University of Nebraska - Lincoln
DigitalCommons@University of Nebraska - Lincoln

Dissertations and Doctoral Documents from University of Nebraska-Lincoln, 2023–

Graduate Studies

Spring 2024

Project: Gogi

Joshua Allen Joseph Aguiar
University of Nebraska-Lincoln

Follow this and additional works at: https://digitalcommons.unl.edu/dissunl

Recommended Citation

Aguiar, Joshua Allen Joseph, "Project: Gogi" (2024). *Dissertations and Doctoral Documents from University of Nebraska-Lincoln, 2023–*. 98.
https://digitalcommons.unl.edu/dissunl/98

This Dissertation is brought to you for free and open access by the Graduate Studies at DigitalCommons@University of Nebraska - Lincoln. It has been accepted for inclusion in Dissertations and Doctoral Documents from University of Nebraska-Lincoln, 2023– by an authorized administrator of DigitalCommons@University of Nebraska - Lincoln.

PROJECT: GOGI

by

Joshua Allen Joseph Aguiar

A Doctoral Document

Presented to the Faculty of

The Graduate College at the University of Nebraska

In Partial Fulfillment of Requirements

For the Degree of Doctor of Musical Arts

Major: Music

Under the Supervision of Professor Thomas Larson

Lincoln, Nebraska

May, 2024

PROJECT: GOGI

Joshua Allen Joseph Aguiar, D.M.A.

University of Nebraska, 2024

Advisor: Thomas Larson

“Project: Gogi” is a fully playable video game in the style of Japanese Role-Playing games (jrpgs) from the late 1980s through the early 1990s. This project is available for consumption with either Windows PC or Mac systems. This project features an original score, sound design, art, story, and gameplay systems. Three acts serve as the organizational structure, the first “character prologues” features a collection of stories introducing the playable characters and setting to the player. The second is an adventure though a dense unexplored forest culminating in a visit to a wise wizard. The third and final section is a long “dungeon” in which the party fights their way through a monster infested mine. The short epilogue has the party end in a new town deep in the woods where they can find some respite before embarking on future adventures. The game is playable at the following address in a web browser.

https://joshaguiarmusic.itch.io/progect-goji

ACKNOWLEDGEMENTS

I would first like to offer gratitude to the members of my supervisory committee; Professor. Tom Larson, Dr. Gregory Simon, Dr. Hans Sturm, and Professor. Richard Endacott. Thank you for your feedback, thoughts, and ideas, as I worked through my degree. I especially want to thank my mentor and friend Tom Larson for championing my experiments and letting me explore topics that are out of the ordinary. Thank you to all the people who worked with me over my time in Nebraska and especially the friends who contributed to this project; Amanda Aguiar, Jacob Aguiar, Emily Messer, Jaycin Aguiar, Alexandra Wolfe, Cassandra Wolfe, Samantha Pike, Trevor Gates, Daniel Ikpeama, and Cole Kirchenbauer. Thank you to my Mom for the support and listening to my houseplant updates, and to my partner Emily Rose who put untold hours into playing clarinet, producing art, spell checking papers, and encouraging me along the way.

TABLE OF CONTENTS

Battle Theme	1
Celestine	25
Forest Spotlight	27
Geomancy	31
Prelude	38
Sodden Forest	41
Wizards Grounds	50
New Serene Theme	59
Haunted Theme	63
Thief and Inn	64
Rest Themes	65
Title Screen	66
Art by Sam Pike	67
Art by Amanda Aguiar	91
Art by Alex Wolfe	94
Art by Casey Wolfe	95
Art by Emily Rose	96

OVERVIEW

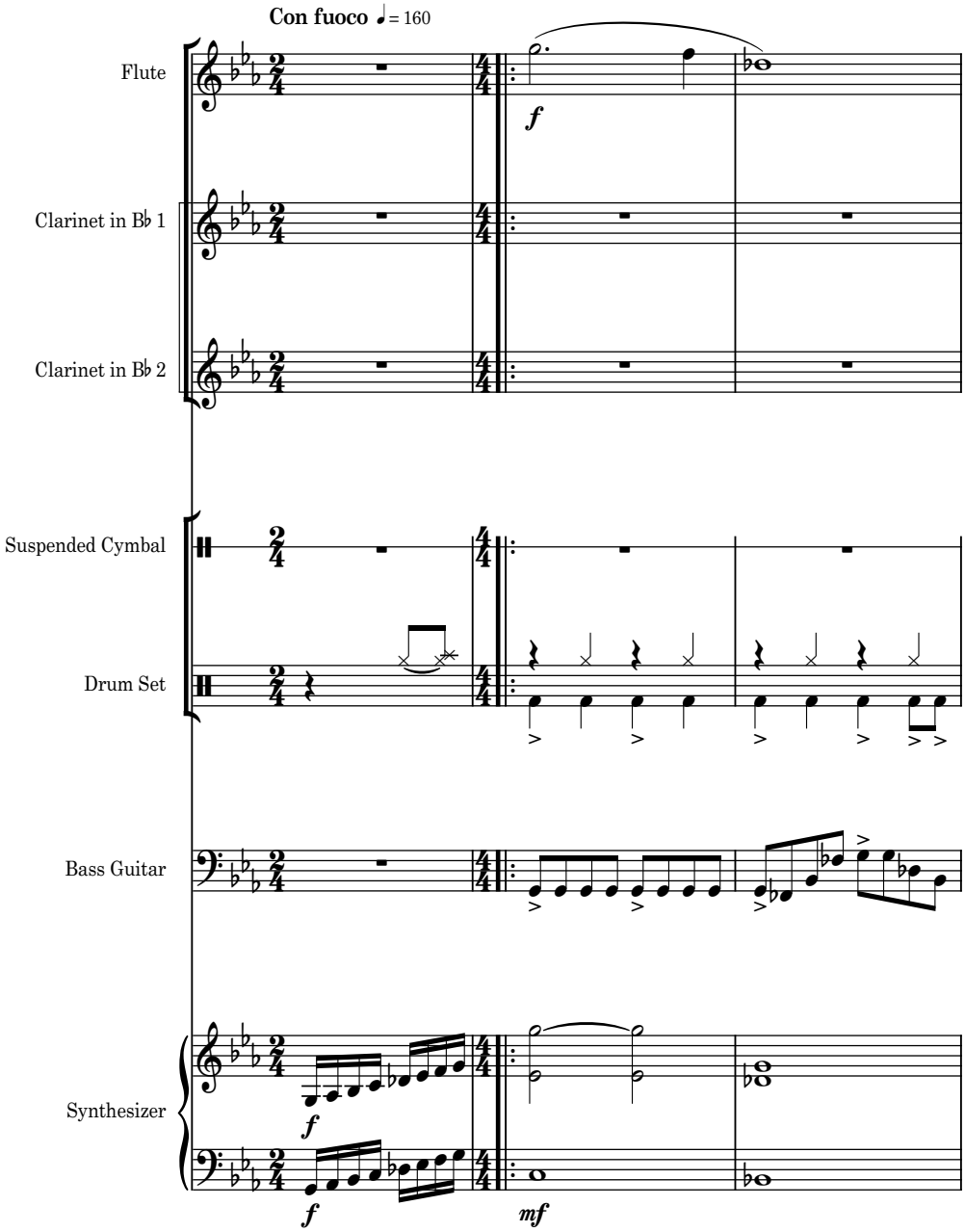
Project: Gogi weaves together different compositional approaches in service of gameplay and storytelling choices. Project Gogi uses the JavaScript-based engine "RPG-Maker MZ," a specialized engine used to create games in the style of old-school role-playing games such as the early Final Fantasy games, Chrono Trigger, Golden Sun, Wild Arms, and others. This engine was selected due to its specialization as a platform for creating video games in the classic jrpg style.

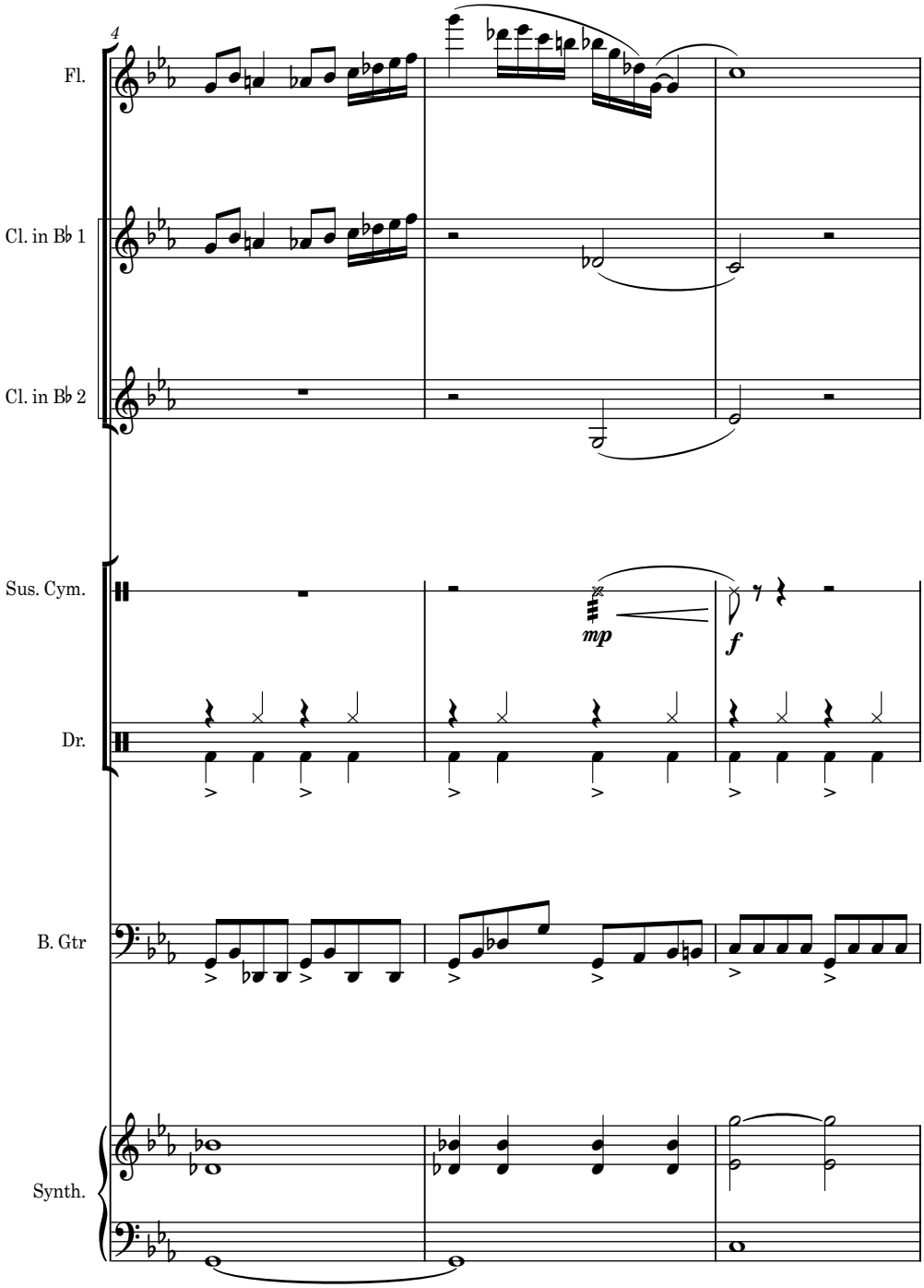
Three distinct compositional approaches served as the conceptual starting point for music in this project. The first is labeled Art Music and is used as a palette cleanser to break up some of the lively, supporting music. Challenging harmonic content, experimental form, orchestration, and synthesis techniques seen in older video games are explored in these moments. These art pieces are most often featured during voiced text scrolls that set the stage for new areas before gameplay, though they are sprinkled in during other fitting moments as well. The second approach is environmental music, used most often to create a backdrop for gameplay scenes or in sections where the player needs to focus on something else, such as story or dialogue. In general, this music is less formal, mixing aspects of *musique concrète* and sound design, including recorded and found sounds which were then arranged into a supporting soundscape. The last style is utility music; often following tropes of the style, utility music can be everything from a jingle that plays when the player wins a battle to a sleeping theme that depicts the party falling asleep for the night. These short form utility pieces are a middle ground between composed music and smaller sound design elements. Notation of the score for Project: Gogi has taken many forms from fully notated music fit for live performance, to sketches

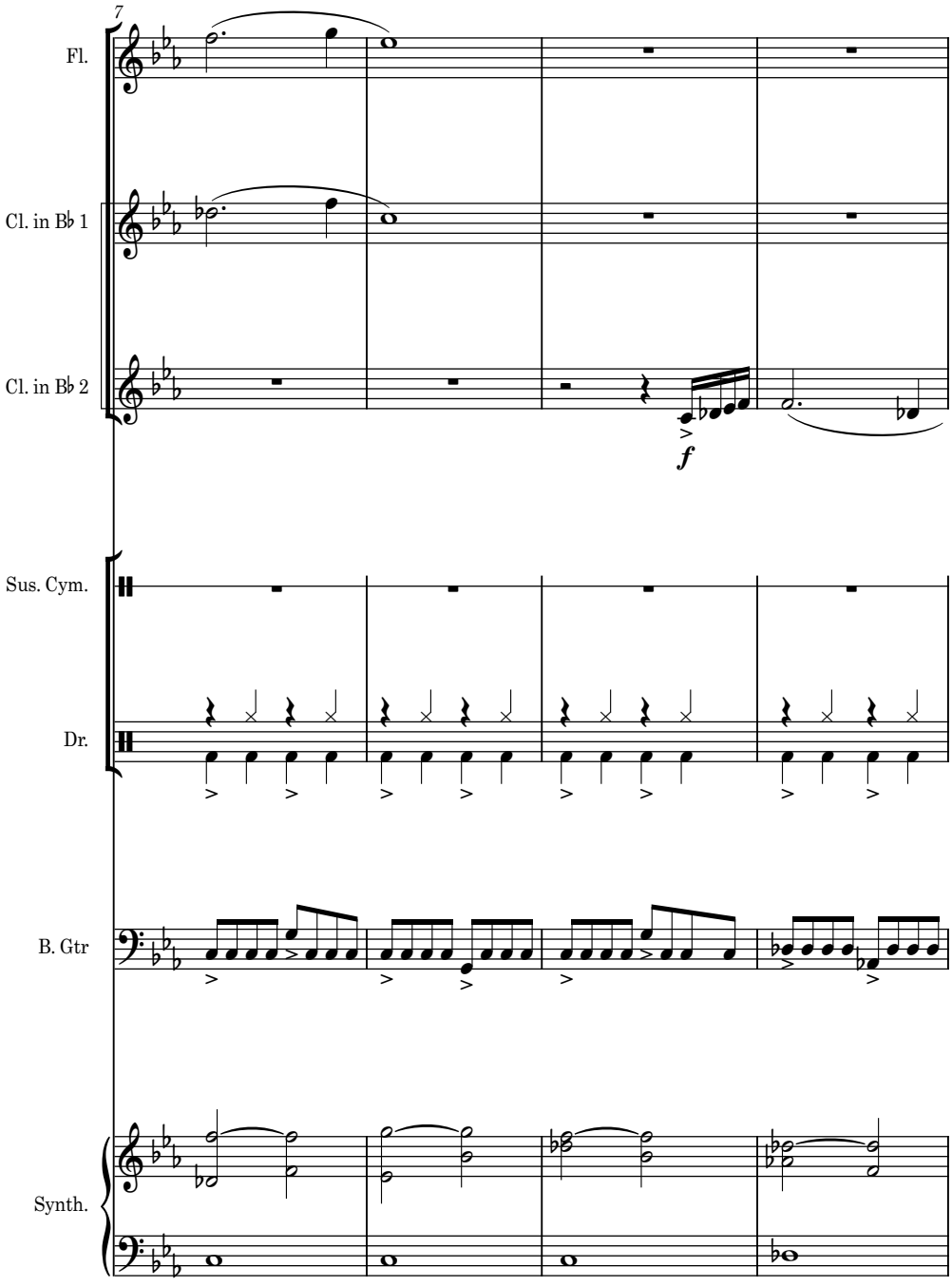
realized in a DAW environment, lead sheets, improvisation, and non-notated electronic productions which need to be experienced by playing the game.

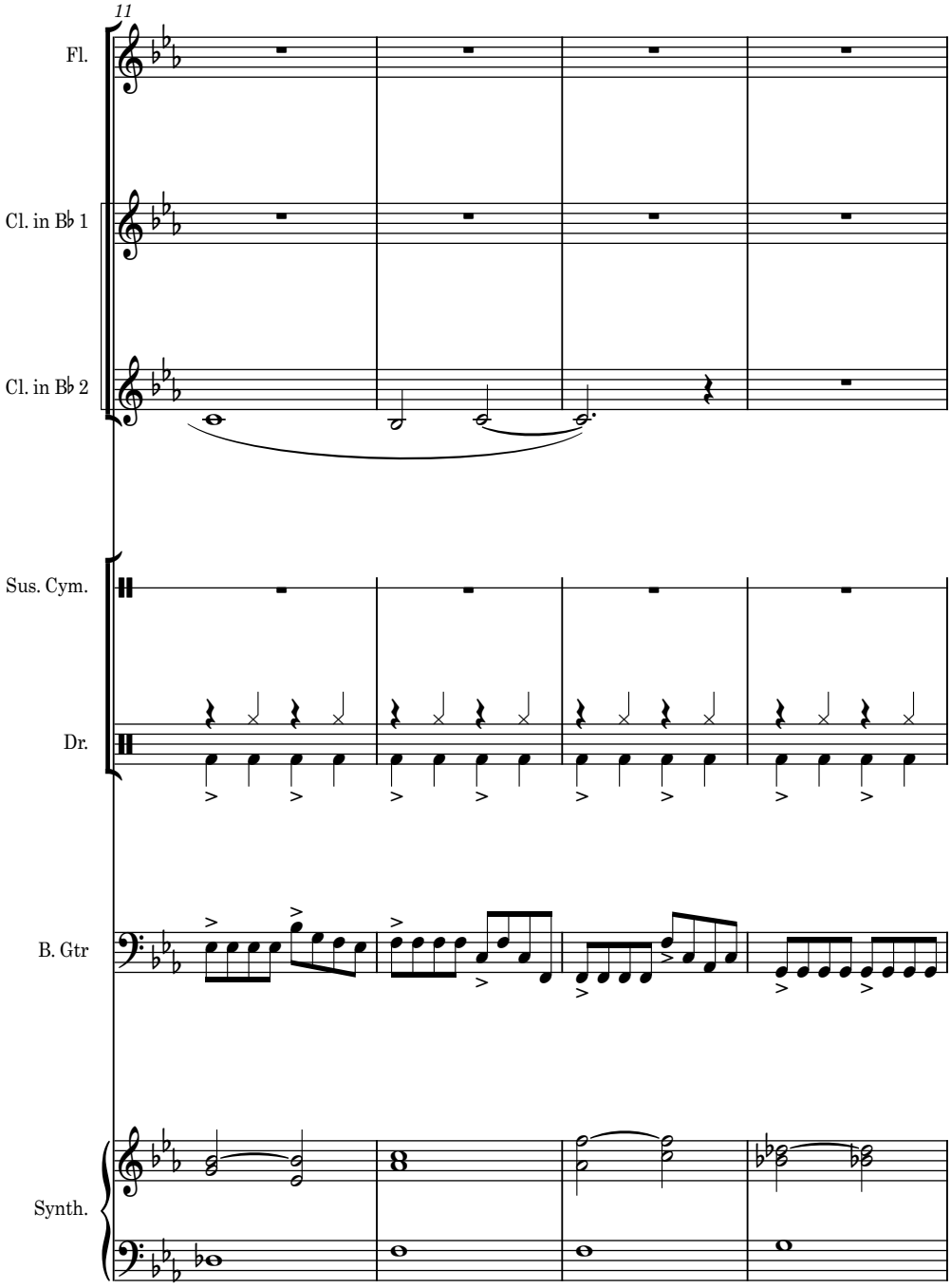
Sound design in this project is used to enhance scenes and moments such as when a character throws a coin to the barkeeper, when they swing a sword in battle, and even when the player enters a menu. Sounds are recorded, performed using foley techniques, or synthesized digitally with synthesizers. Project: Gogi also features recorded voice work for many characters and moments. Production of the voice recordings required its own unique workflow due to differing recording capabilities of the actors involved. Visual art for this project was produced using a variety of mediums and techniques before being adapted digitally for game integration.

