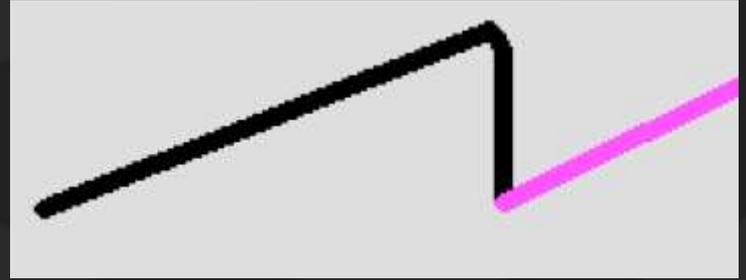
No landmarks

Veil when the music is restarting

Vary looping segments (perhaps only with little variation)

## Building:

Non-looping intro with looping body?



# Rhythm

- Beats and measures - accent first beat strongly, third beat weakly
  - BPM - 90, 120, 140
  - Not all tracks need percussion but...
  - ...it's a cheap way to build excitement
  - ABACABAD structure for basic drums
  - Have multiple layers of percussion!
- 
- Start with a kick
  - Snares between the kicks
  - Fill in different subdivisions of beats for flavor

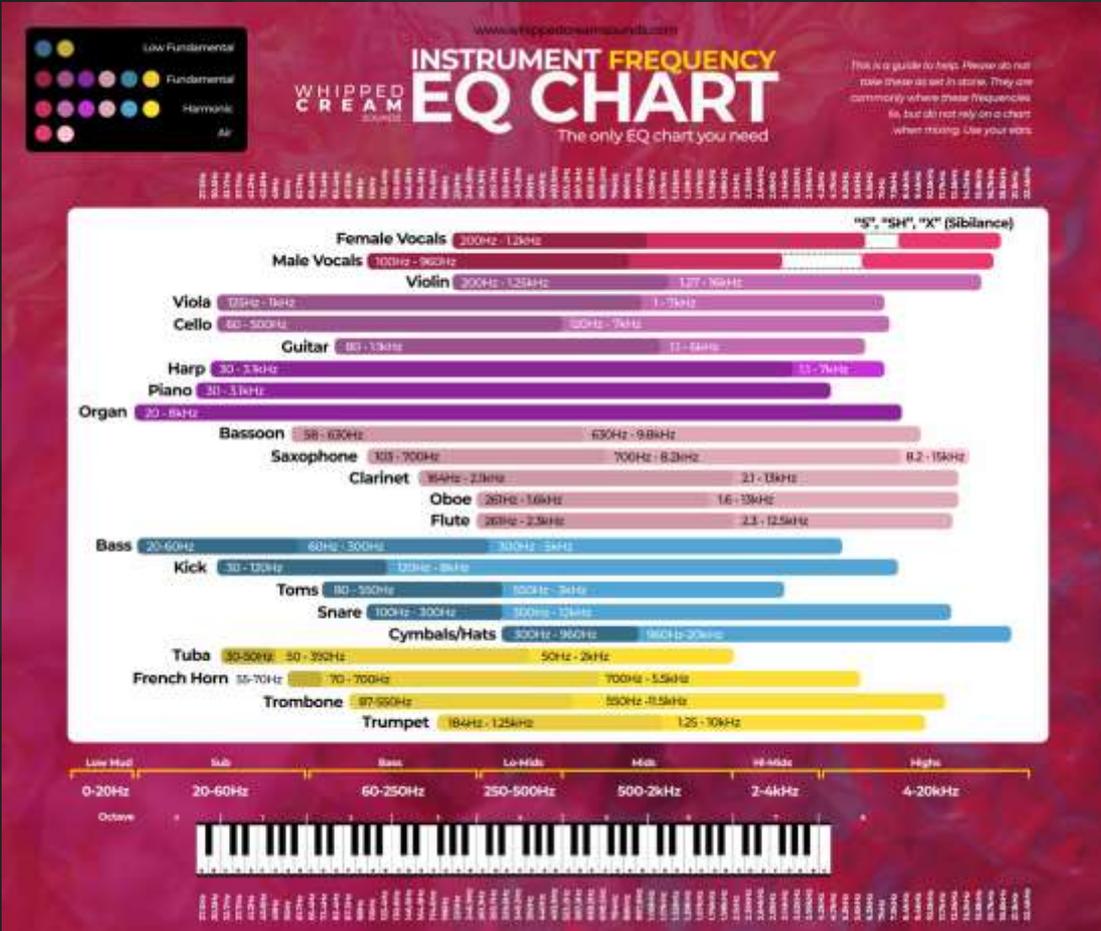
# Melody

The image displays a musical score for a piece titled "Melody". The score is presented on two staves: a bass clef staff on top and a treble clef staff on the bottom. The music is written in a key signature of one sharp (F#) and a common time signature (C). The score is divided into 32 numbered measures. Measures 1 through 6 are in the bass clef, while measures 7 through 32 are in the treble clef. Measure 7 contains a bass clef symbol, indicating a change in clef. Measure 17 includes a first ending bracket labeled "8va" above it. Measure 32 ends with a fermata. The notes are primarily quarter notes, with some eighth notes and a half note in measure 32. Fingering numbers (1-3) are indicated above certain notes. The background of the page features a dark, repeating geometric pattern of stylized shapes.

# Melody

- Triads
- Chords
- Online chord progressions
- Arpeggios
- Scales
- Or...just hit keys 'til something sounds good

# Harmony



# Harmony

- Use as few instruments as you can within a given frequency range
- Lower volume on instruments with harmonic func vs. melody
- Bassline: can replace a percussive element, should be only a few notes; lower notes will be in the same frequency range as some of the bassier drums, thus position the bassline elsewhere in the track
- Filling in with chords: simple is good!

Activity: in teams of 3 or 4, create a looping music track for the *other* of these games:

