Sound Design / Composing Proposal for Video Game:  
 ' The Spikers'

Dec. 14th, 2019

**─**[YOUR NAME] - Client Bob Gorak  
[YOUR ADDRESS] - Company Address: 101 Ballcreek Boulevard  
  
[My Name] - Client Colin Sandquist  
[YOUR ADDRESS] - Company Address: \*\*\* As specified \*\*\*

# Overview

I, Colin Sandquist, will be creating 50 sound effects for 'The Spikers'. In addition I will be creating 10 Tracks of various genres with lengths decided by the client.   
  
This proposal is for work that will start immediately: Dec.14th, 2019 and run until Finalized Date: June.21st, 2020.

# Project Goals

1. Create a compelling, unique, and satisfying sound design palette for use in 'The Spikers'
2. Repetitive Polished Composition that must be "exciting" and grab the Users attention for in game

runs of no less than 30 minutes. This will be decided by The Client in terms of polished music.

Unlimited revisions may be necessary to accomplish task.

1. Add quality game play feel of the right style of soundtrack that will enhance [GAME’S] chances of being accepted to various gaming festivals and conferences.

# Deliverables

[TYPE OF ASSETS] will be delivered via METHOD: (Dropbox, Google Drive, SVN, etc.)

* Completed Sound Effects exported by clients choosing. IE: MP3, WAV, OGG, FLAC, MIDI
* Completed Music Composition exported by clients choosing. IE: MP3, WAV, OGG, FLAC, MIDI
* Implementation of Assets into Projects if necessary: I currently own.   
  [1. Unity 2. Unreal Engine 3. RPG Maker 4. Quest 5. Stencyl 6.Game Maker Studio]
* Completed Project Files - I.E. RAW Music Extension Files - Cubase, FL Studio, Sibelius, Notion6, Abelton.

# 

# Teams

**[CLIENT]**

Responsibilities:

* Listening to SFX + MUSIC on a regular basis and giving feedback if any changes are to be made.
* Providing new builds when any updates are made.
* Providing Examples of what you are looking for in a project [YouTube Soundtracks]
* Are very communicative and precise in the moods that must be portrayed and length of track.

**[YOU]**

Responsibilities:

* Creating unique, compelling, and original Music Composition, sound effects, Voice over.
* Quickly responding to feedback and making any necessary changes within a timely manner.
* Updating the [Client Bob Gorak] regularly on any progress or blocks that occur.
* Updates will be: once a week.

# Process + Timeline

## Phase 1 - Estimated Time of 8 weeks

Create a definitive list of sound effects / Composition that will be needed for the game by June and establish an initial sound palette.

## Phase 2 - Estimated Time of 16 weeks

Create 10 minutes of music, 20 sound designs for the game, create revisions based on client feedback, and help get 'The Spikers' ready for submission to [APP STORE, STEAM, ETC.]  
Note: 1st game test, and self feedback. Client Test, Self Feedback. Meet up / Skype project.

## Phase 3 - Estimated Time of 24 weeks

Completion with 20 minutes of music, 40 sound designs for the game, create final revisions based on client. Implement music into game if necesary.

**Total Estimate for 'The Spikers' ------------------------ By [Flat Rate]:**

**- Proof of Budget**

**- Length of Time: 7 Months From Dec. 14th, 2019 - Jun. 21st 2019**

Eg. $4000

\*Price includes unlimited revisions within the specified timeframe.  
\*Price guarantees Completion to Set Date.   
\*Price includes what is agreed upon by myself and the client on my website. Noted Below:  
  
\*Exclusive License - This music will be used in your work and your work only.

\*Down Payment $ Rebate: $

My Approach

When I approach writing music for a piece of film or video game, I always want to take a look at the

visual medium behind the art. It can change my perspective in which style of music you want. Eg. A

"Final Fantasy game" - I have all my musical tools under the category "Playstation to Nintendo Sounds."

Or if you are making a pixilated game, then I have the idea you are going for "Gameboy or SEGA Era."

Perhaps you are going for more modern XBOX games. In which I have a folder for the modern   
'Hans Zimmer cinematic sound'.

Hence, my practice for multiple visual mediums gives me a versatile and professional edge that few think

about or are not willing to pursue. We as creators want to be unique, but understand that creativity and

collaboration require flexibility. I believe that I am the right person for your game or film because I can

take what I've learned as a composer and apply it with any sound of your choosing.

Simply:

1. Listening to your choices of style [YouTube examples, music files [names of games/film]

2. Hearing your direction of story.   
  
3. Putting the TIME and EFFORT into each track with the utmost care will Make your game or Film Soar with my music to carry your story every step of the way!!

I'm most honored to be a part of it!

Acceptance of Proposal

**Client:** Bob Gorak

**Contact:** Slyder Games

**Date: 14th, December. 2019**

**Project:** 'The Spikers'

**Method of Payment**

Payments can be made by Check, E-Transfer, or Direct Bank Deposit. **50% - 100% of the total payment ($2000) is to be made up-front.**

Please send payments to:

**Colin Sandquist**

As Specified

**Email:**

* All invoice terms are **Net 15** unless otherwise noted by previous agreement.
* Payments are sent to the address above in check or money order to: [YOUR NAME]

**Proposal and terms accepted for [CLIENT] By:**

**Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Print Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Proposal and terms accepted for [YOUR NAME/COMPANY] by:**

**Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Print Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**