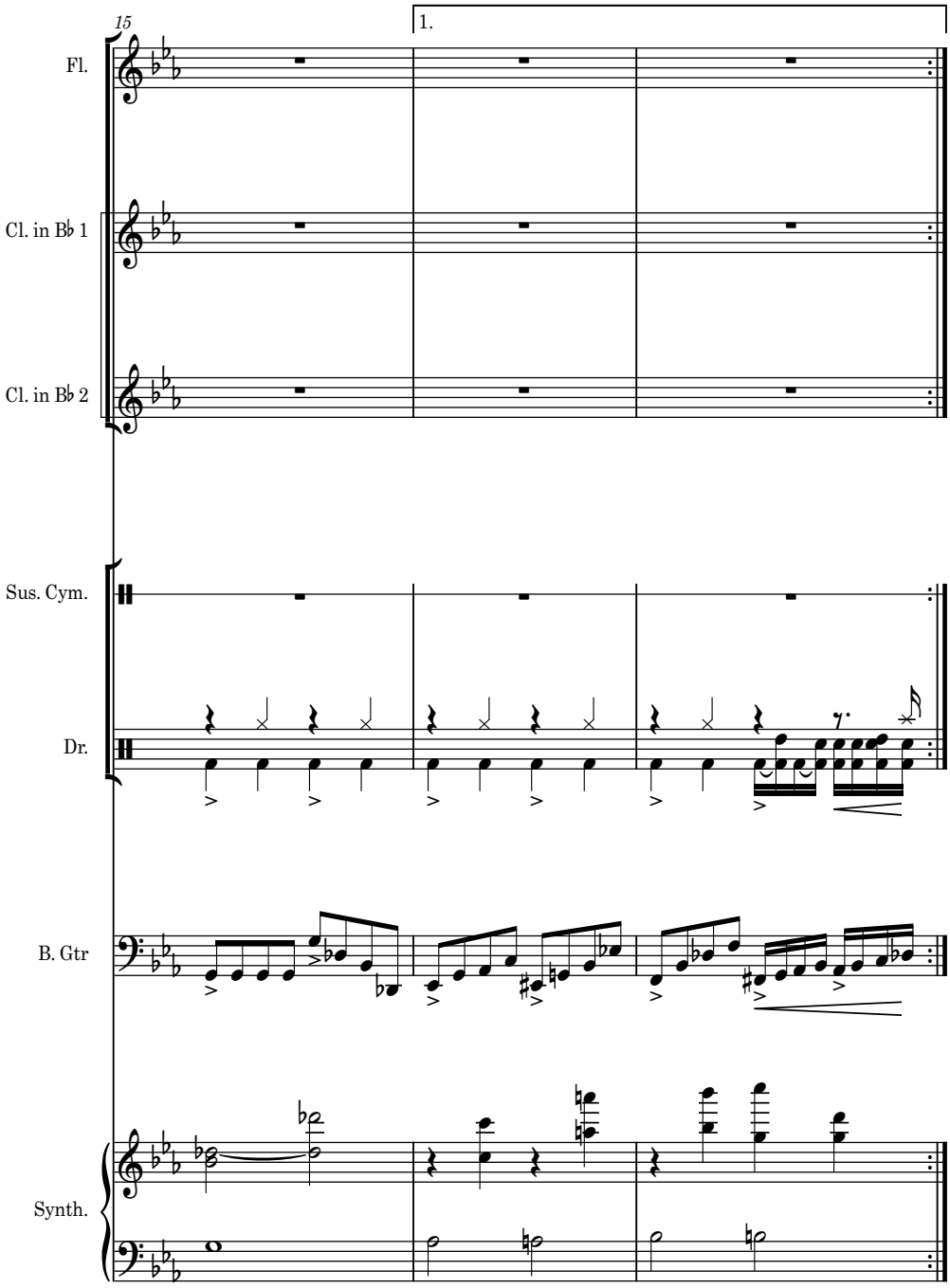
Battle Theme

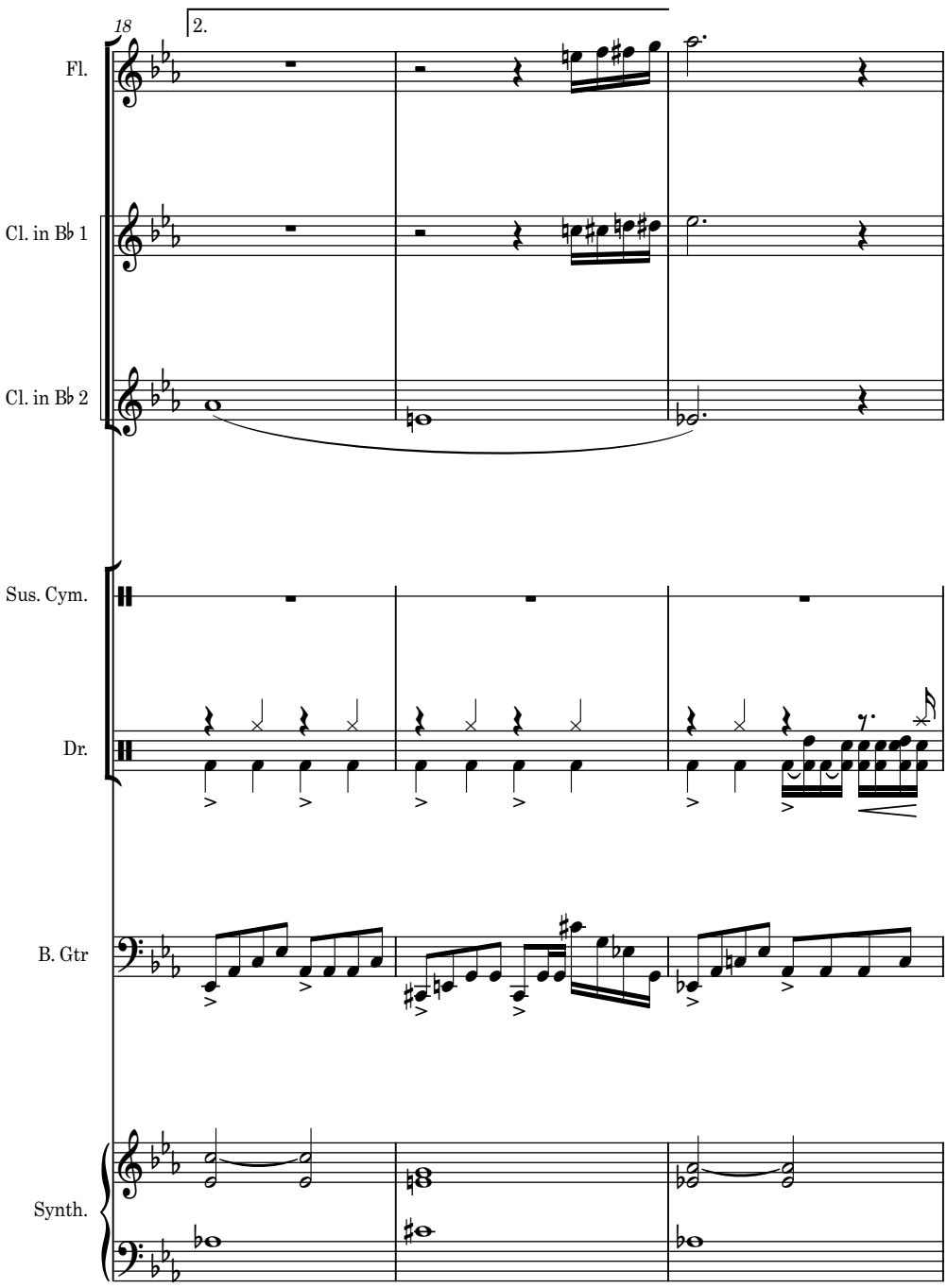


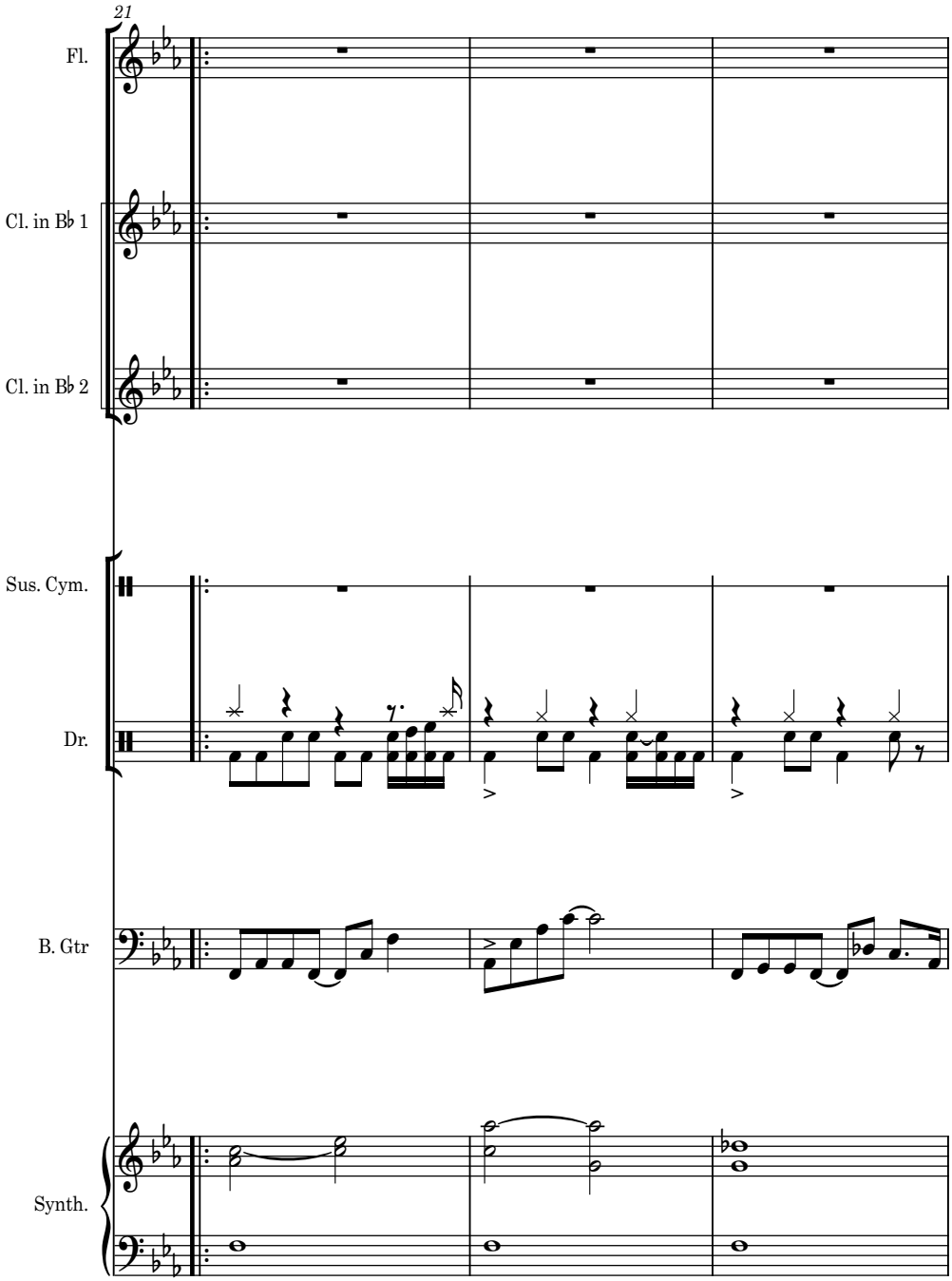

4
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
mp
f
Dr.
B. Gtr
Synth.

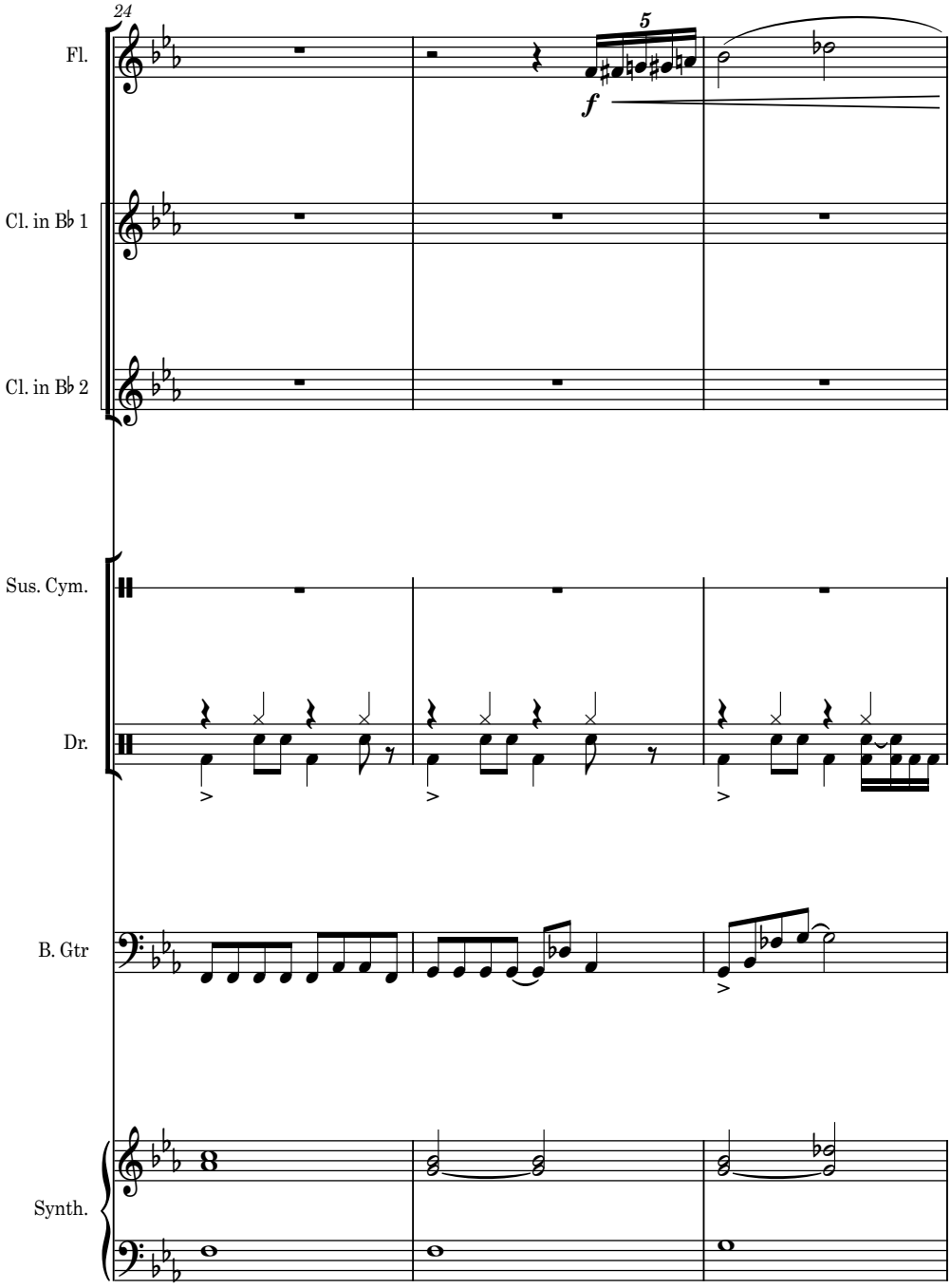

7
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
f
Sus. Cym.
Dr.
B. Gtr
Synth.

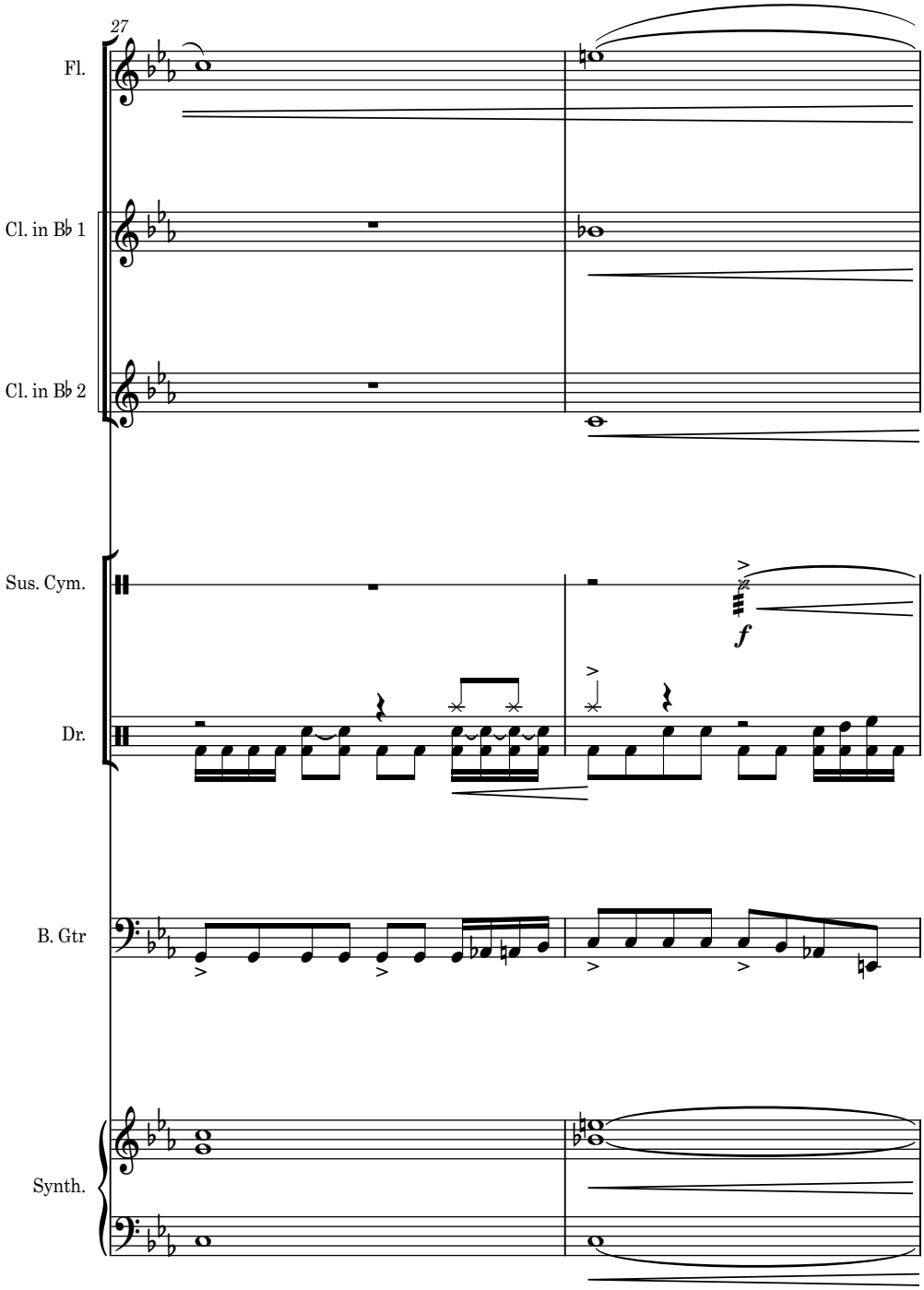

11
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.

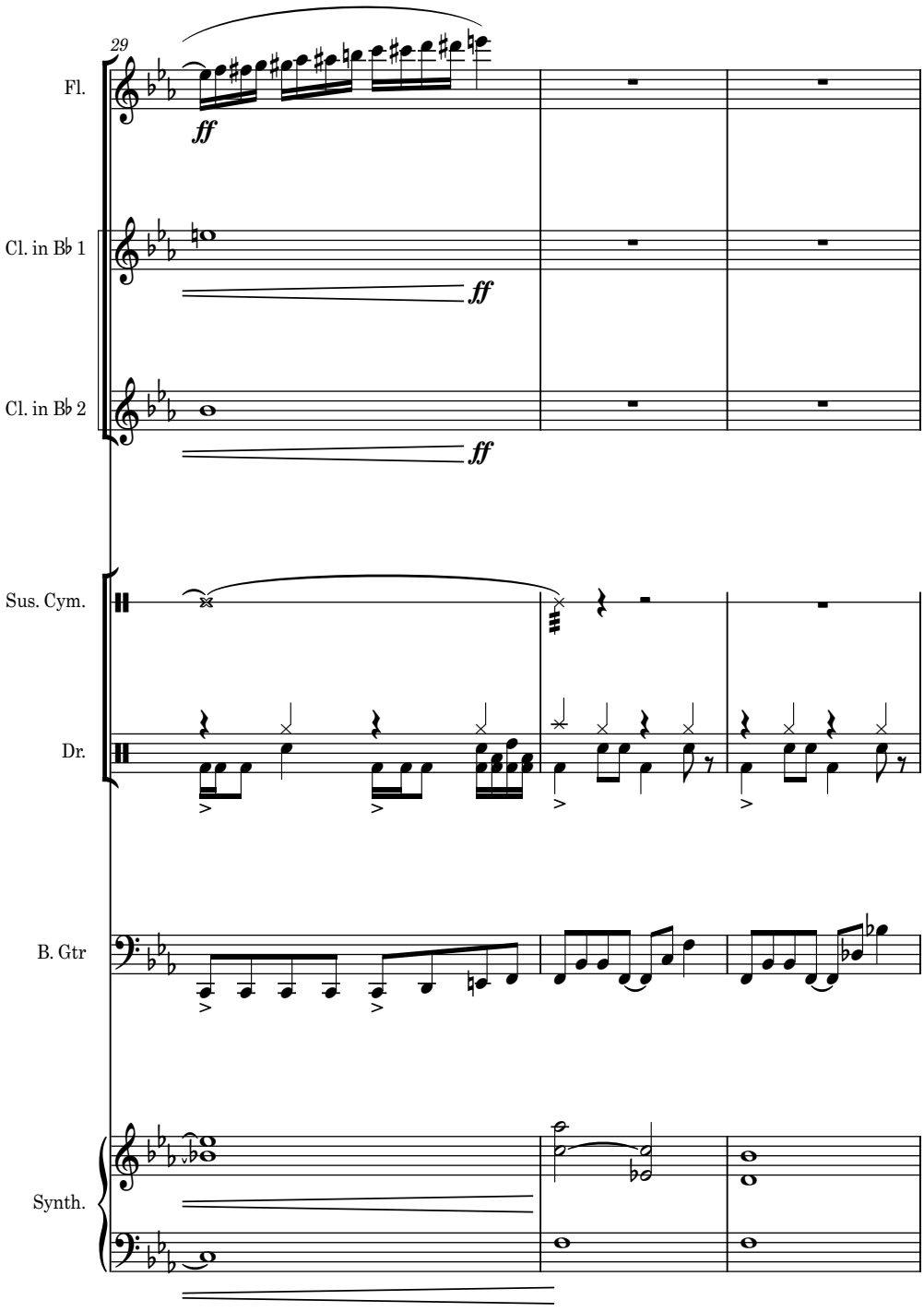

15
1.
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.

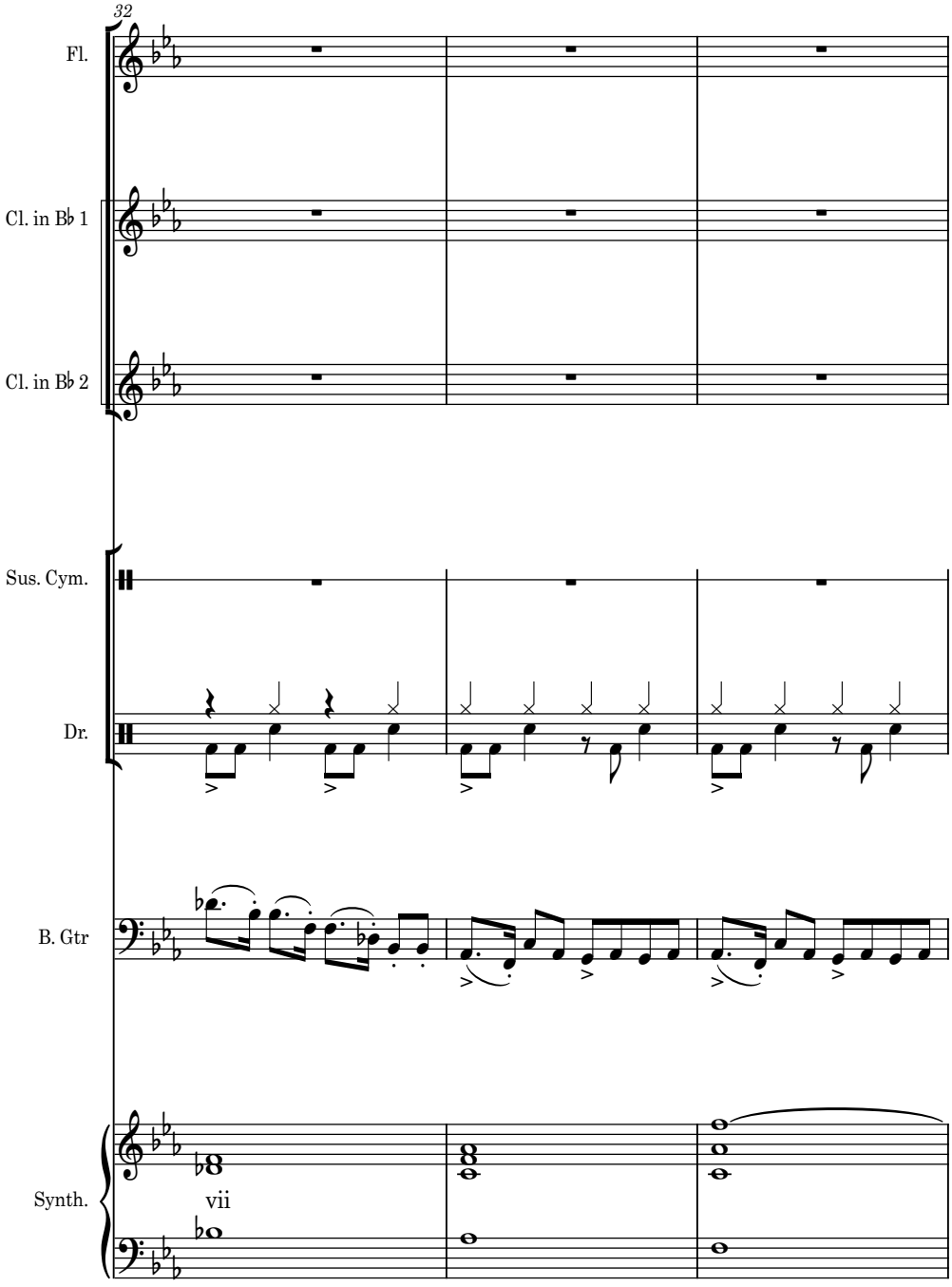

18
2.
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.

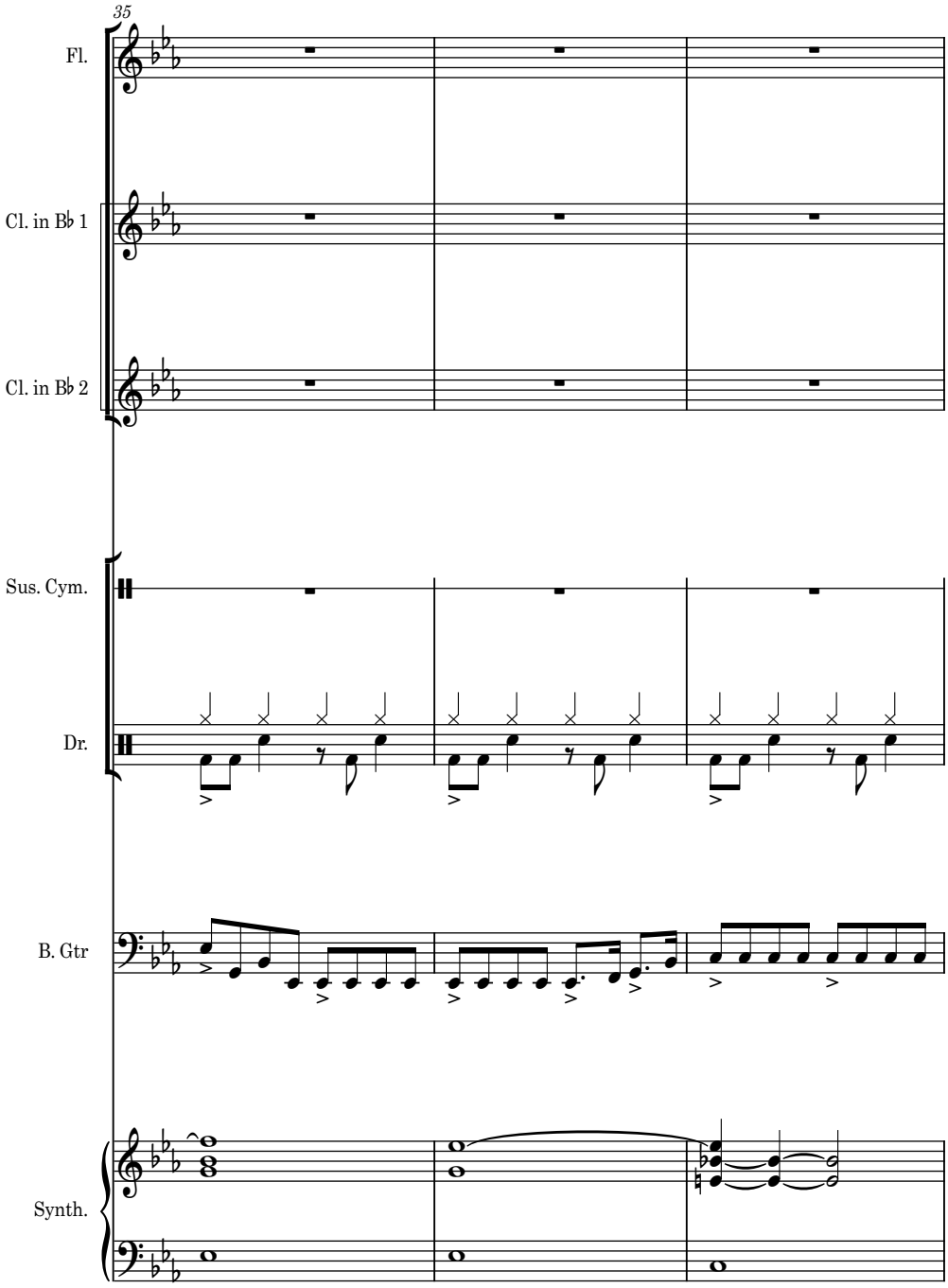

21
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.

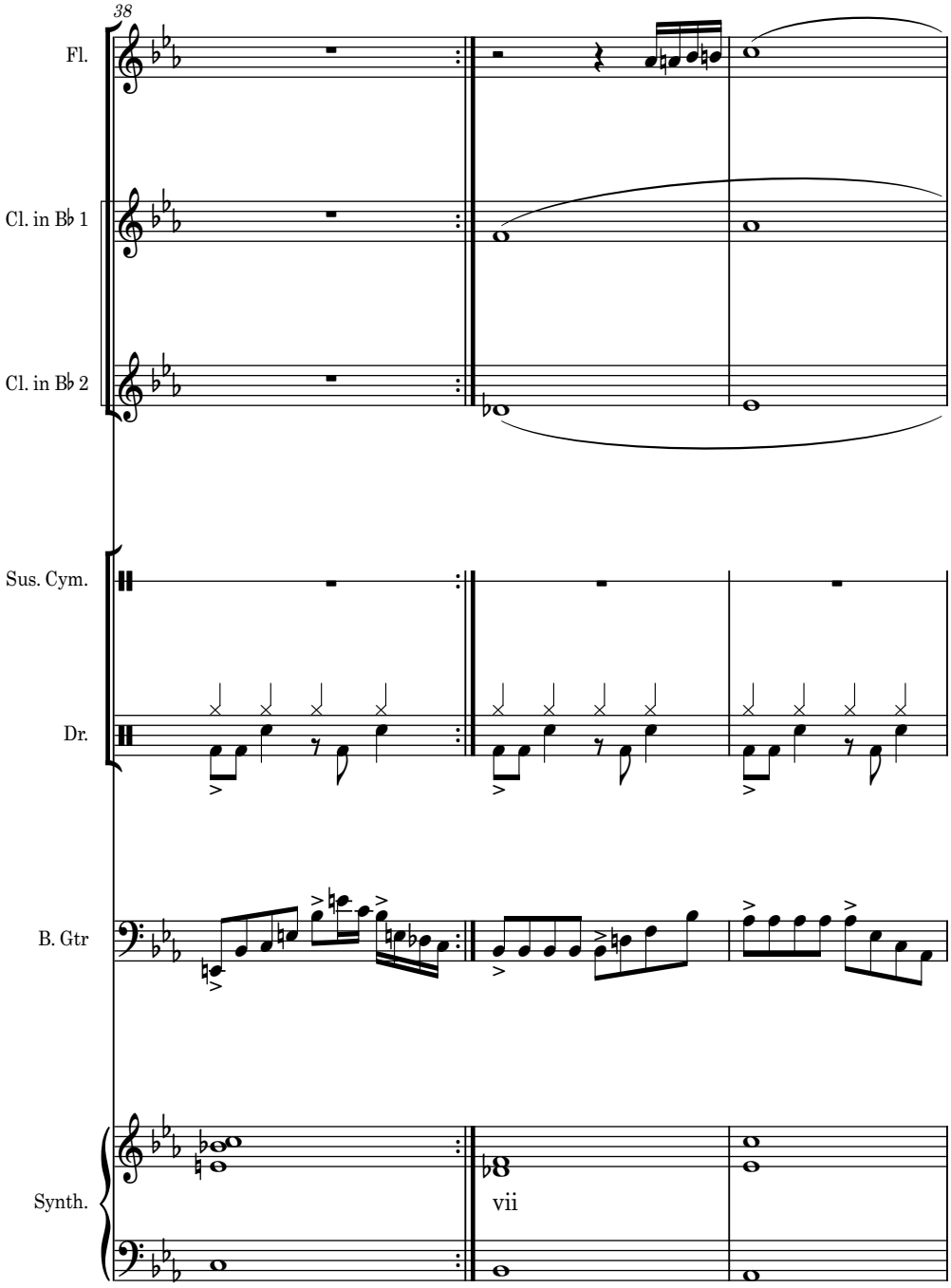

24
5
Fl.
f
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.

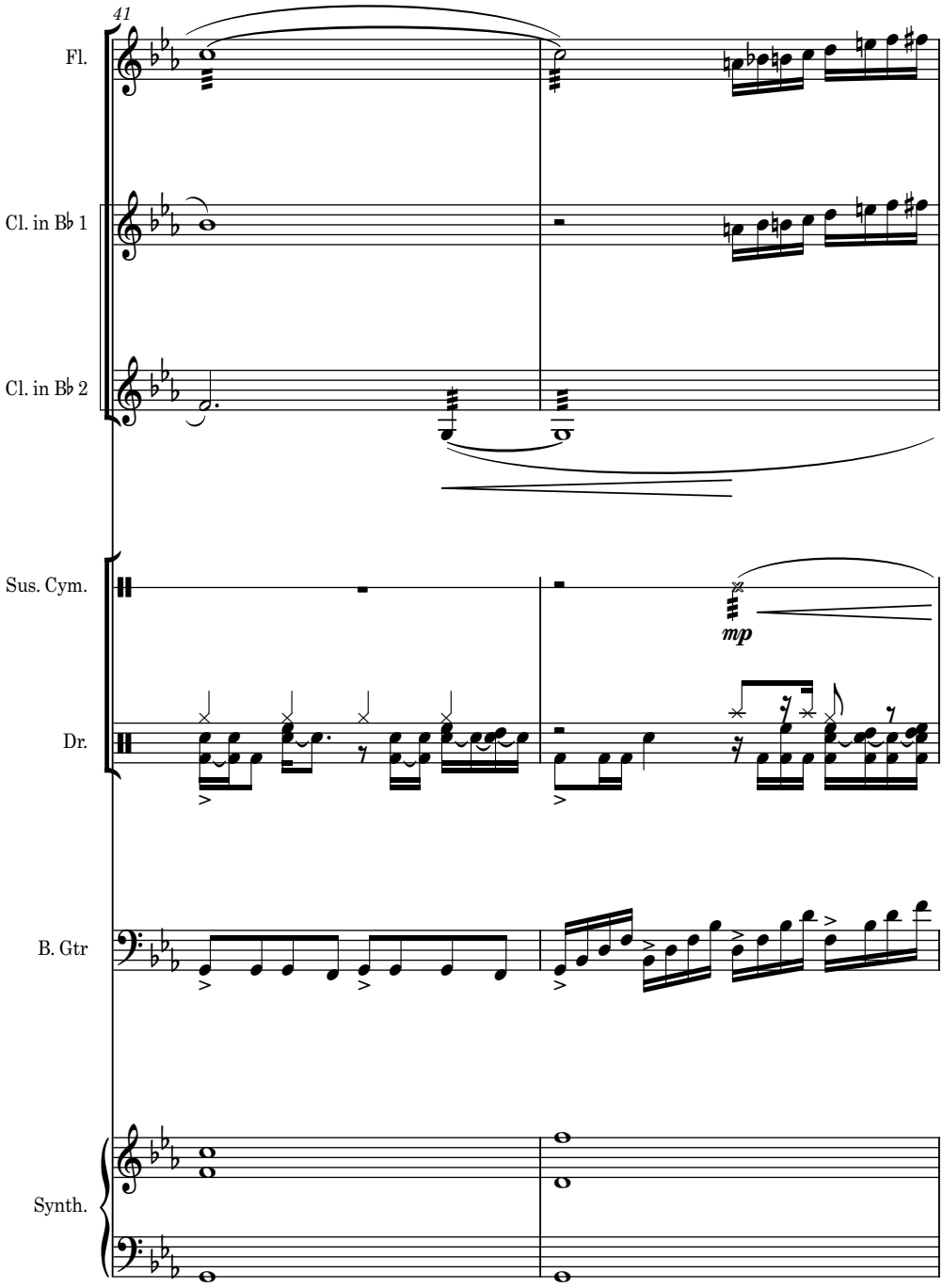

27
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
f

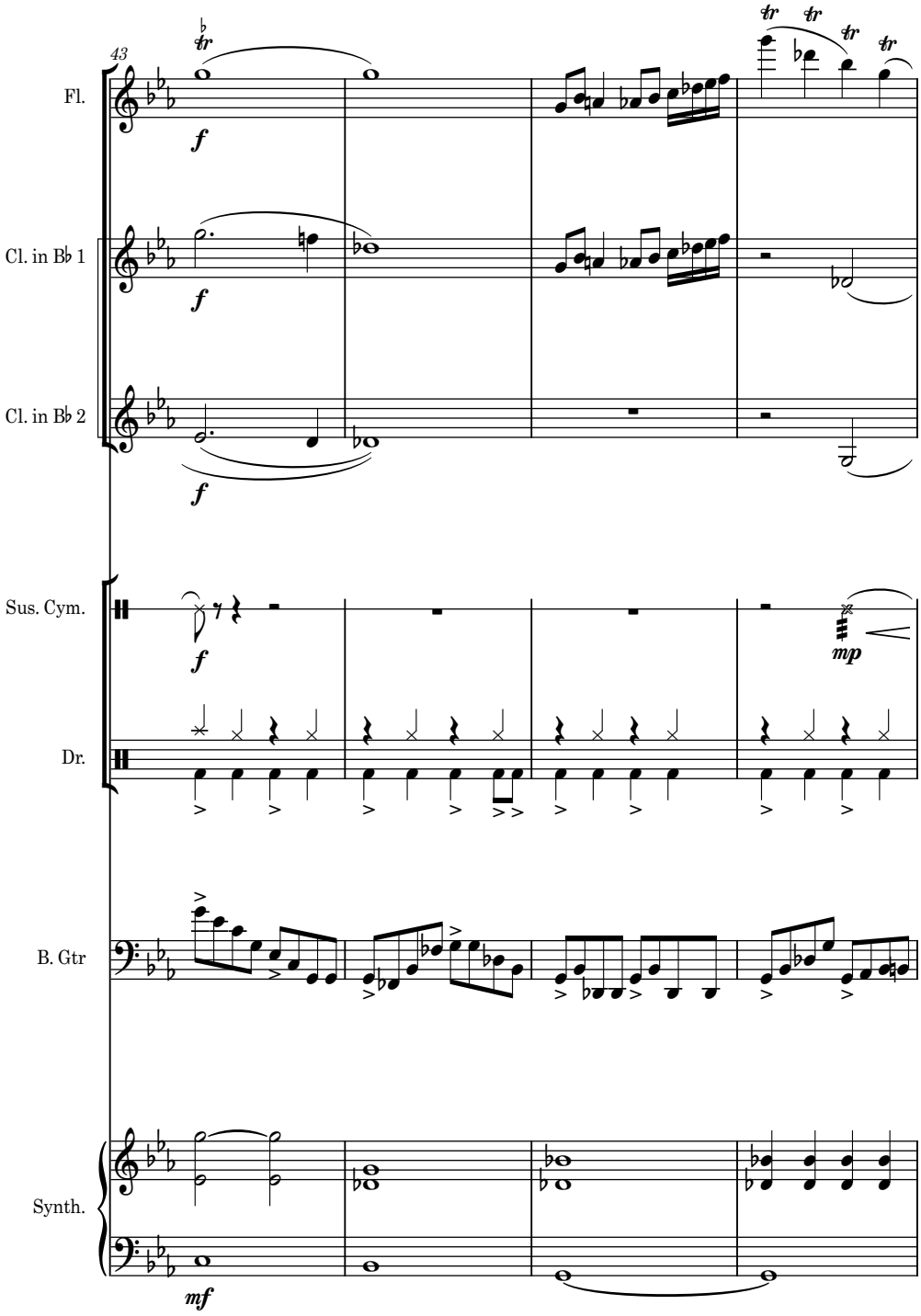

29
Fl.
ff
Cl. in B♭ 1
ff
Cl. in B♭ 2
ff
Sus. Cym.
Dr.
B. Gtr
Synth.

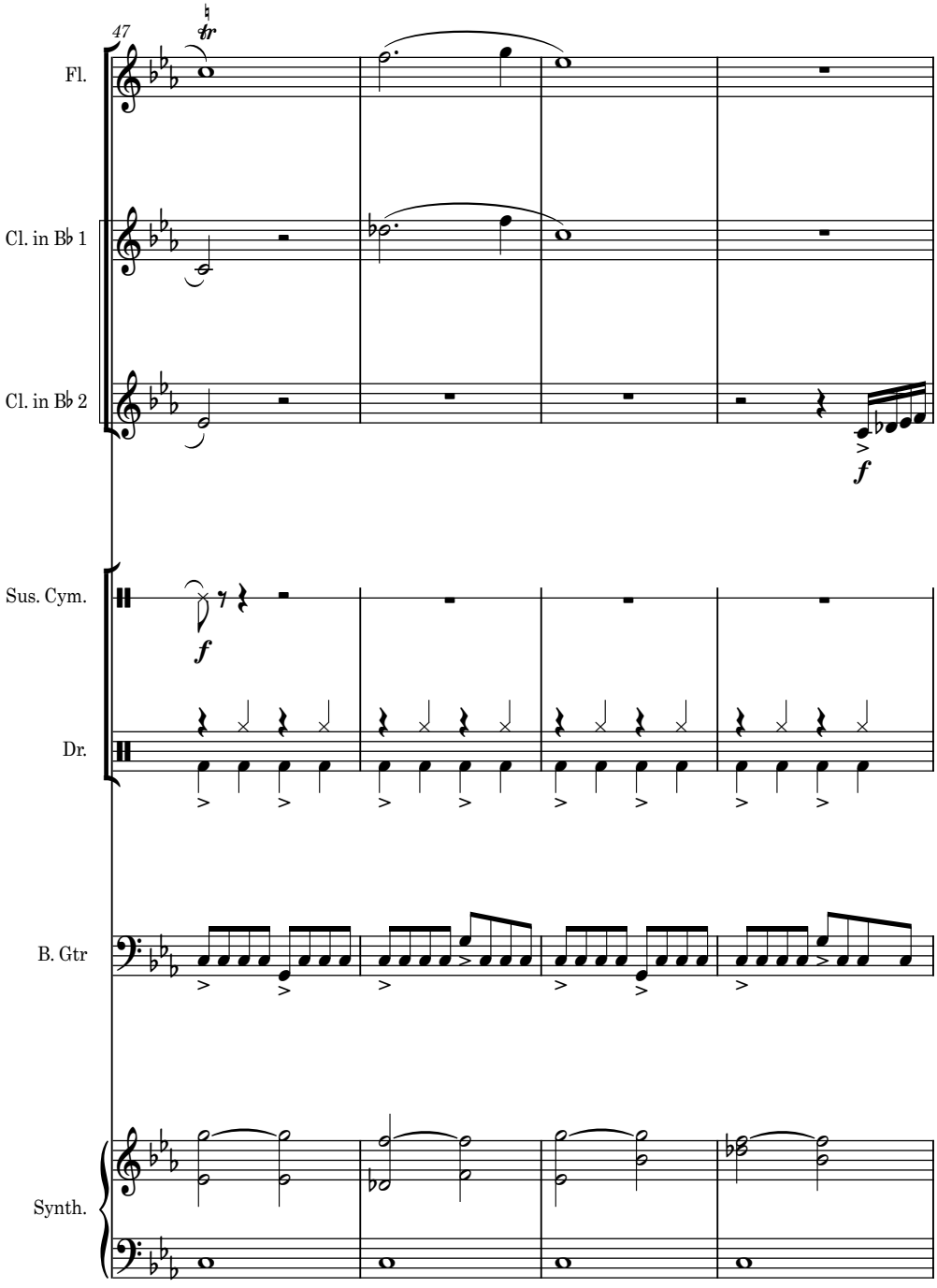

32
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
vii

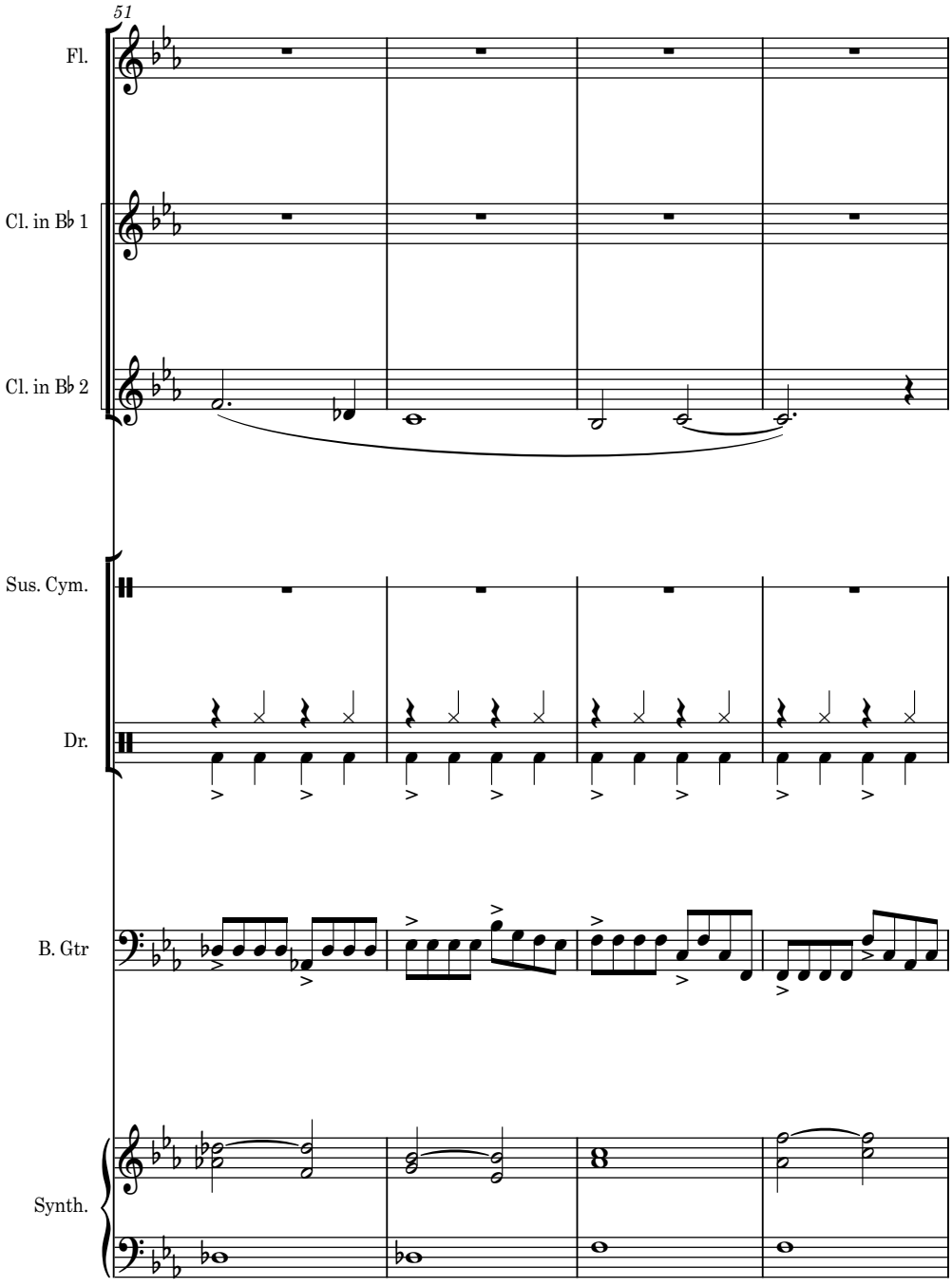

35
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.

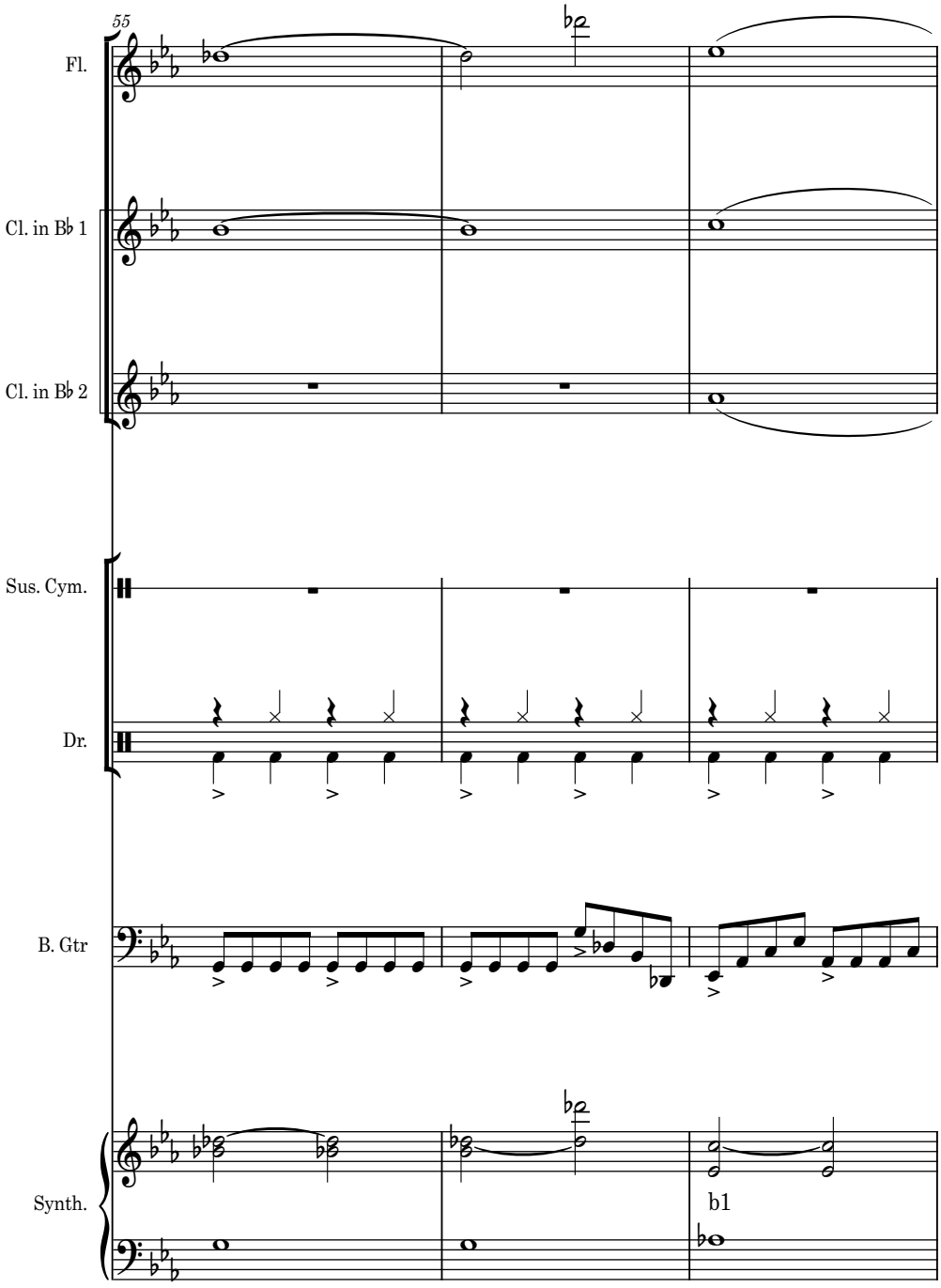

38
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
vii

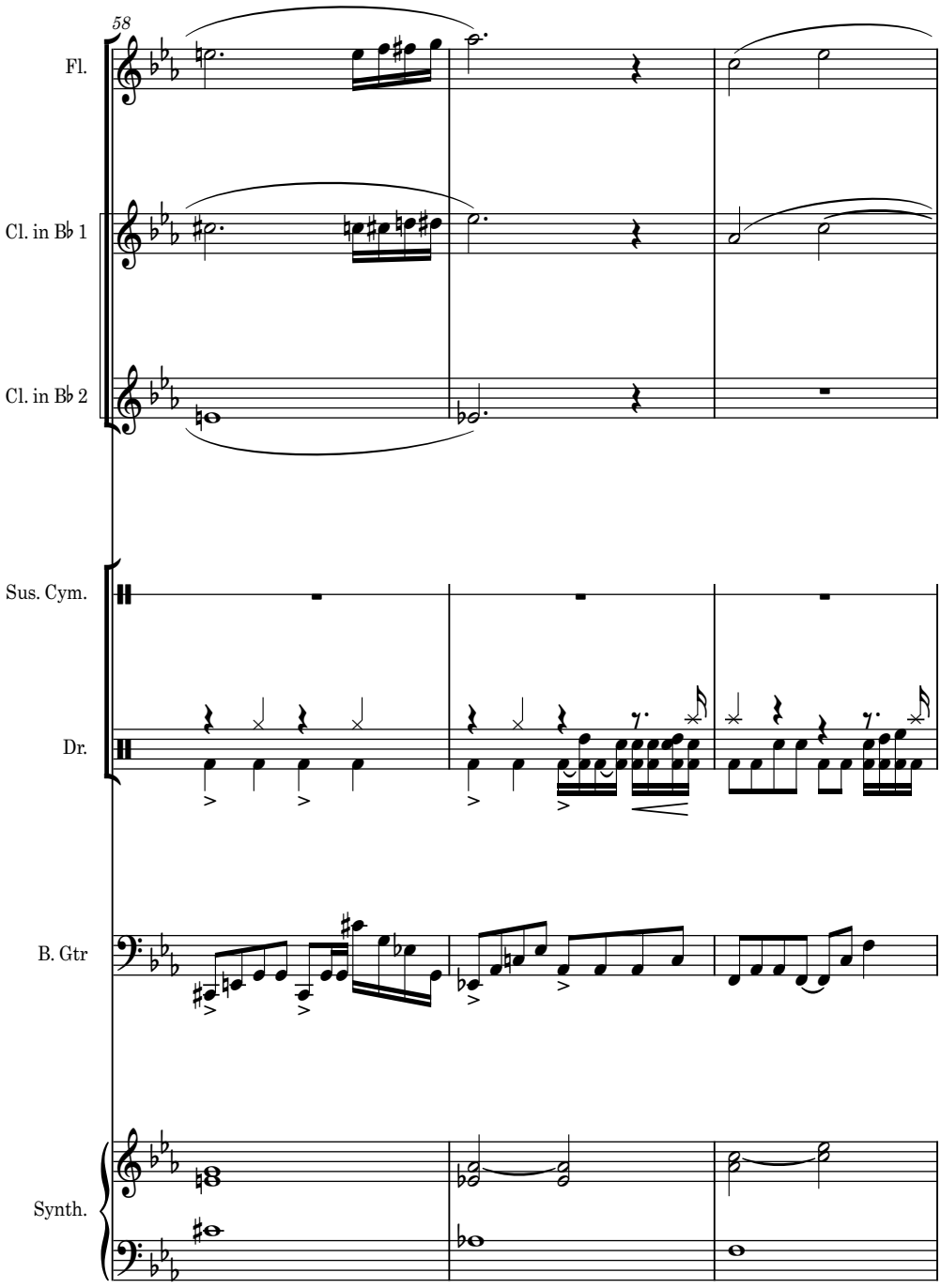

41
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
mp
Dr.
B. Gtr
Synth.

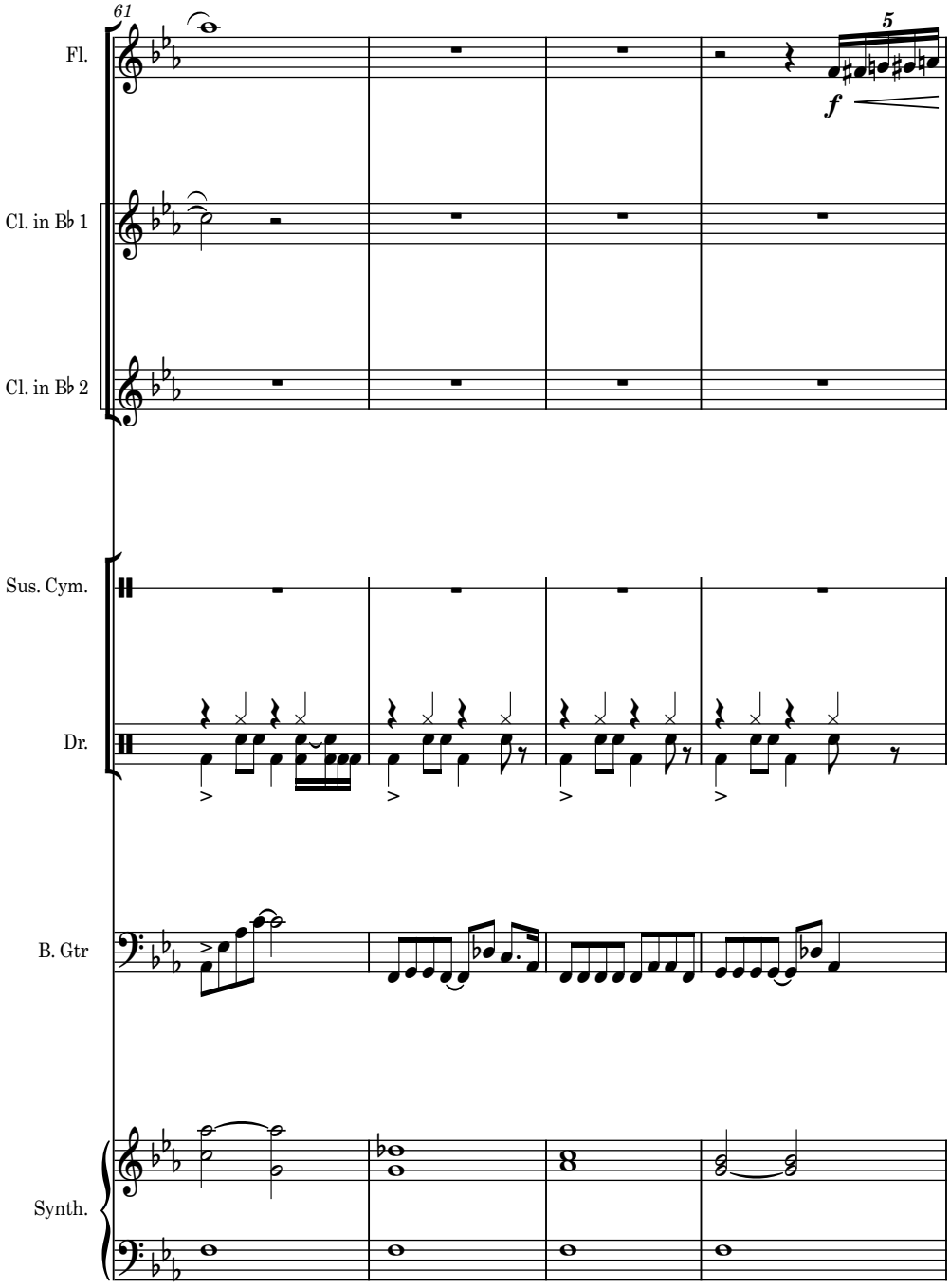

43
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
f
mp
mf

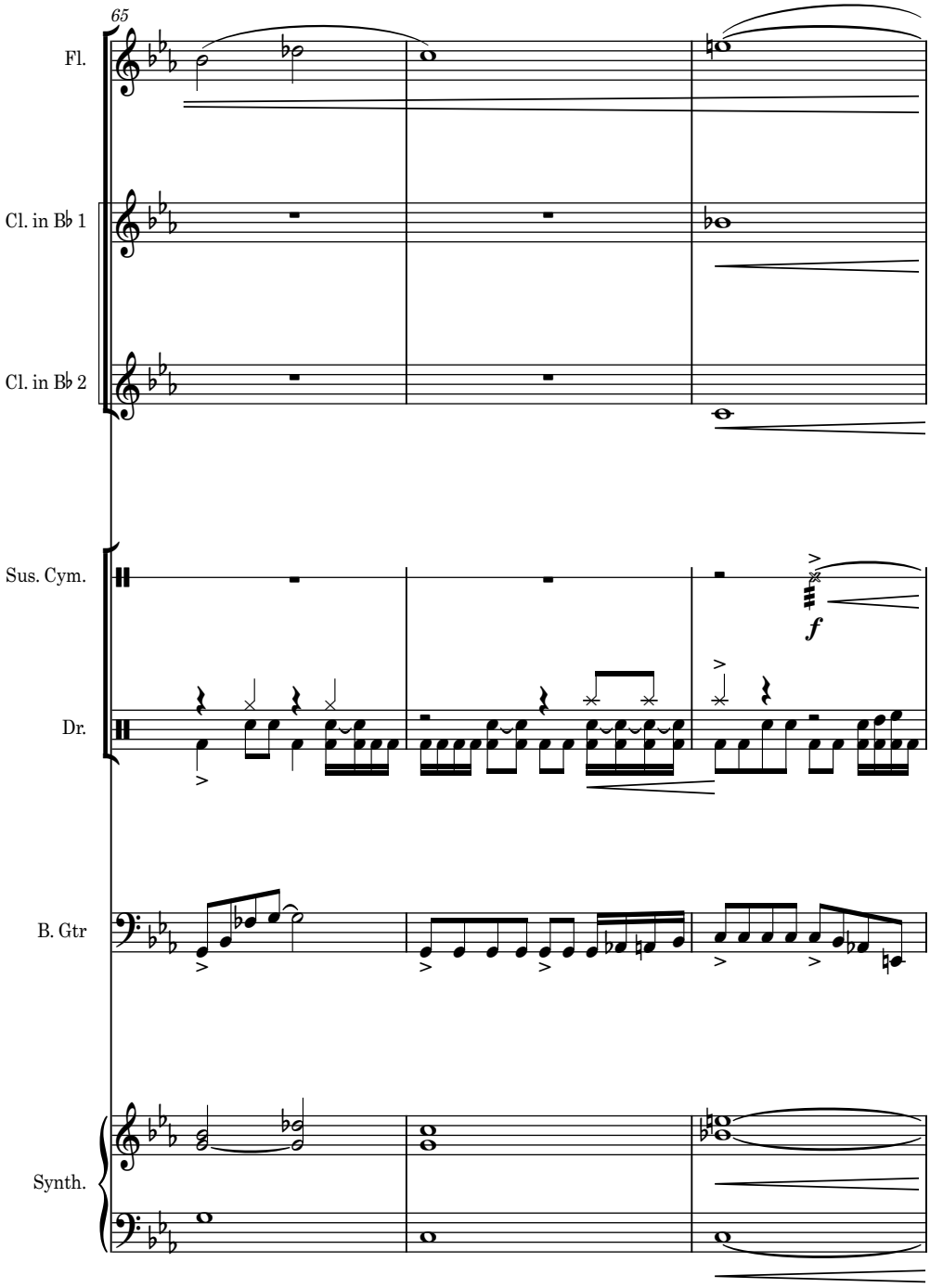

47
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
f

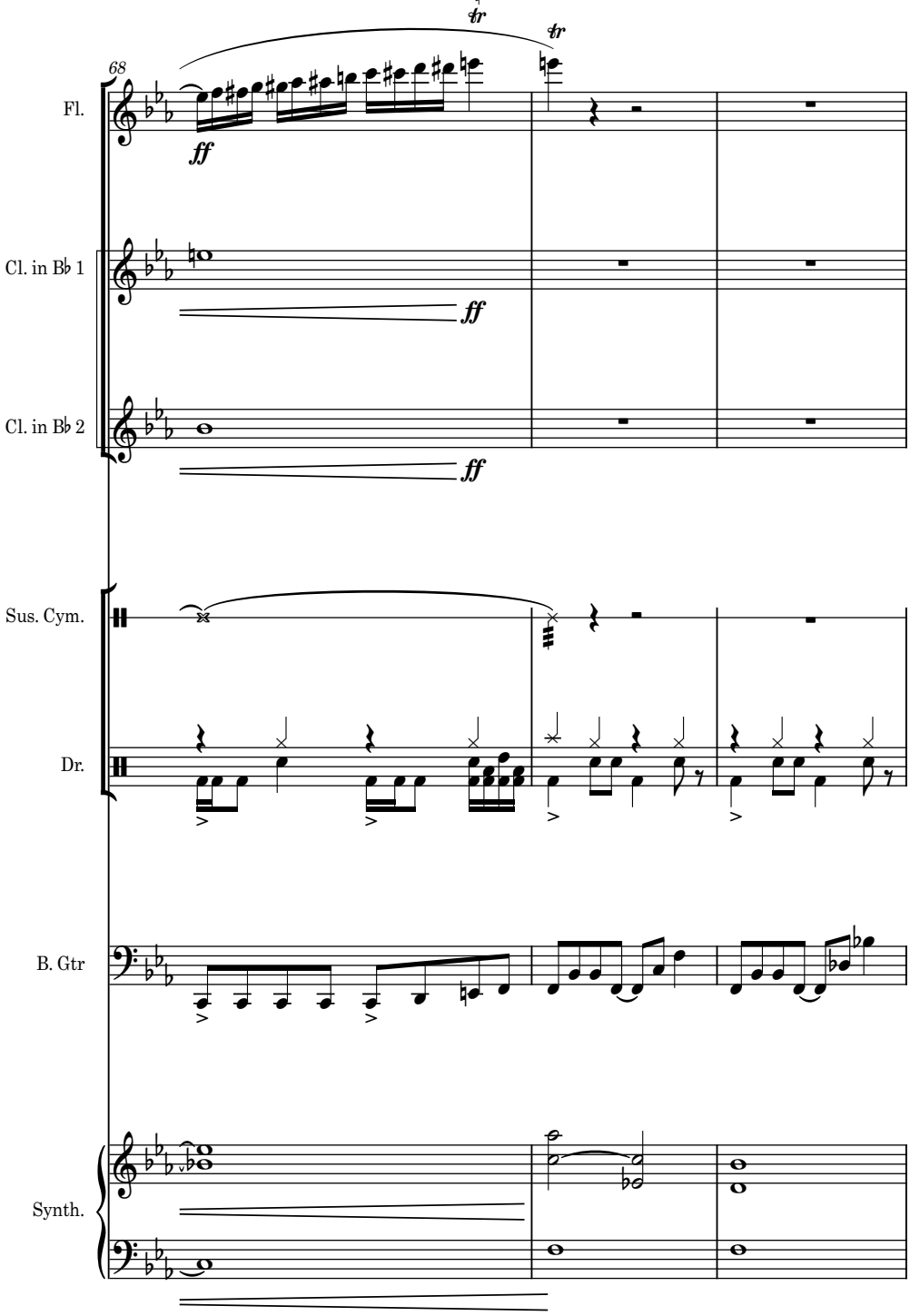

51
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.

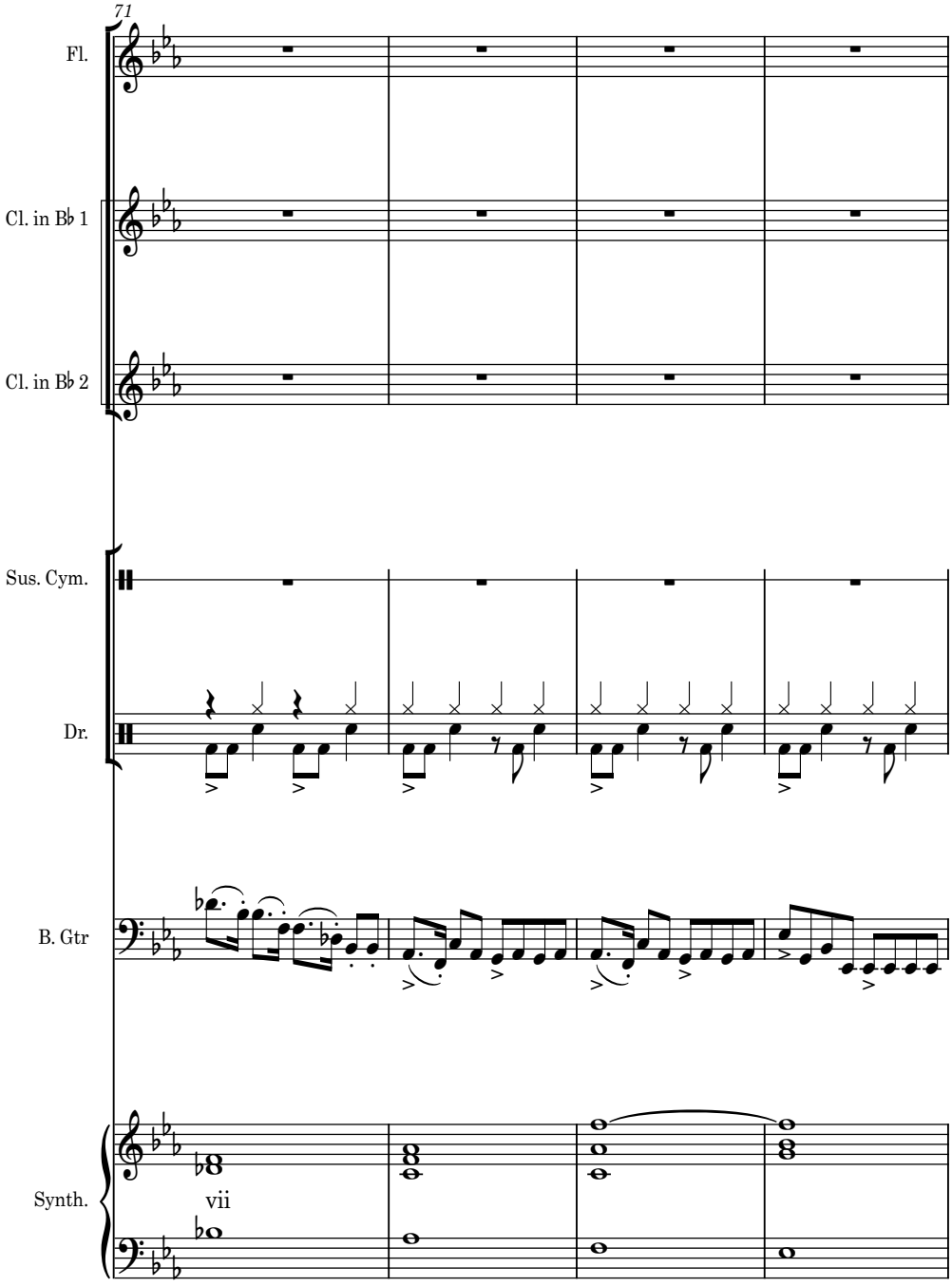

55
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
b1

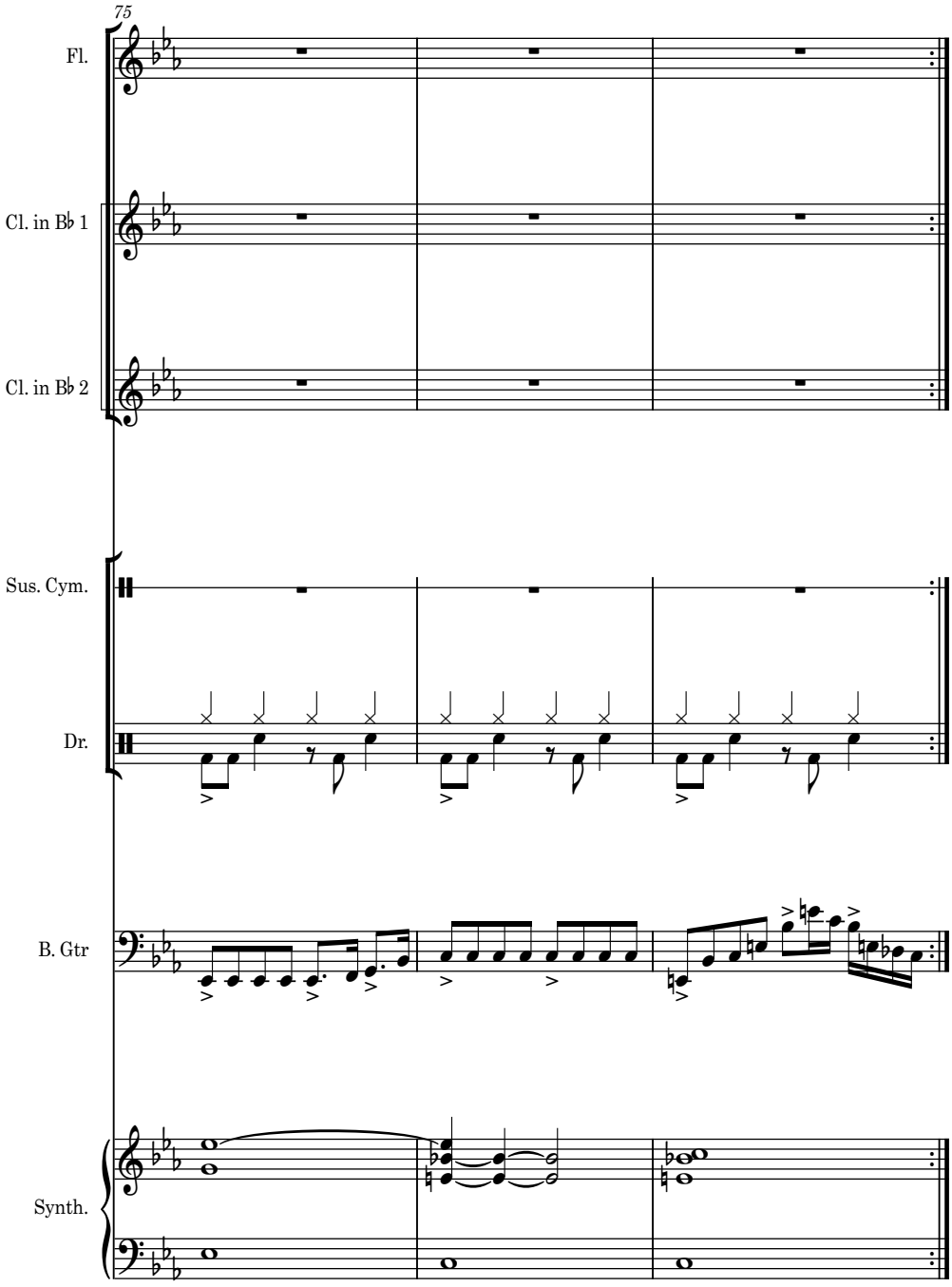

58
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.


61
5
f
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.


65
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
f


68
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
ff
tr


71
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.
vii


75
Fl.
Cl. in B♭ 1
Cl. in B♭ 2
Sus. Cym.
Dr.
B. Gtr
Synth.

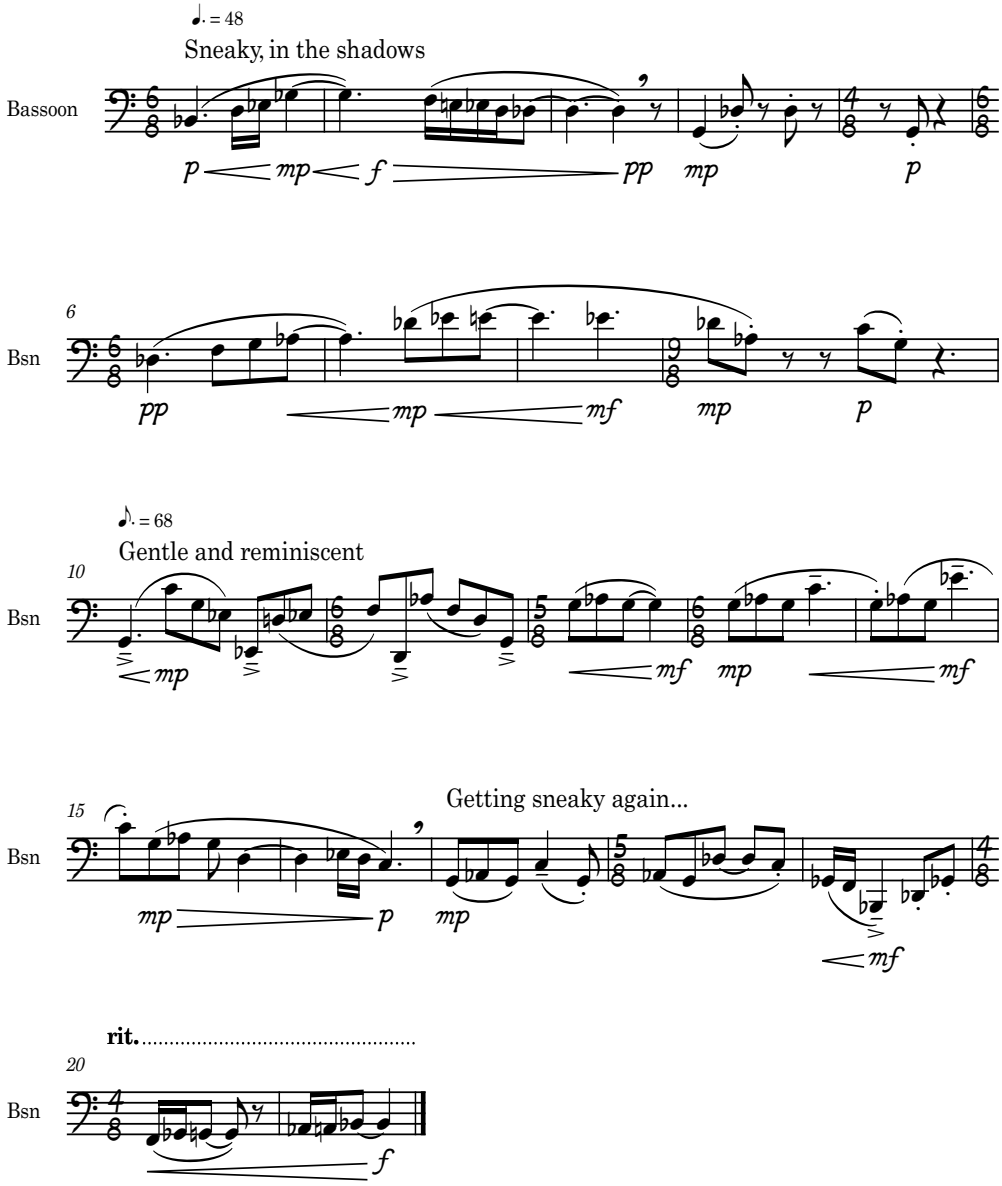
Celestine

Bassoon solo
for Cole Kirchenbauer

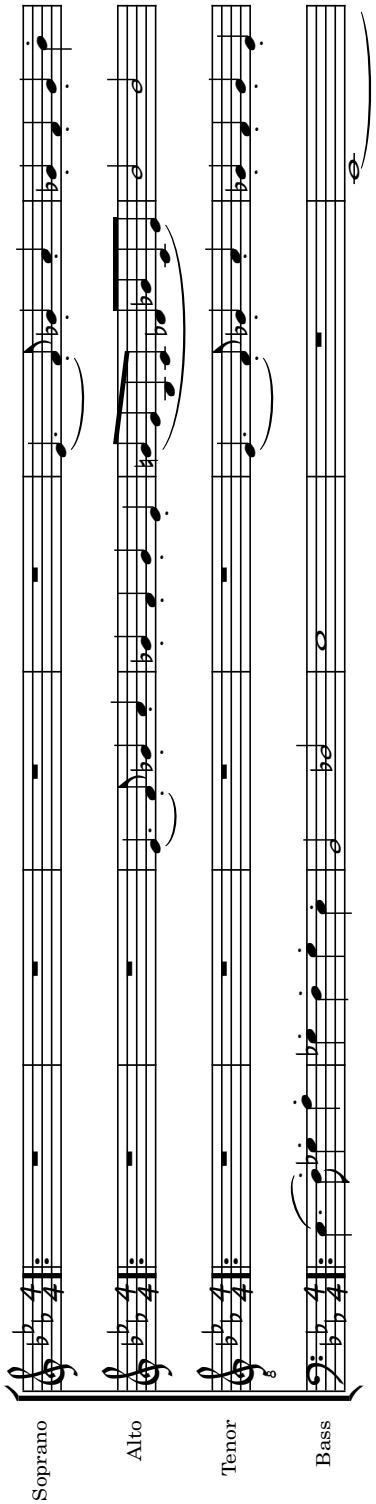
Josh Aguiar 2024

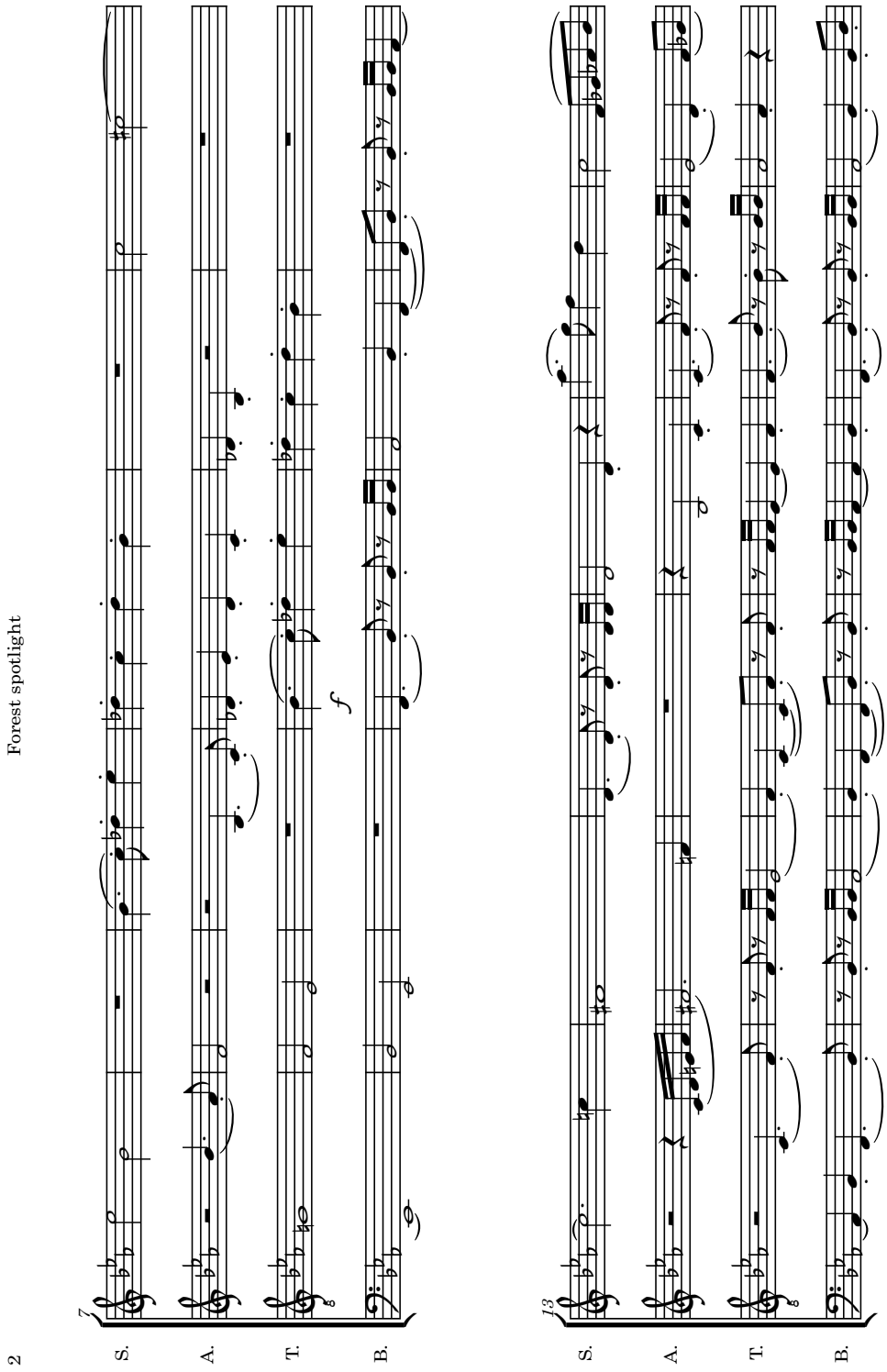
Celestine

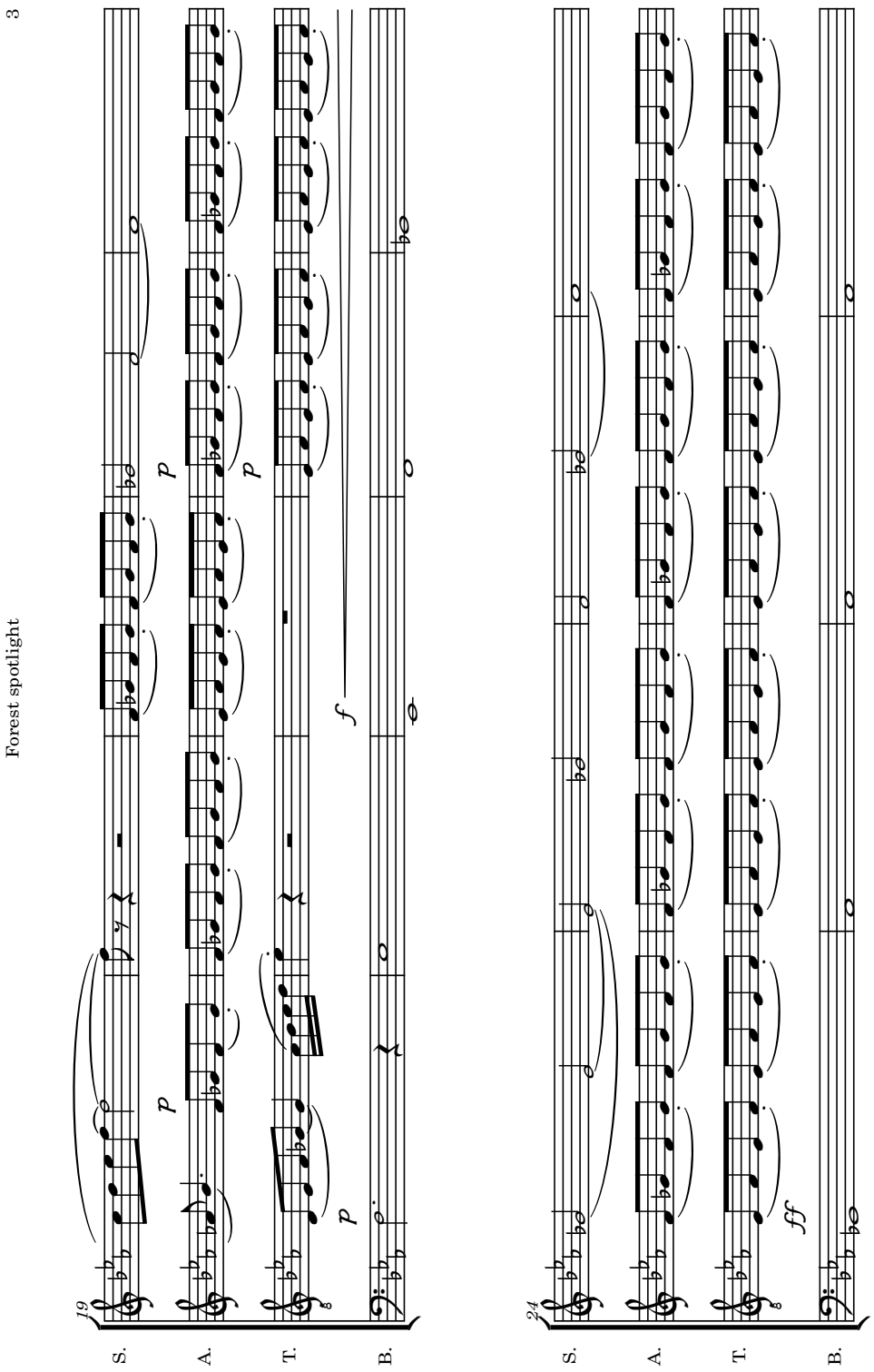
Josh Aguiar

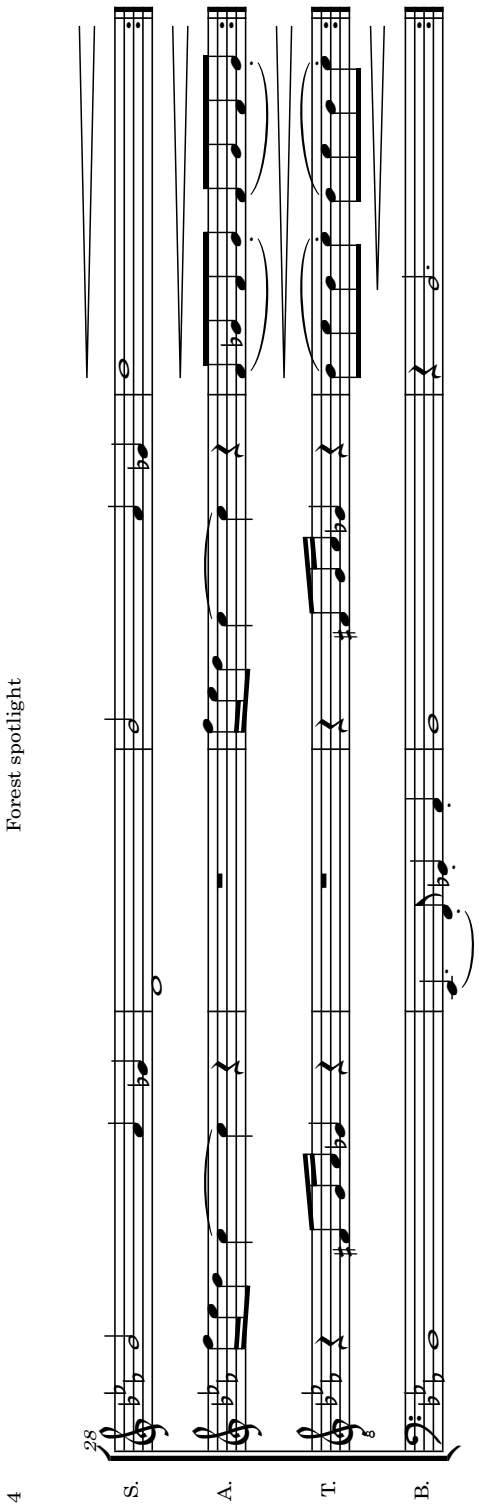


Forest spotlight



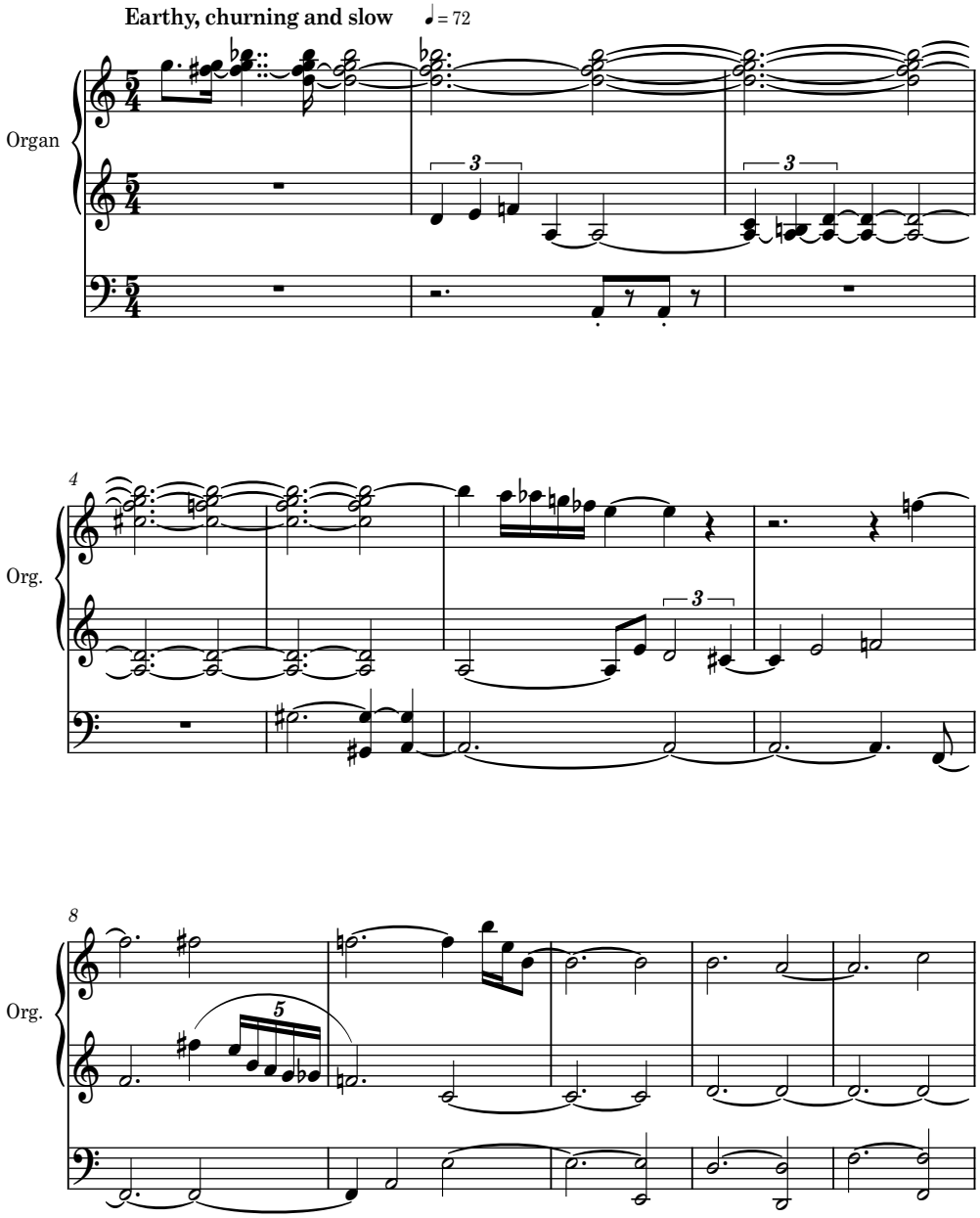

Forest spotlight
2
7
S.
A.
T.
B.
f
13
S.
A.
T.
B.

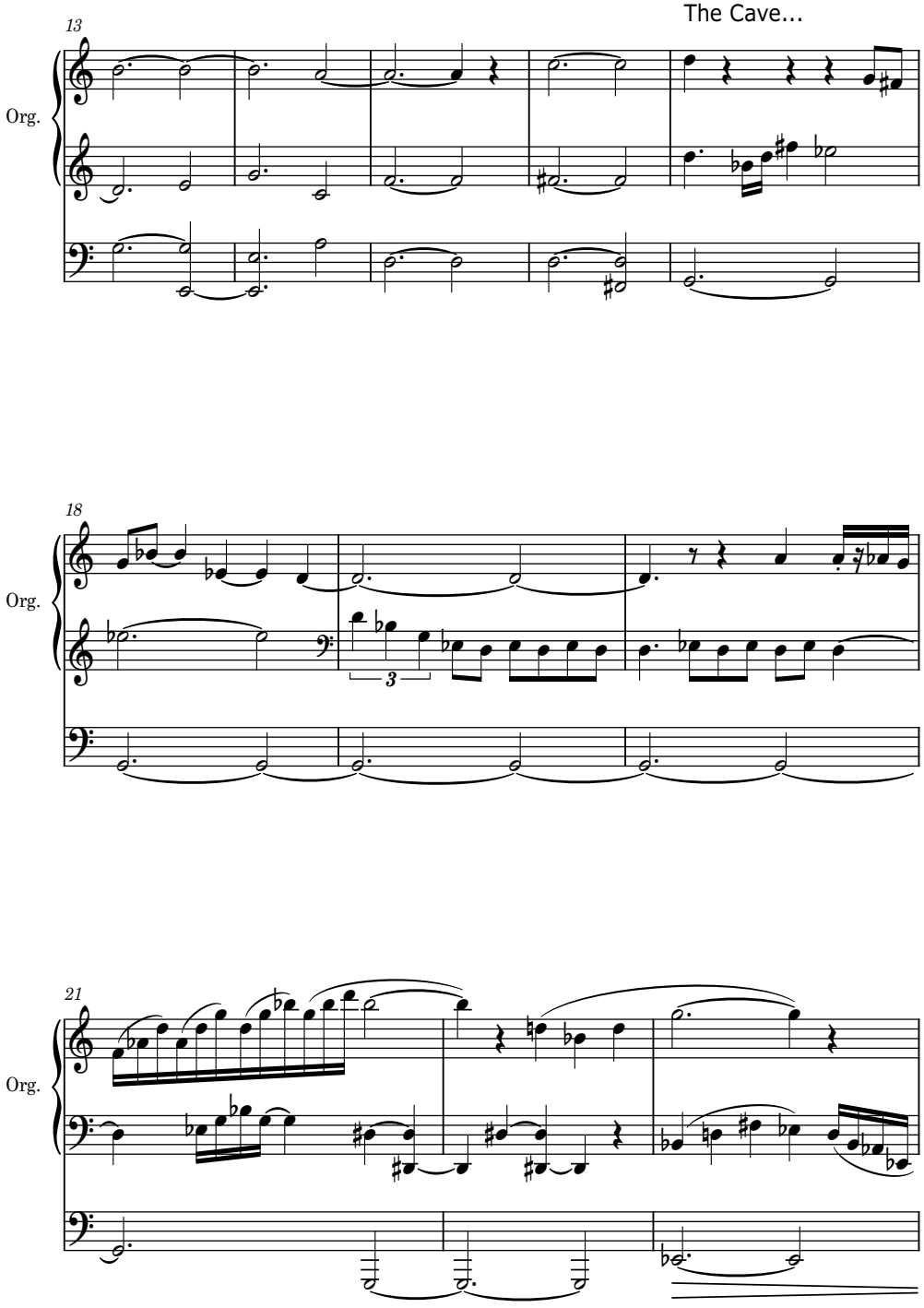

3
Forest spotlight
19
S.
A.
T.
B.
p
p
p
f
24
S.
A.
T.
B.
ff

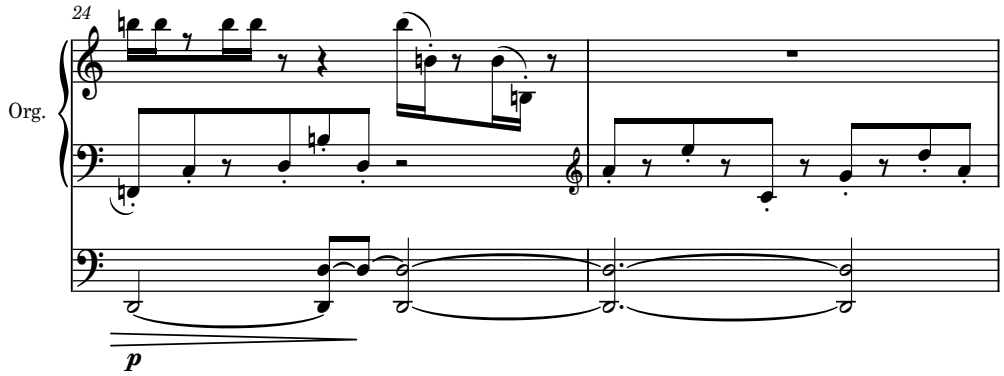

Forest spotlight
4
28
S.
A.
T.
B.

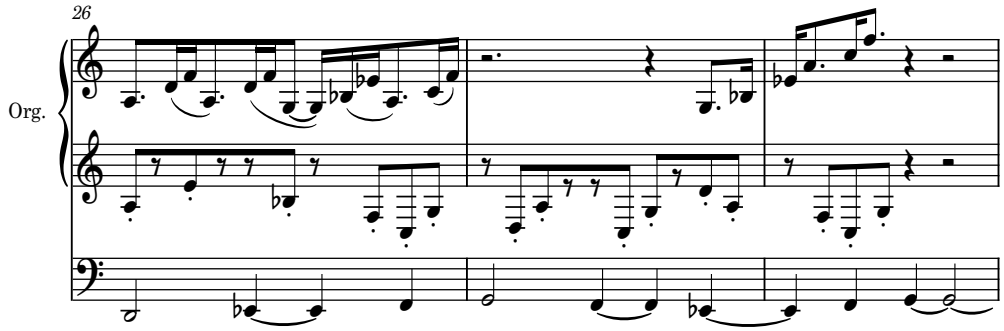
{Geomancy}

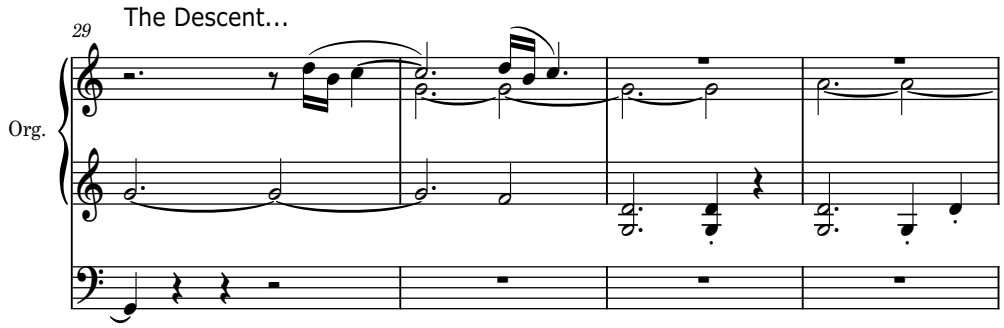
1. I

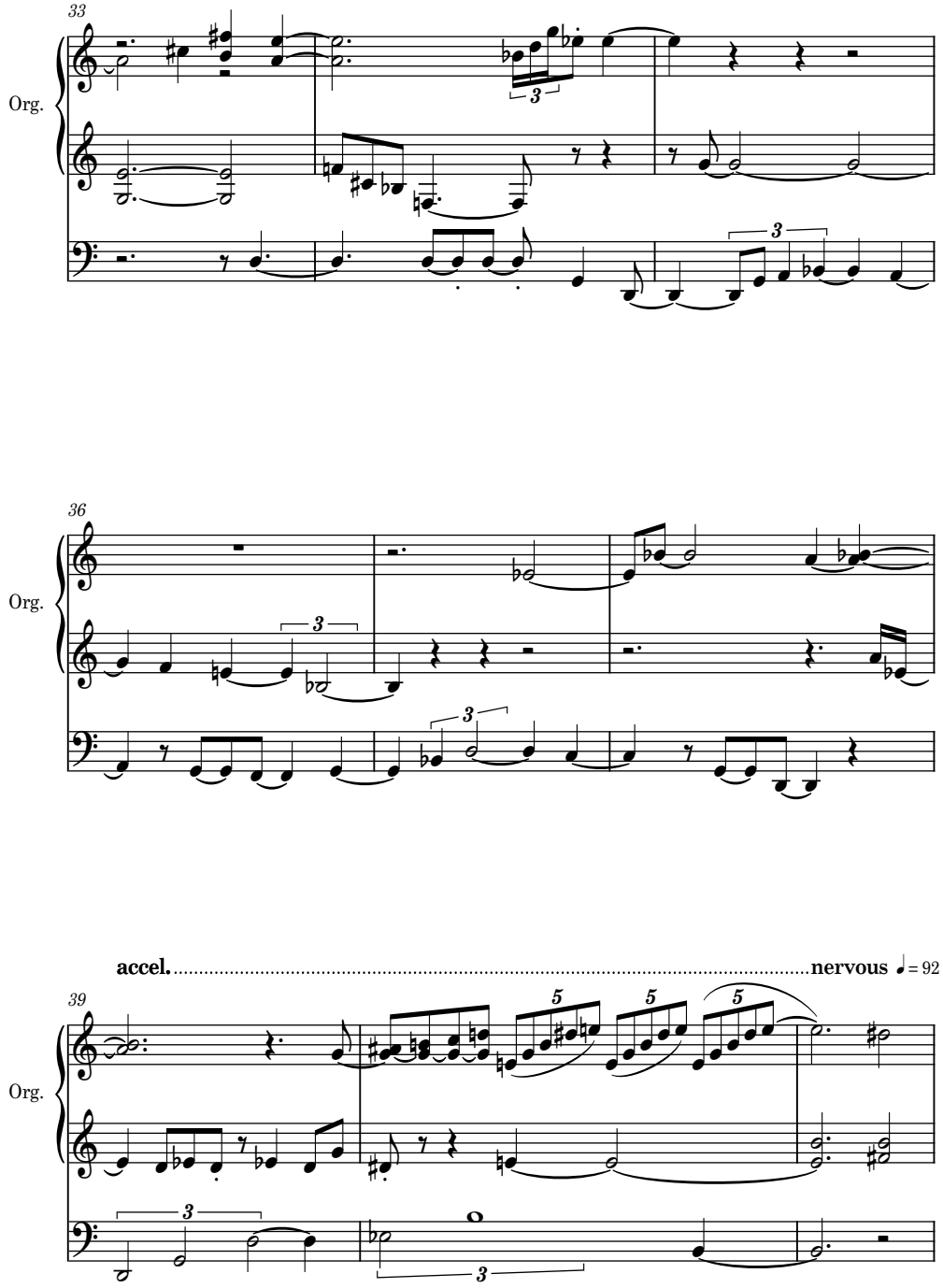


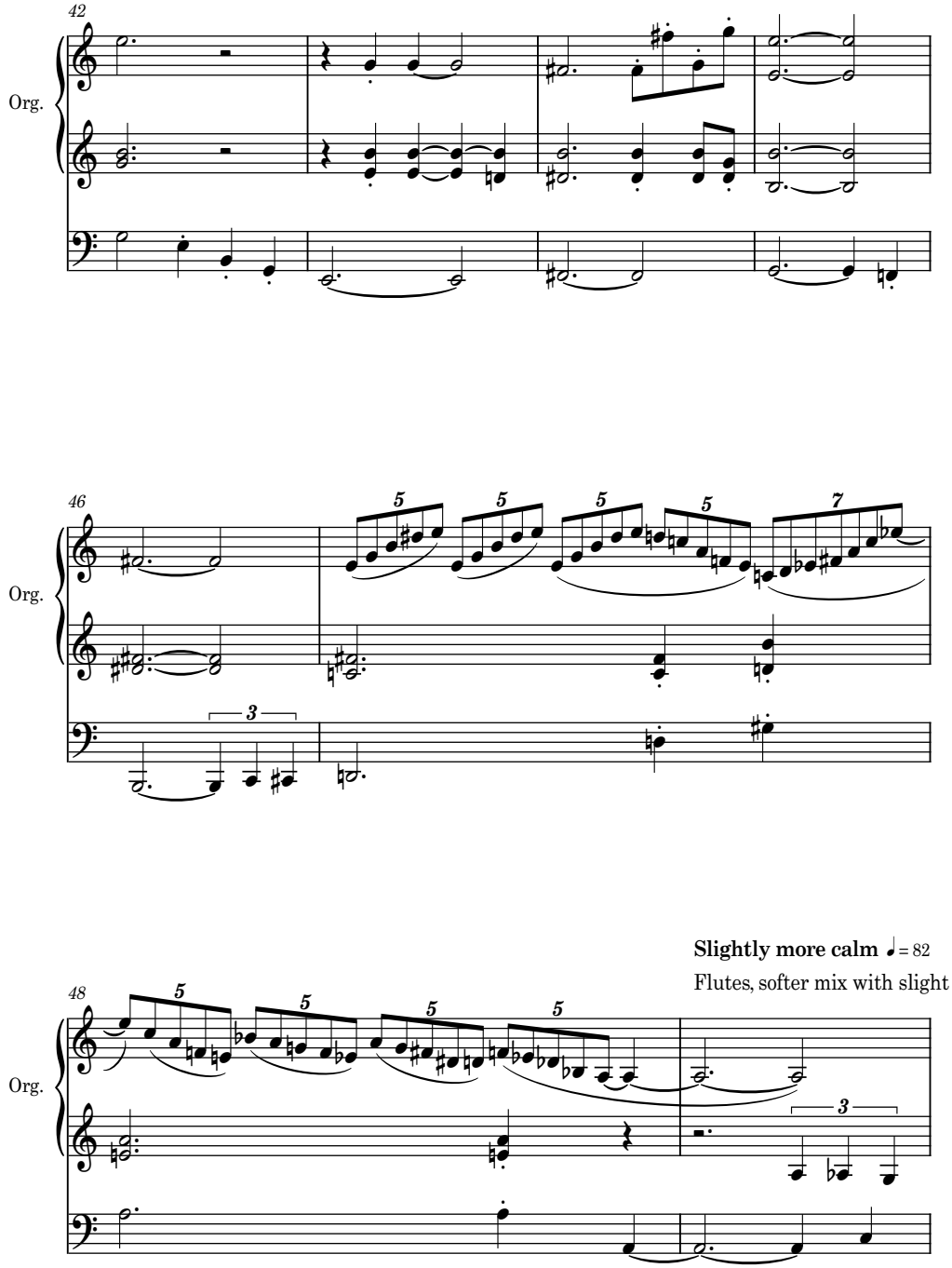

The Cave...
13
Org.
18
Org.
3
21
Org.

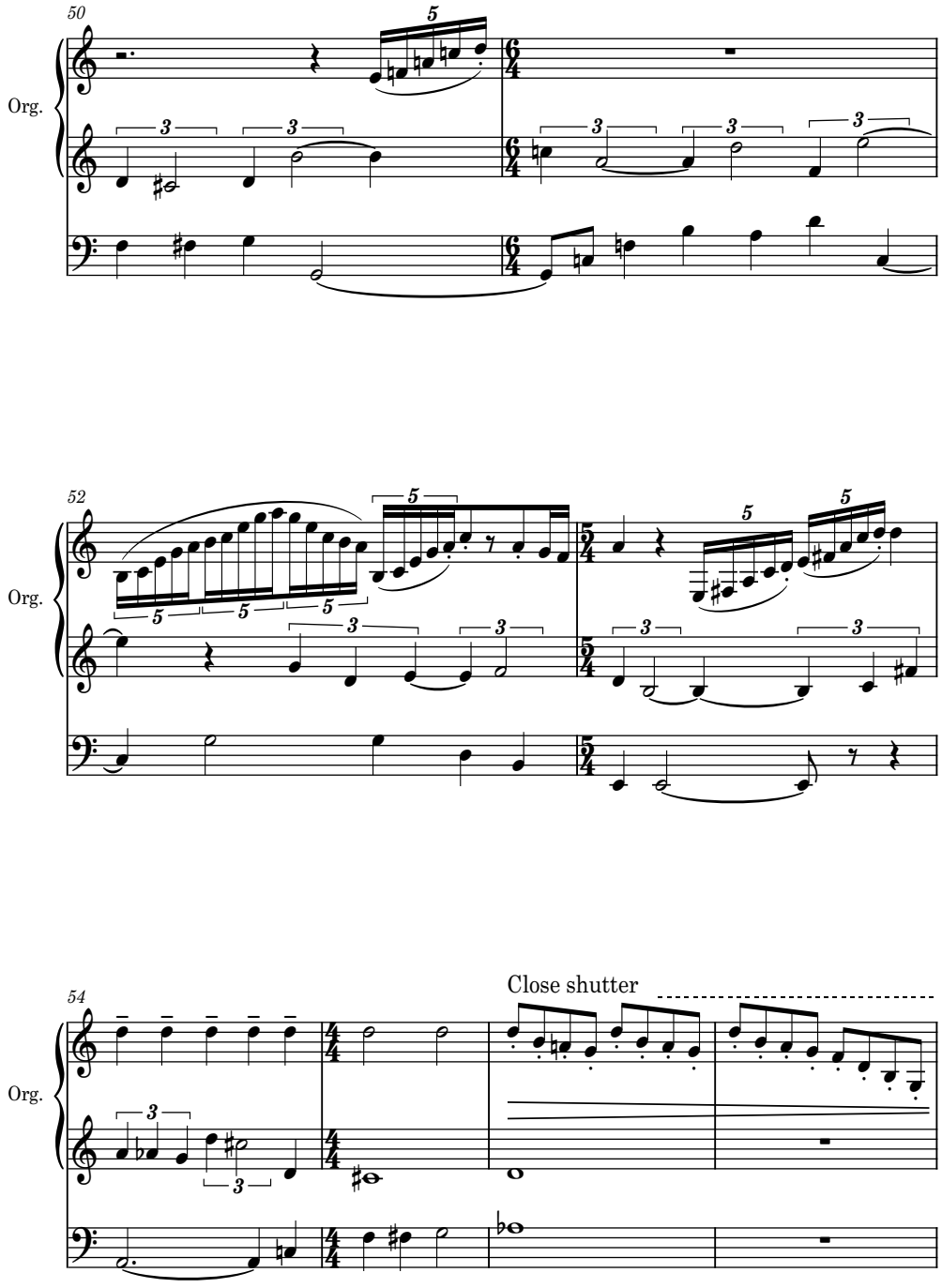

24
Org.
p

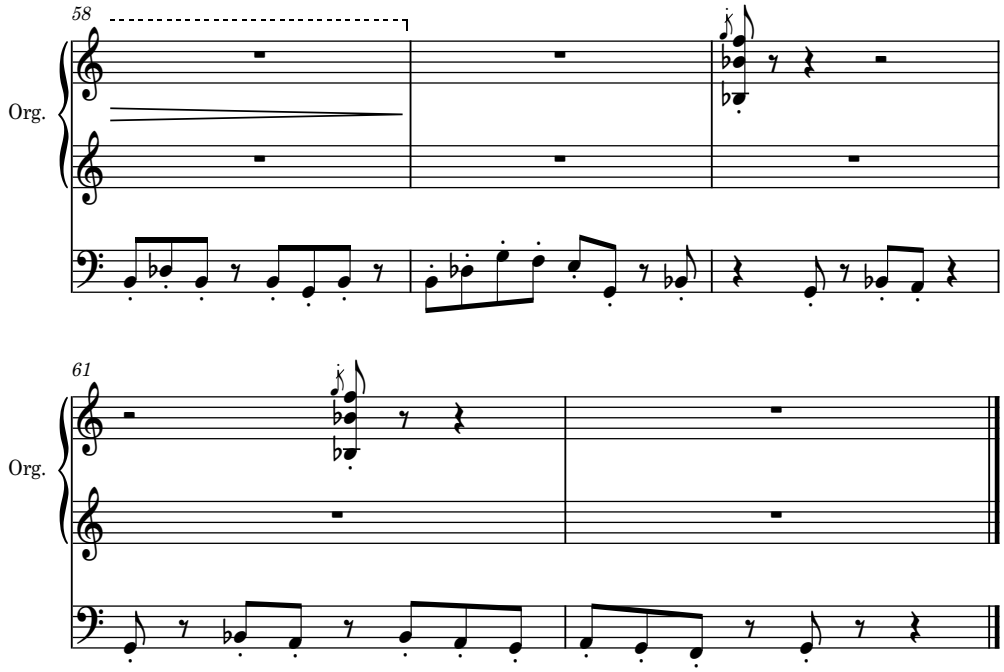

26
Org.


The Descent...
29
Org.


33
Org.
36
Org.
accel.
nervous
= 92
39
Org.

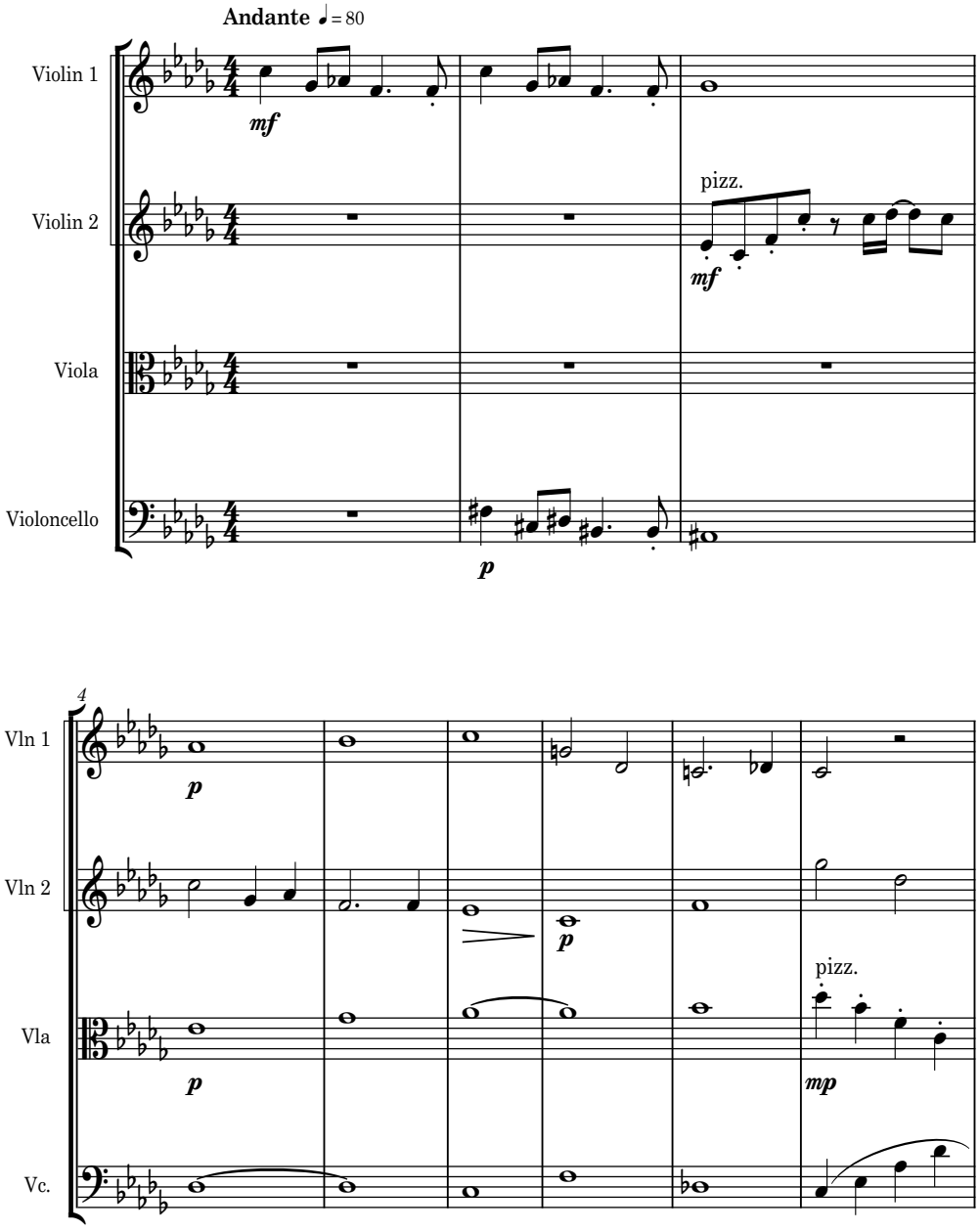

42
Org.
46
Org.
48
Org.
Slightly more calm ♩= 82
Flutes, softer mix with slight edge

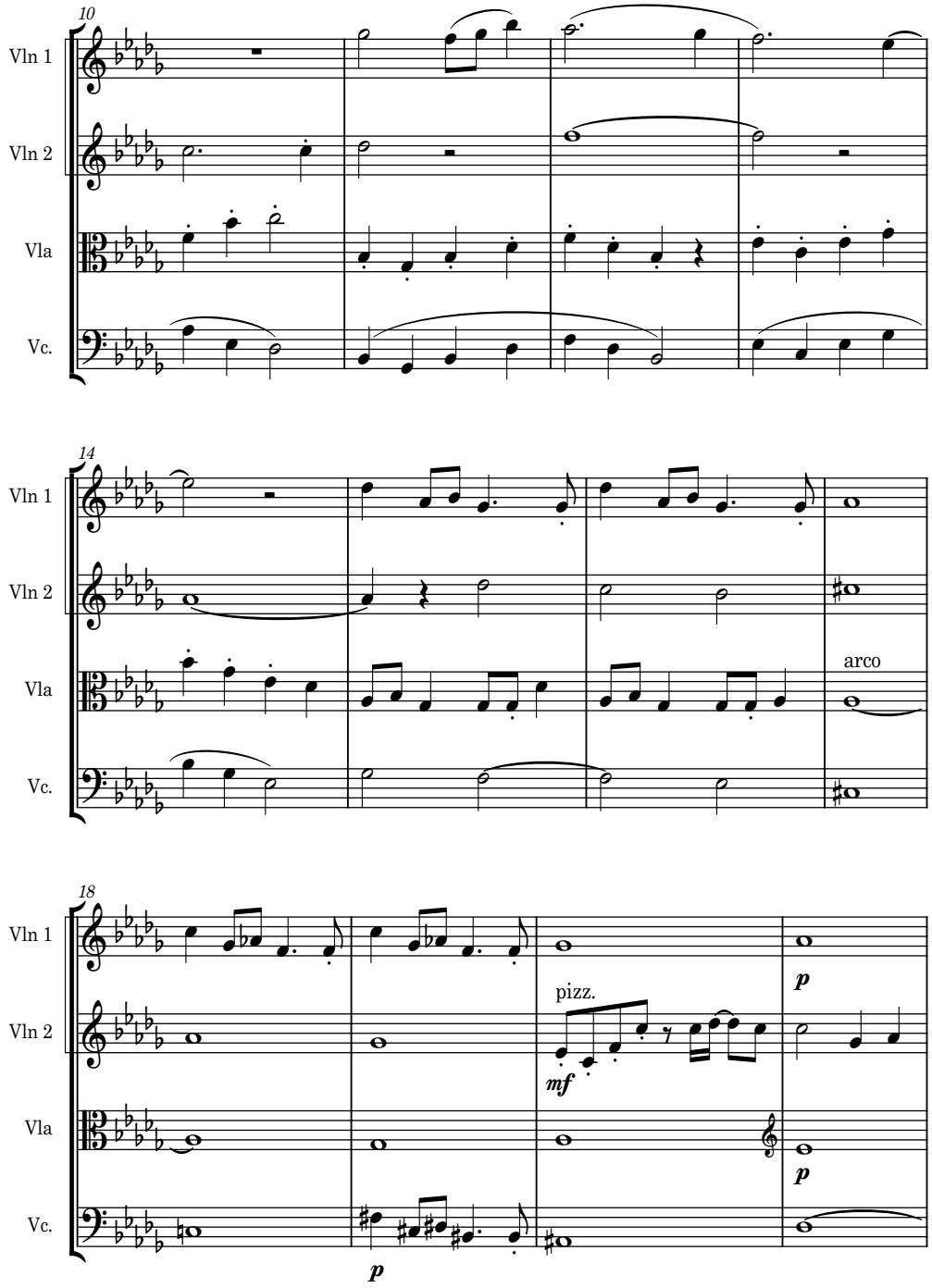

50
Org.
52
Org.
54
Org.
Close shutter

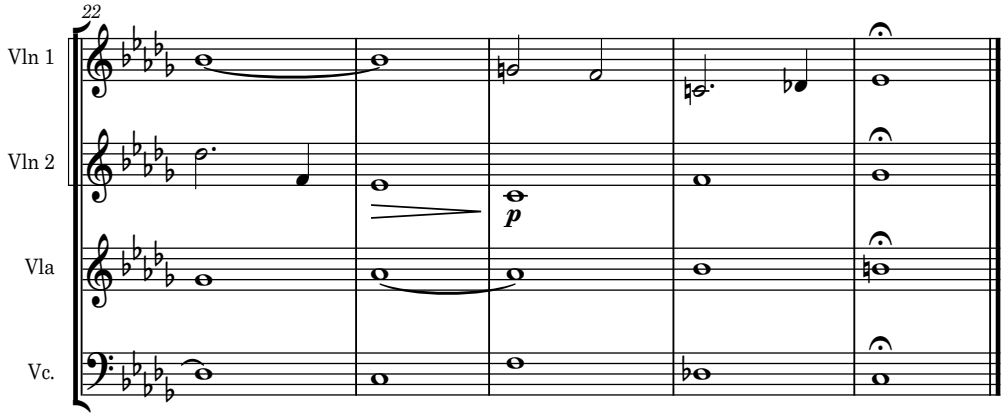

58
Org.
61
Org.

Prelude

JAM

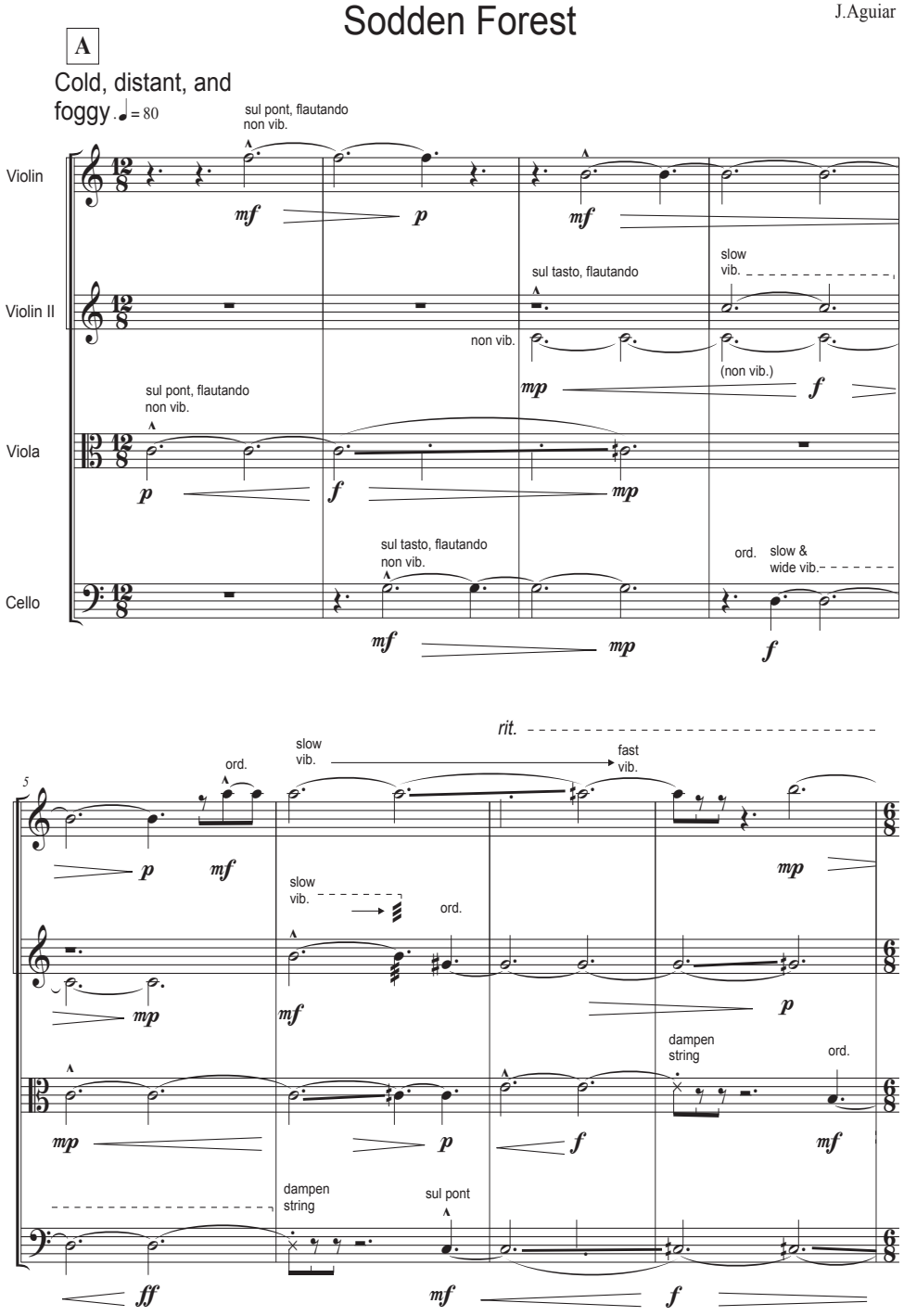

Andante ♩= 80
Violin 1
Violin 2
Viola
Violoncello
mf
pizz.
mf
p
4
Vln 1
Vln 2
Vla
Vc.
p
p
pizz.
mp


10
Vln 1
Vln 2
Vla
Vc.
14
arco
18
pizz.
mf
p

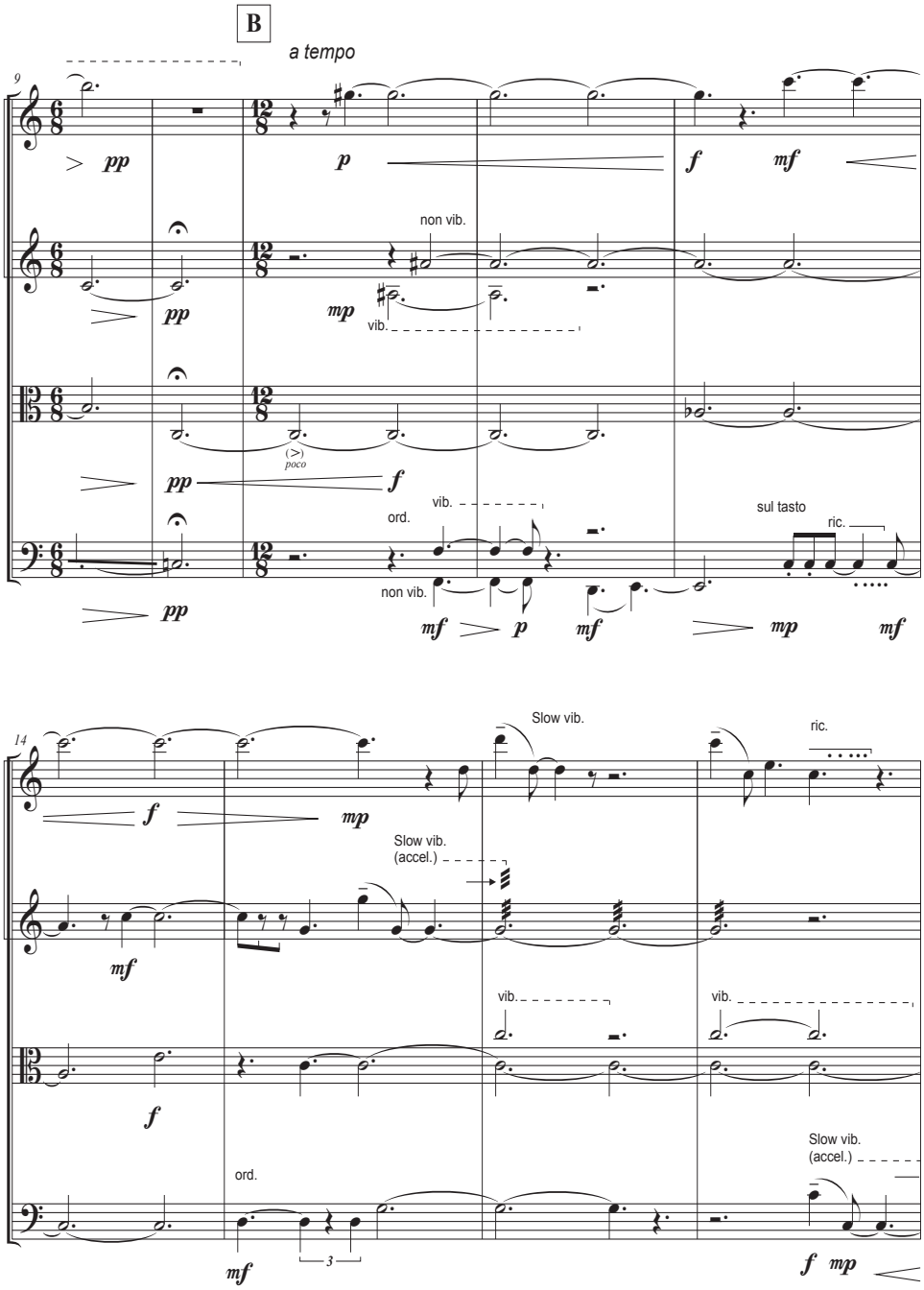

22
Vln 1
Vln 2
Vla
Vc.
p

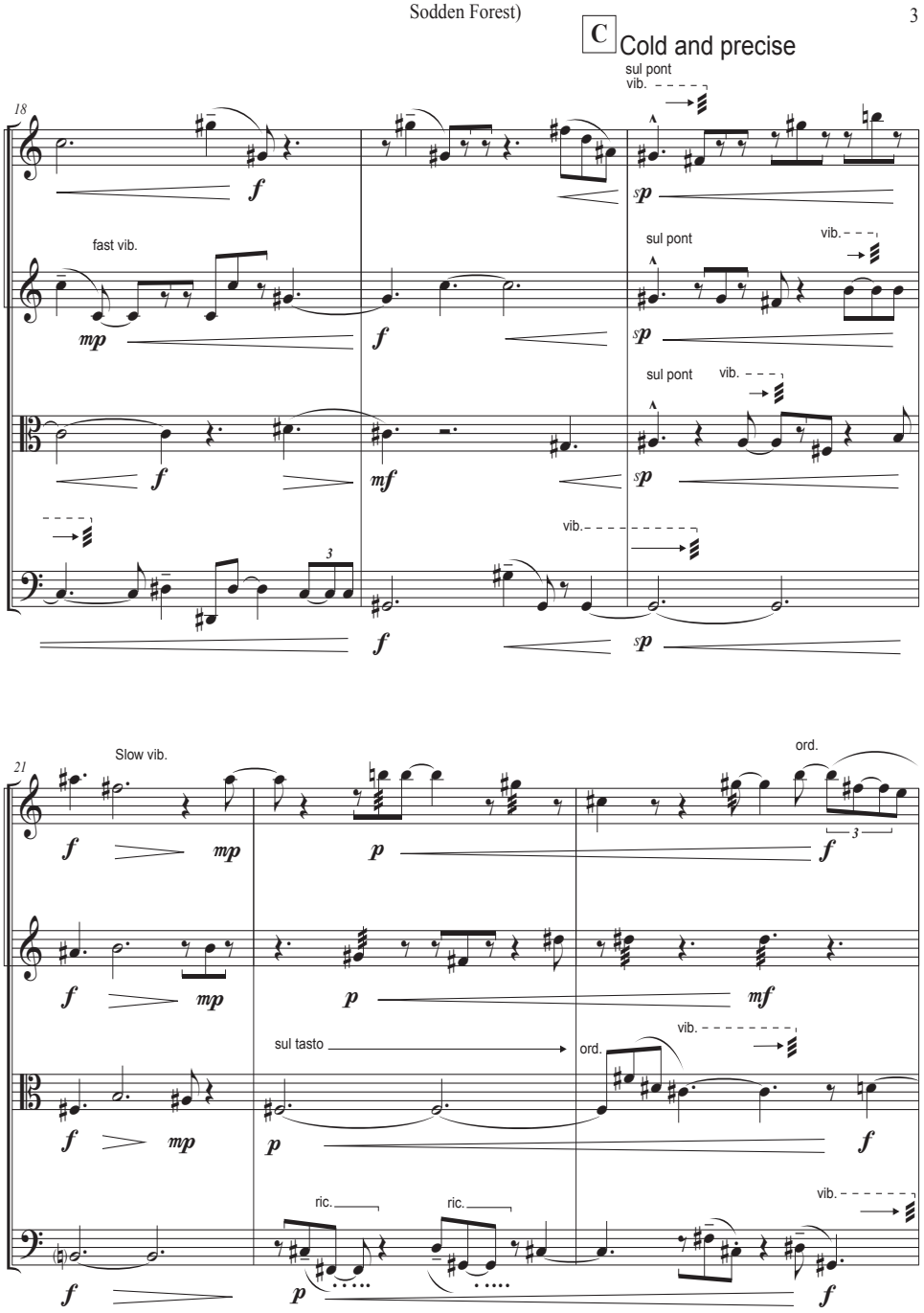
Sodden Forest

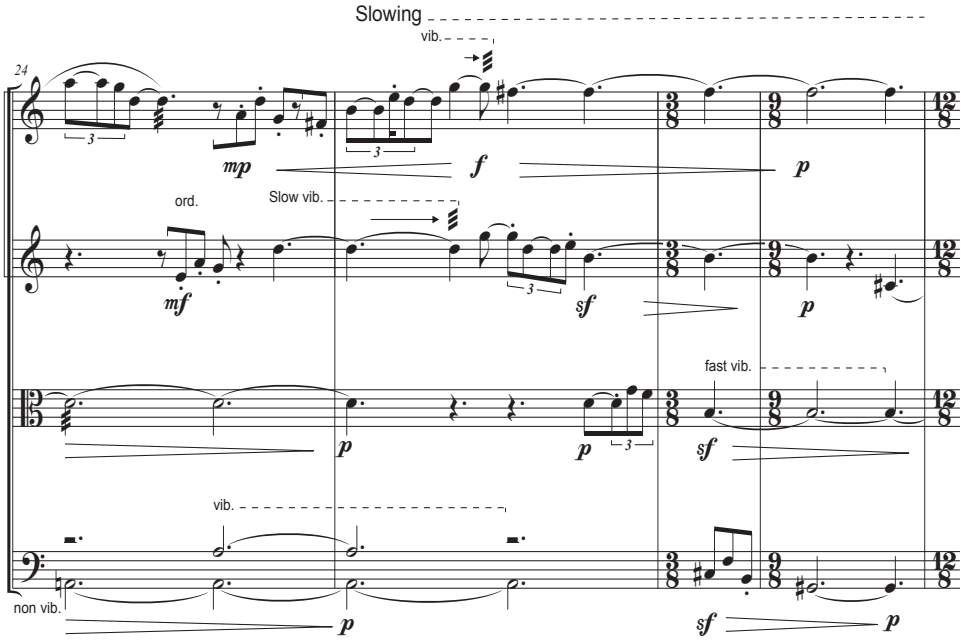
J.Aguiar



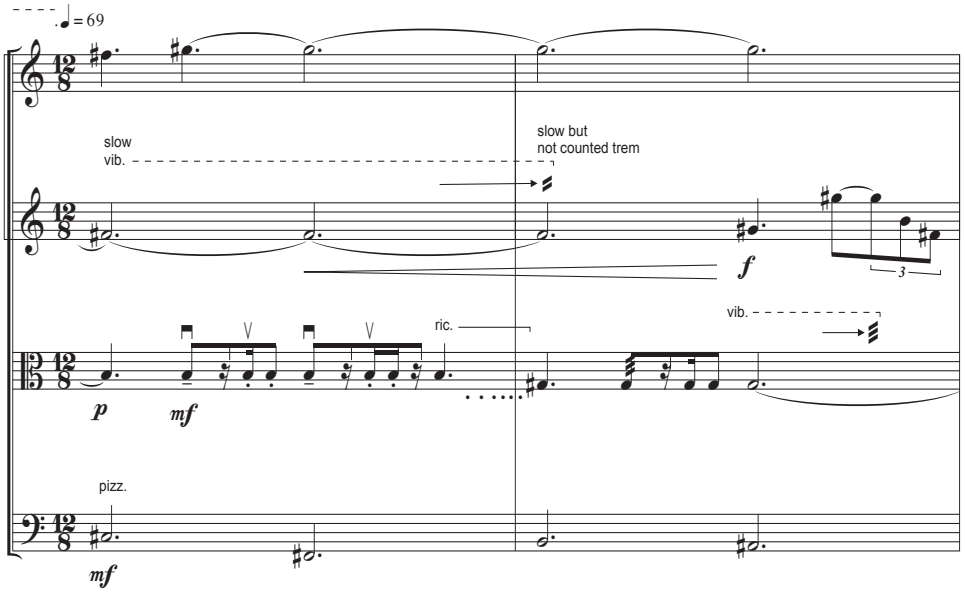
©

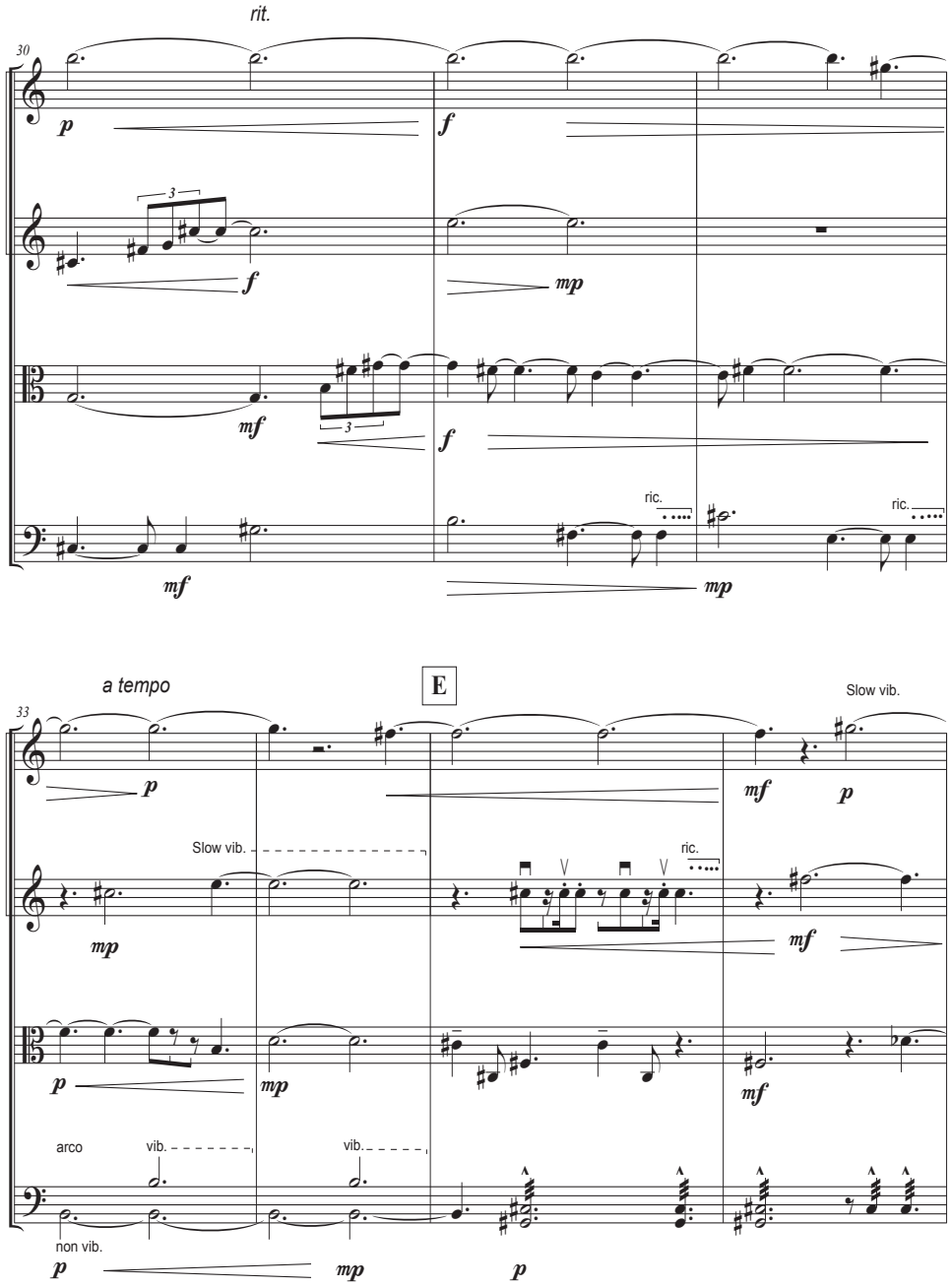

B
a tempo
9
pp
p
f
mf
non vib.
mp
vib.
pp
(>)
poco
f
pp
vib.
ord.
sul tasto
ric.
non vib.
pp
mf
p
mf
mp
mf
14
Slow vib.
ric.
f
mp
Slow vib.
(accel.)
mf
vib.
vib.
f
Slow vib.
(accel.)
ord.
3
mf
f
mp

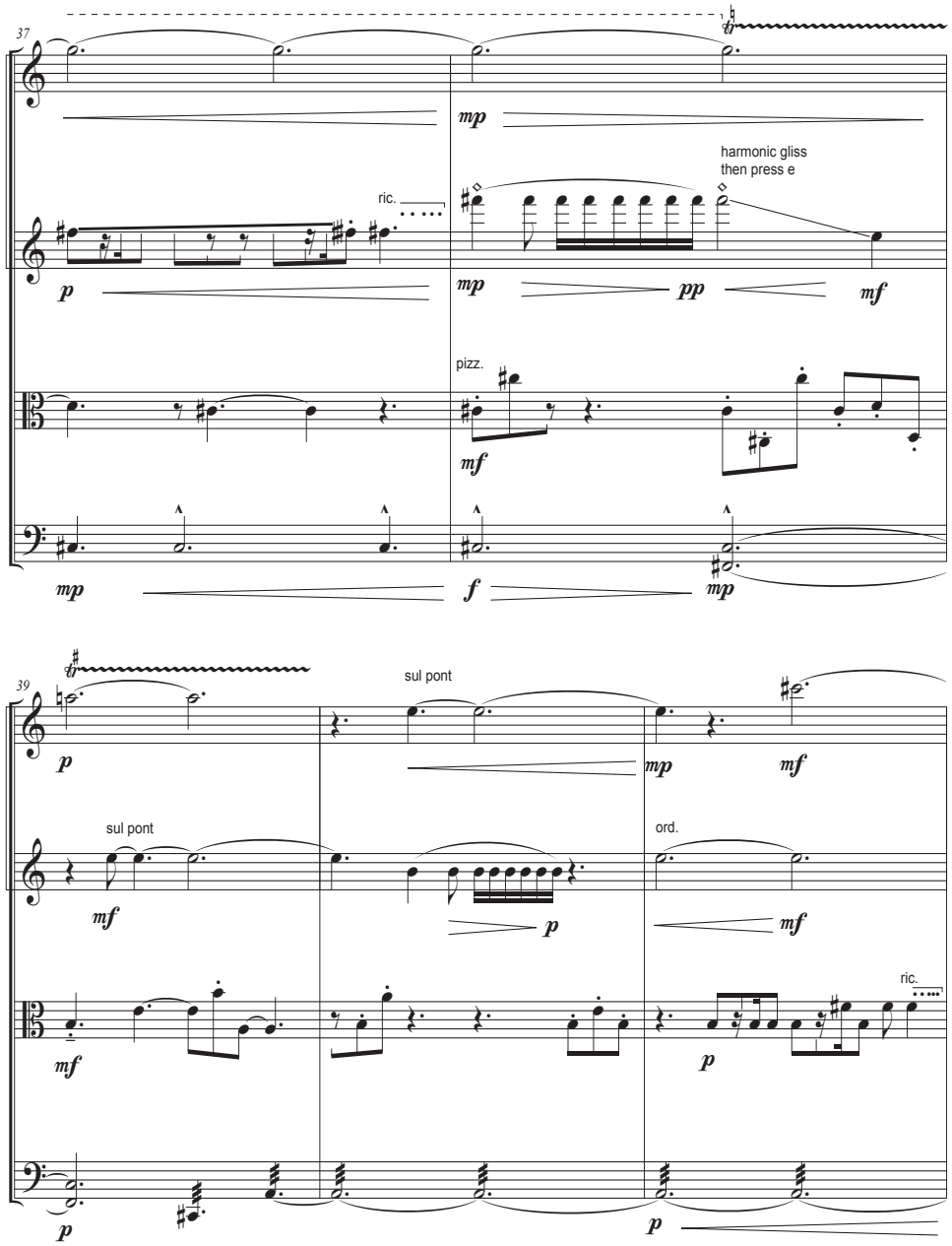

C
Cold and precise
sul pont
vib.
18
fast vib.
sul pont
vib.
sul pont
vib.
vib.
Slow vib.
ord.
21
sul tasto
ord.
vib.
ric.
ric.
vib.

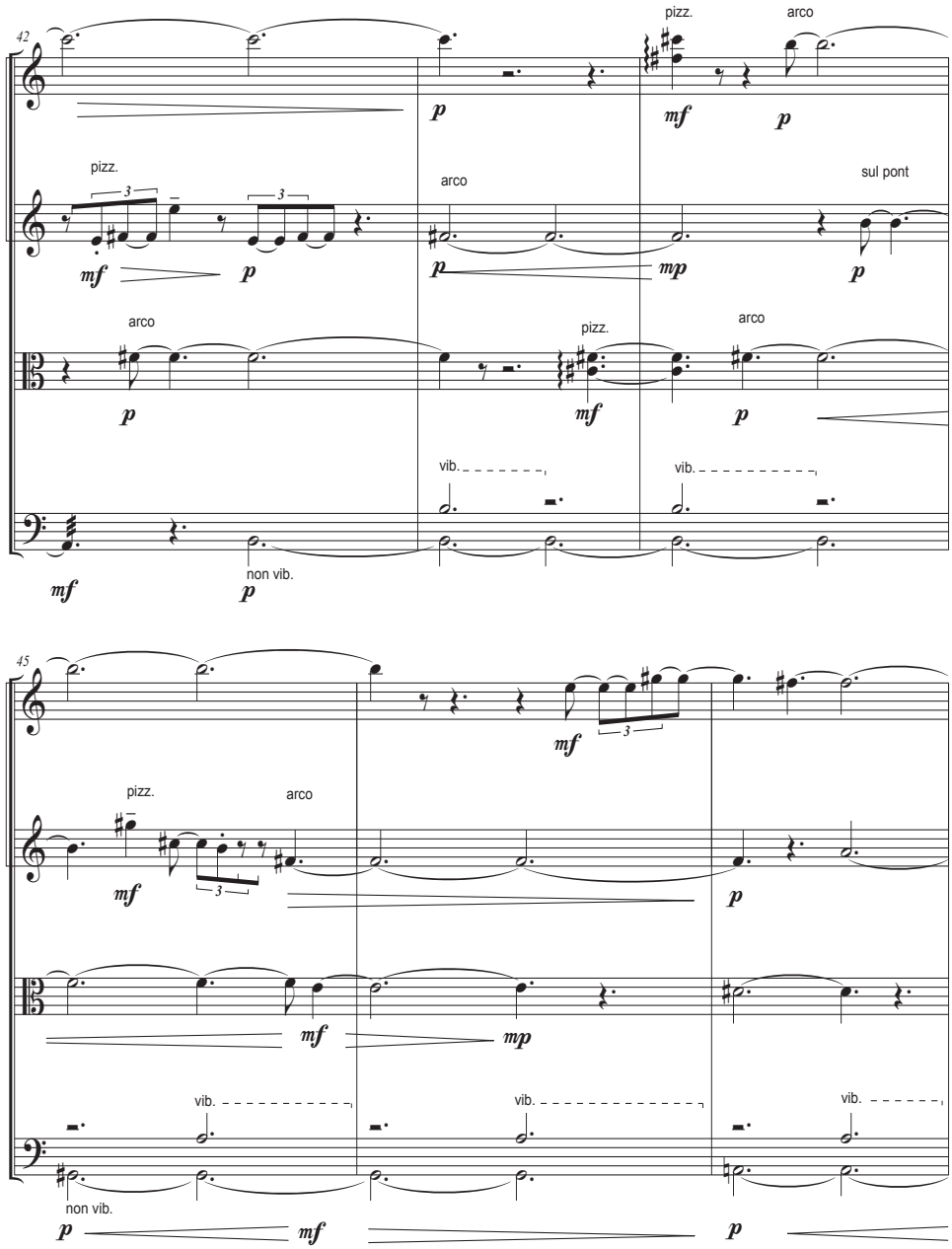


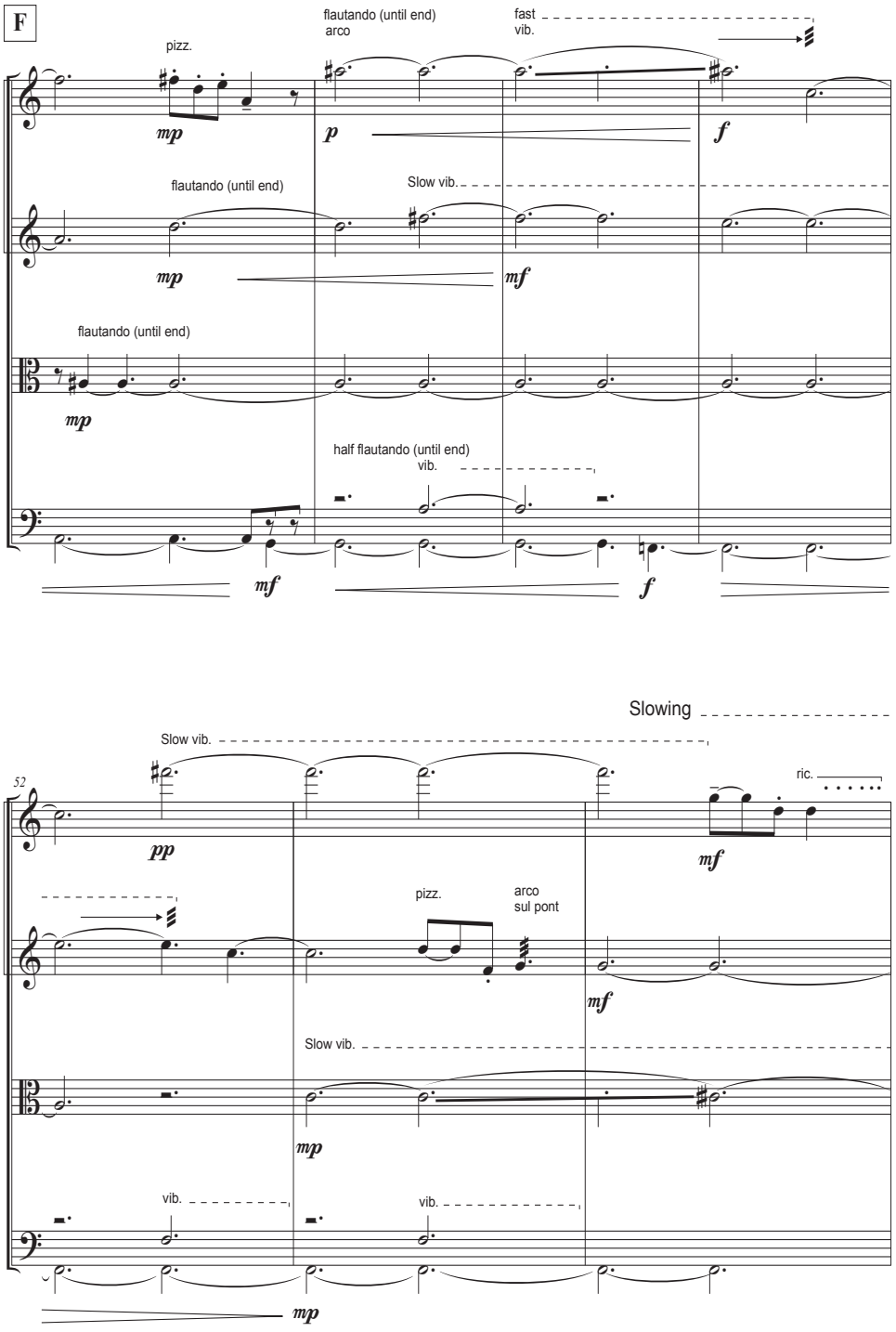
D with a sluggish feeling

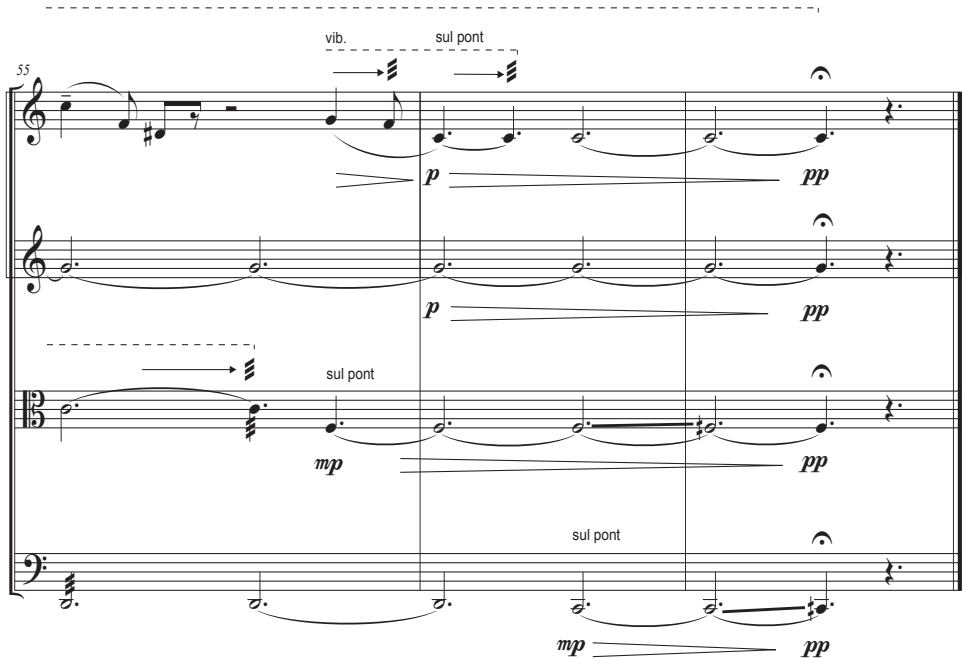


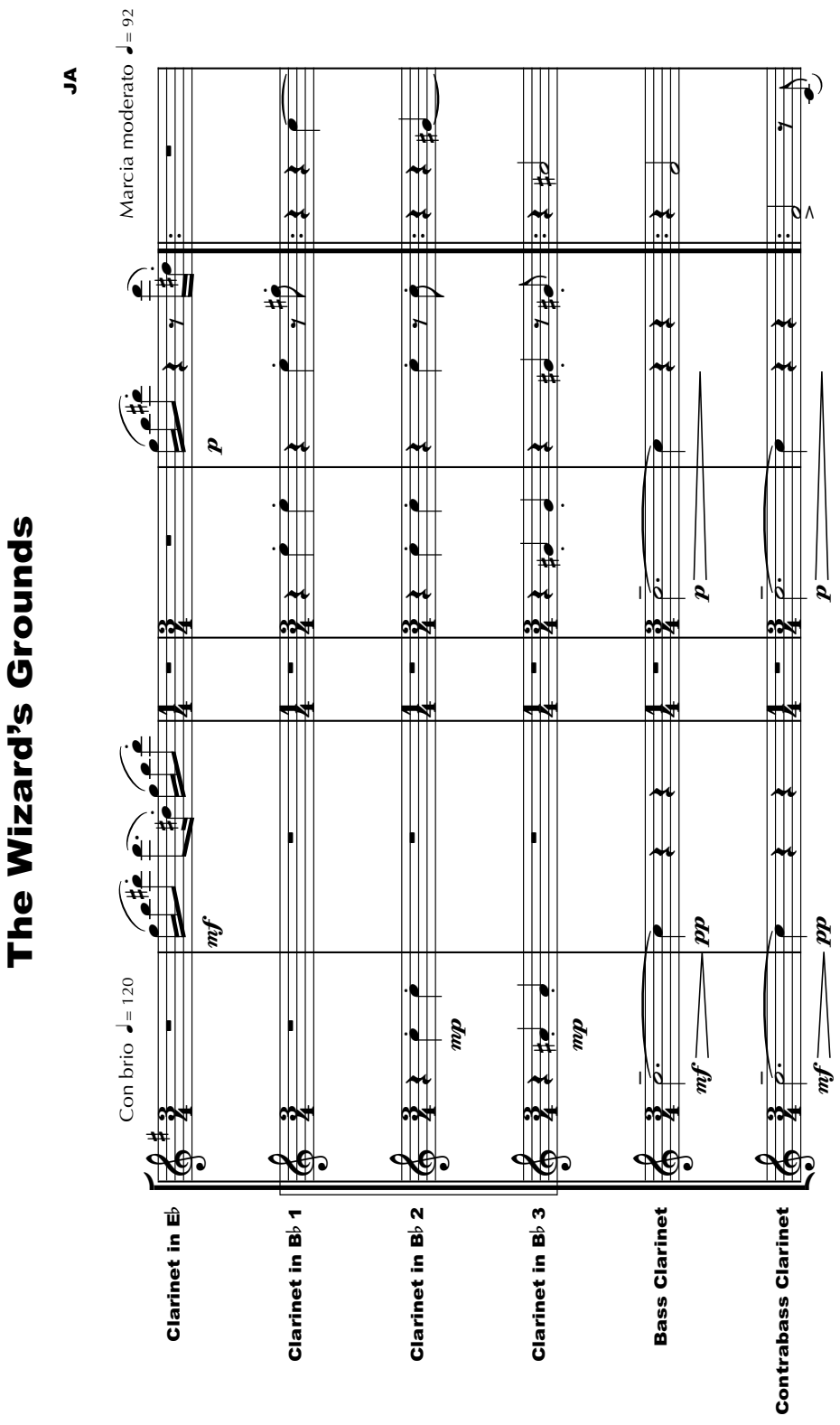

rit.
30
p
f
3
f
mp
mf
3
f
ric.
ric.
mf
mp
a tempo
E
Slow vib.
33
p
mf
p
Slow vib.
ric.
mp
mf
p
mp
mf
arco
vib.
vib.
non vib.
p
mp
p

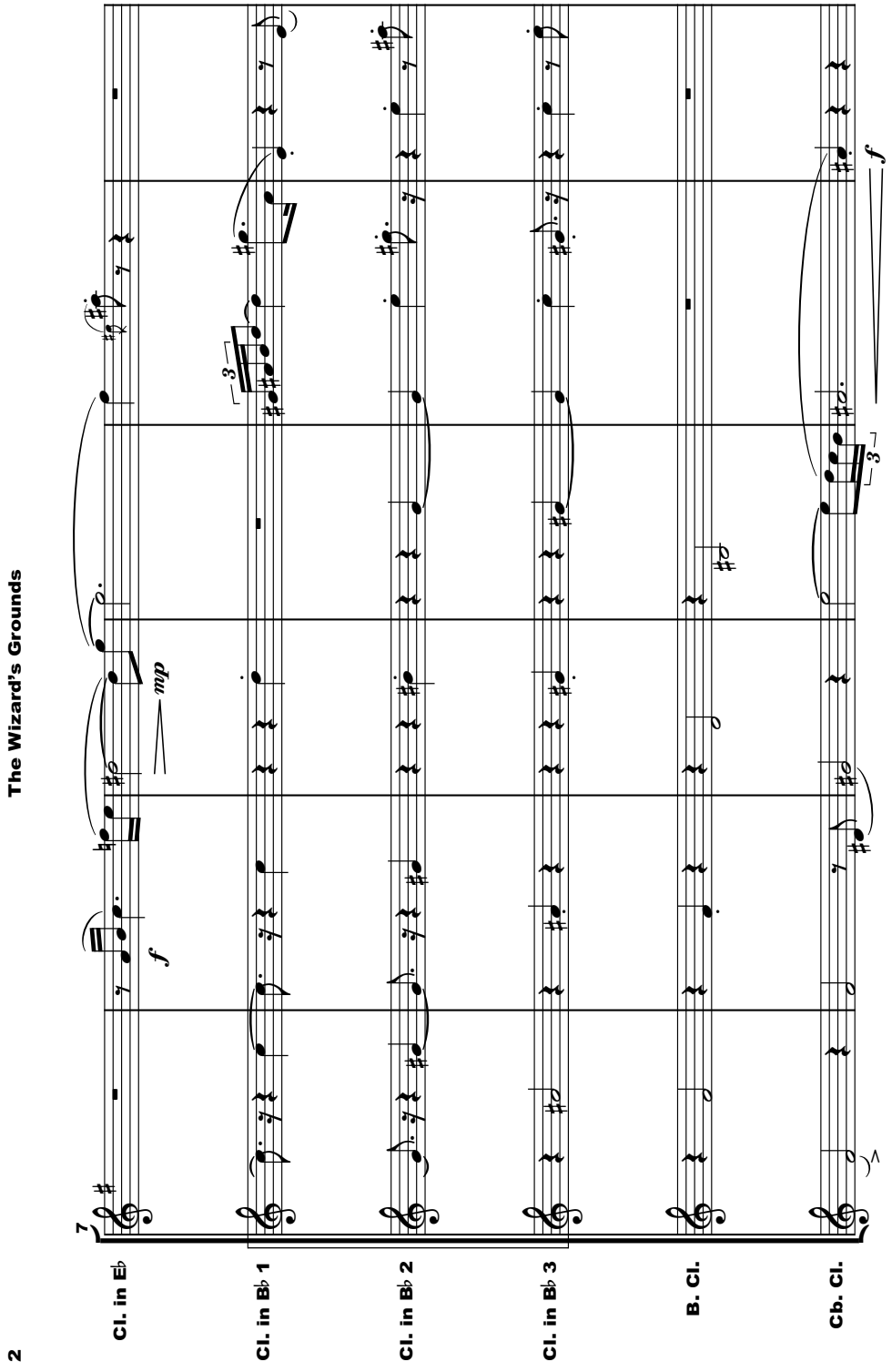

37
mp
harmonic gliss
then press e
ric.
p
mp
pp
mf
pizz.
mf
mp
f
mp
39
sul pont
p
mp
mf
sul pont
ord.
mf
p
mf
ric.
mf
p
p

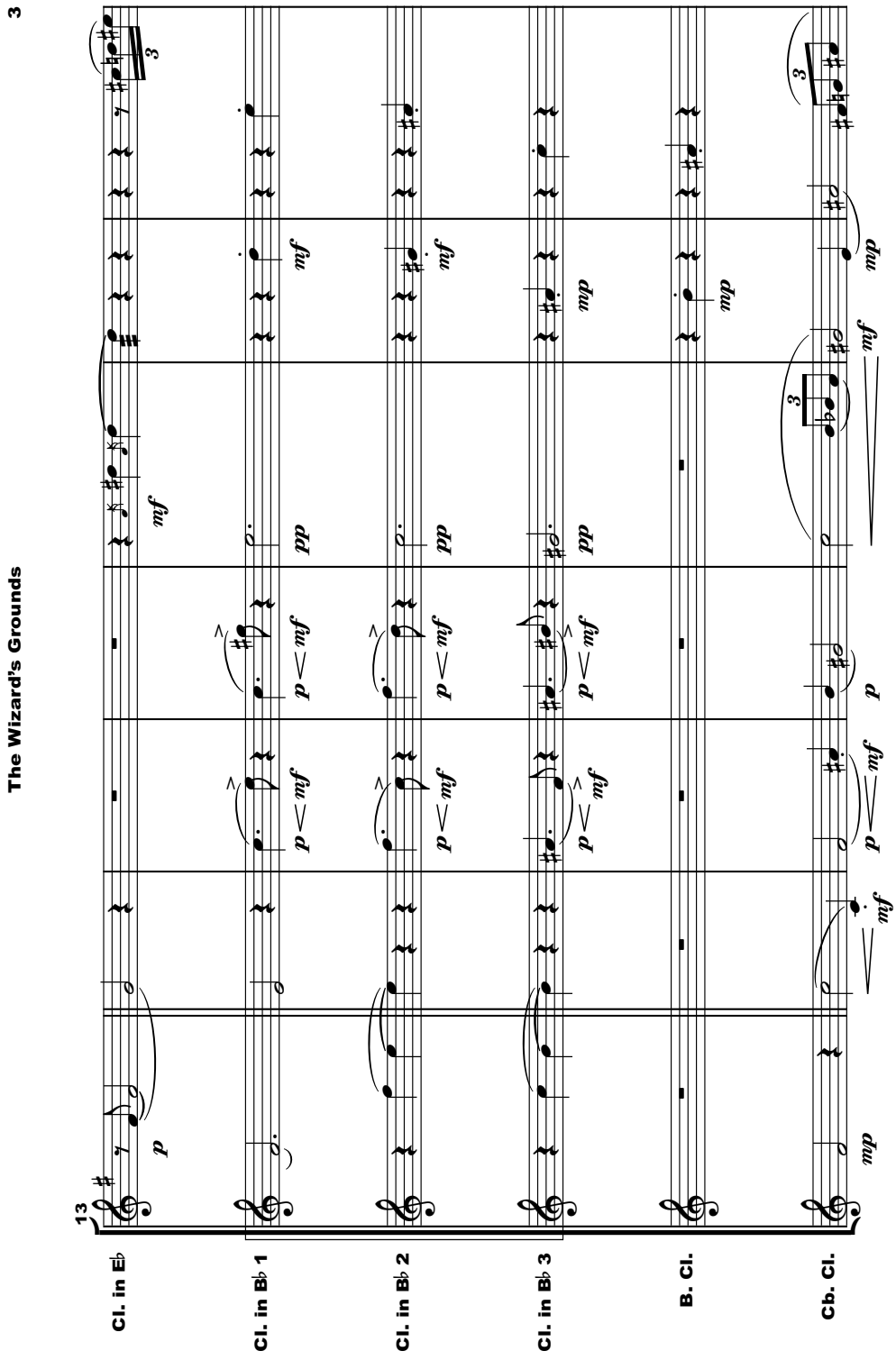

42
pizz.
arco
p
mf
p
pizz.
arco
sul pont
mf
p
p
mp
p
arco
pizz.
arco
p
mf
p
vib.
vib.
mf
non vib.
p
45
mf
pizz.
arco
mf
3
p
mf
mp
vib.
vib.
vib.
non vib.
p
mf
p

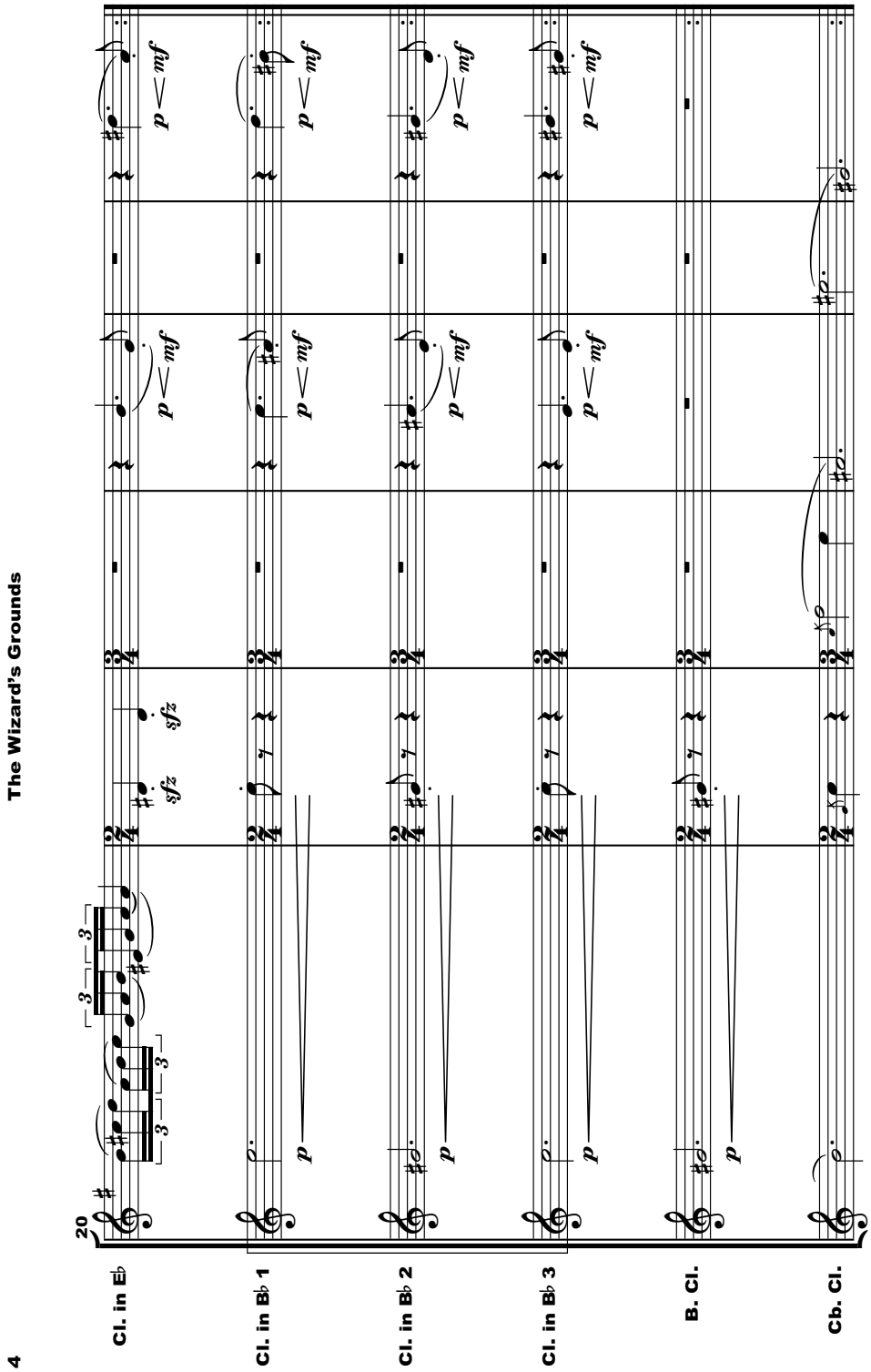

F
pizz.
flautando (until end)
arco
fast
vib.
mp
p
f
flautando (until end)
Slow vib.
mp
mf
flautando (until end)
mp
half flautando (until end)
vib.
mf
f
Slowing
Slow vib.
52
pp
ric.
mf
pizz.
arco
sul pont
mf
Slow vib.
mp
vib.
vib.
mp

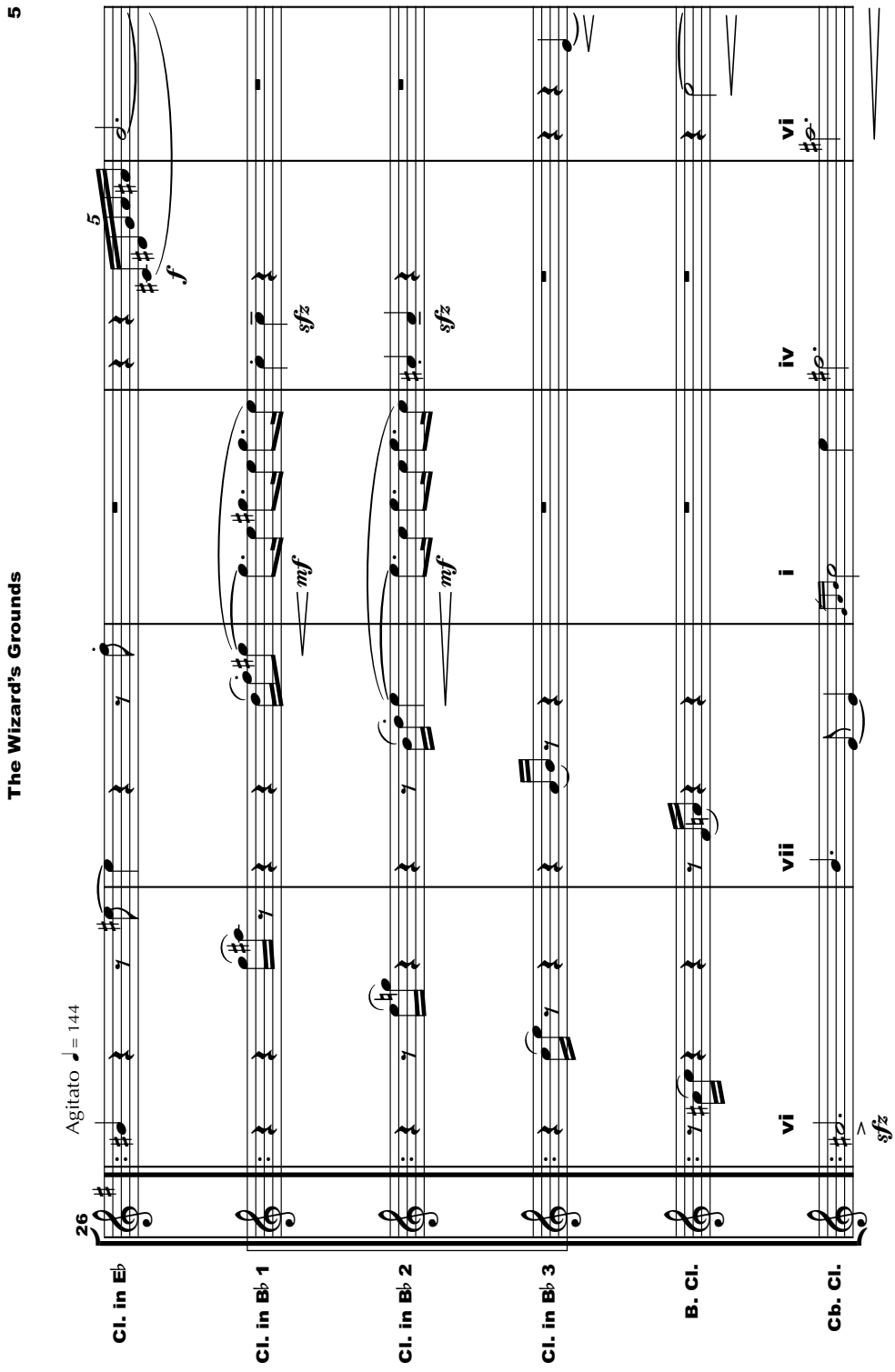

55
vib.
sul pont
p
pp
p
pp
sul pont
mp
pp
sul pont
mp
pp

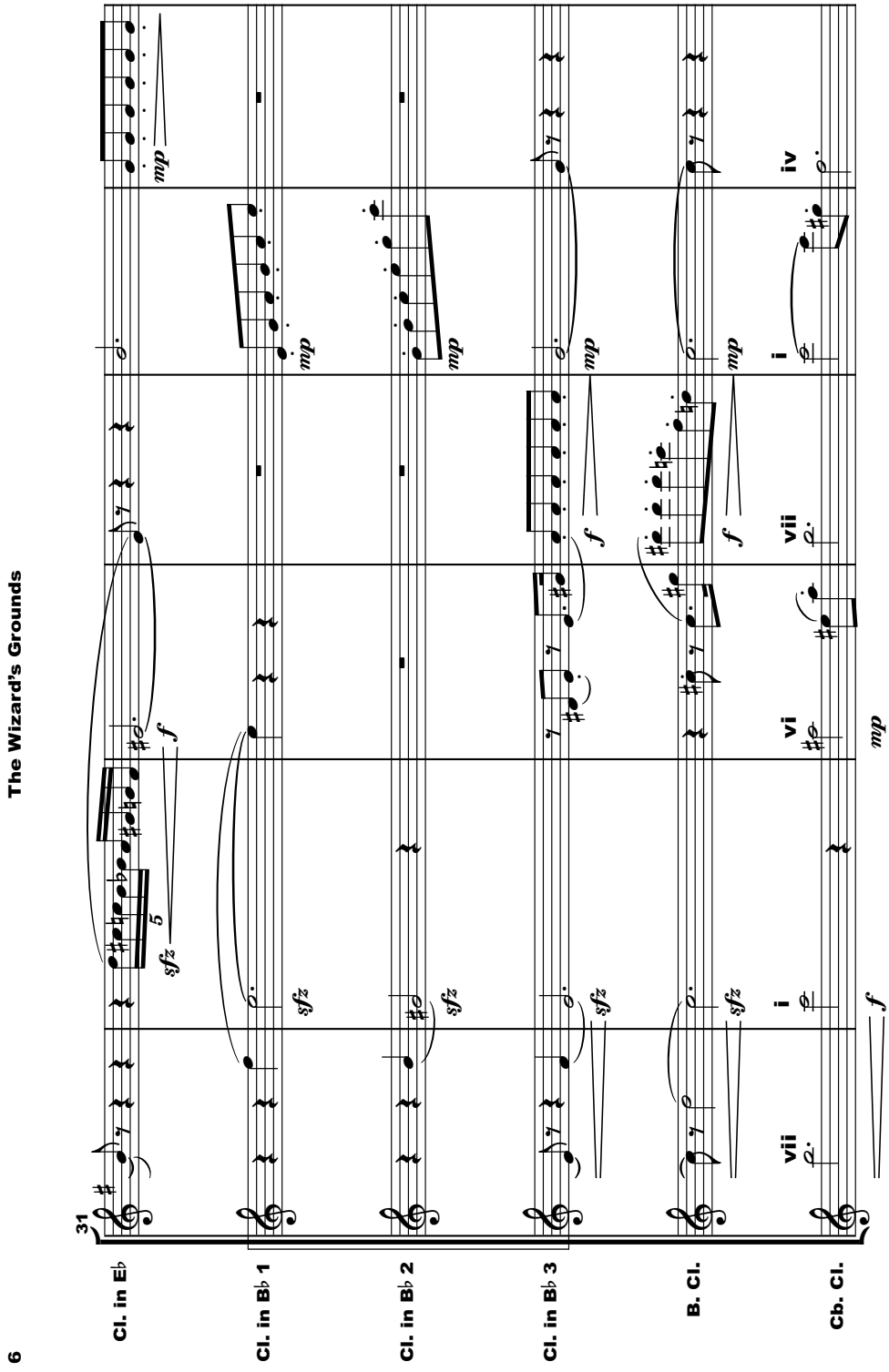

The Wizard's Grounds
JA
Con brio ♩= 120
Marcia moderato ♩= 92
Clarinet in E♭
Clarinet in B♭ 1
Clarinet in B♭ 2
Clarinet in B♭ 3
Bass Clarinet
Contrabass Clarinet

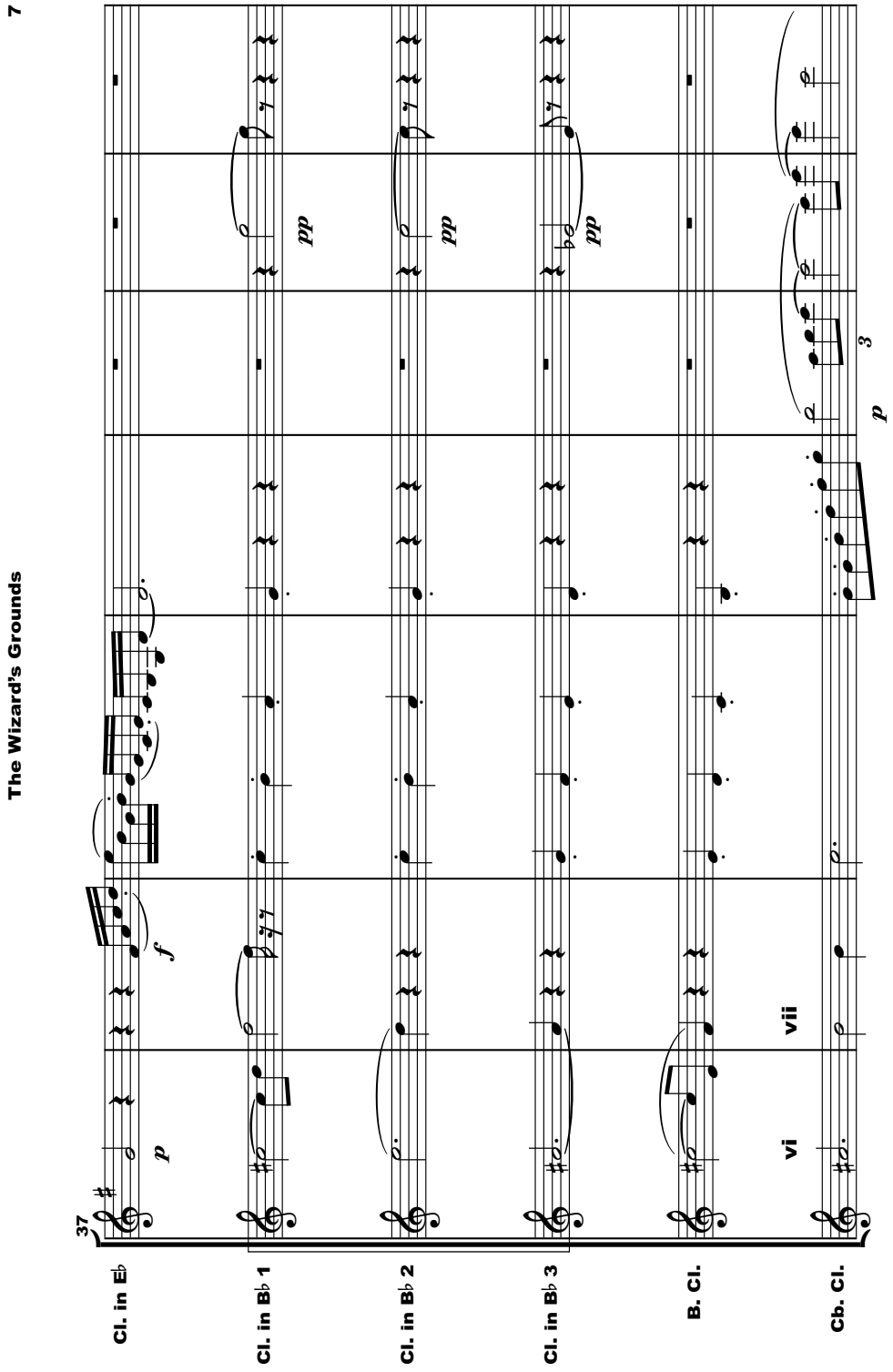

The Wizard's Grounds
2
7
Cl. in E♭
Cl. in B♭ 1
Cl. in B♭ 2
Cl. in B♭ 3
B. Cl.
Cb. Cl.
f
mp
3
3
f

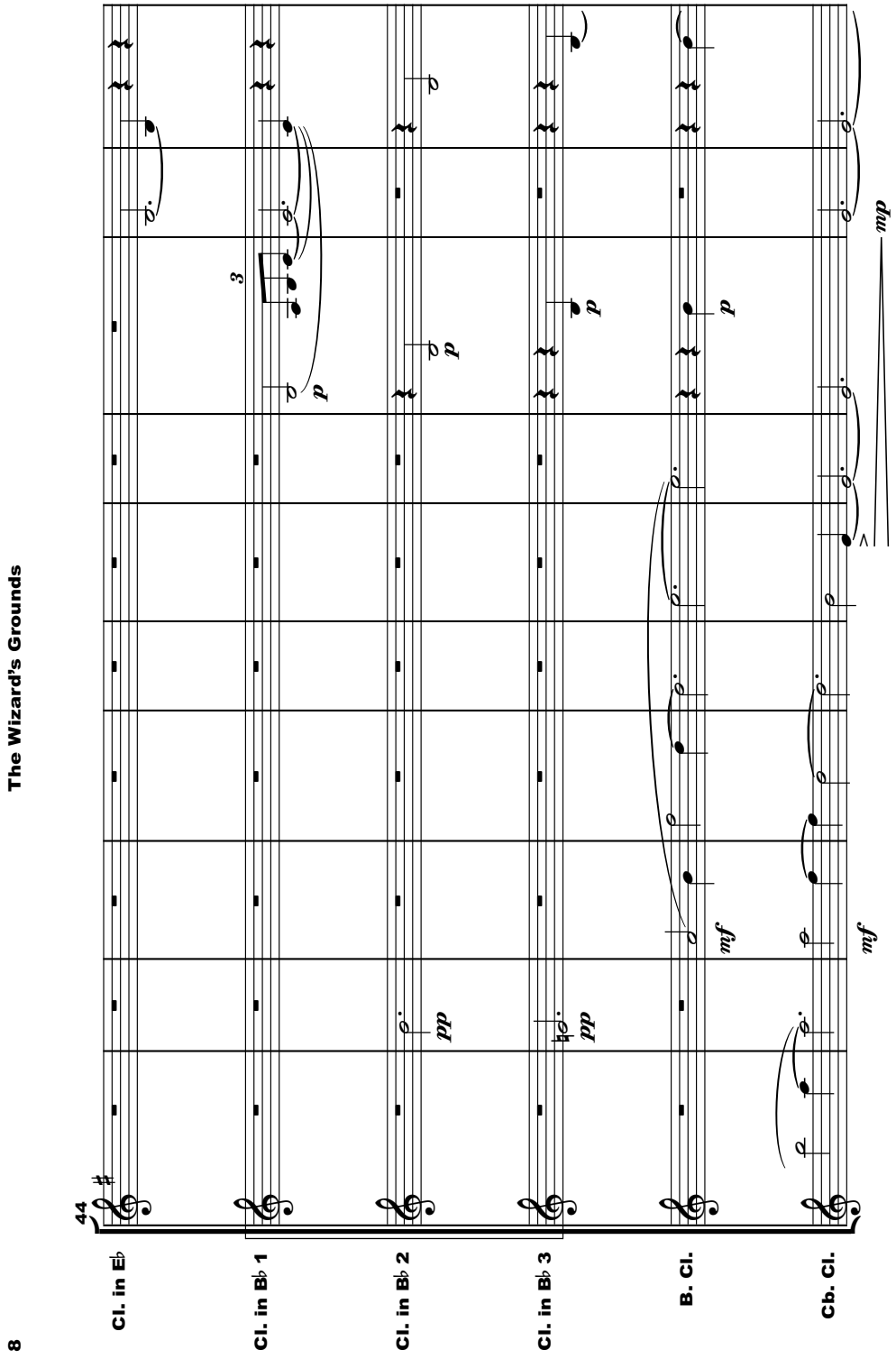

3
The Wizard's Grounds
13
Cl. in E♭
Cl. in B♭ 1
Cl. in B♭ 2
Cl. in B♭ 3
B. Cl.
Cb. Cl.

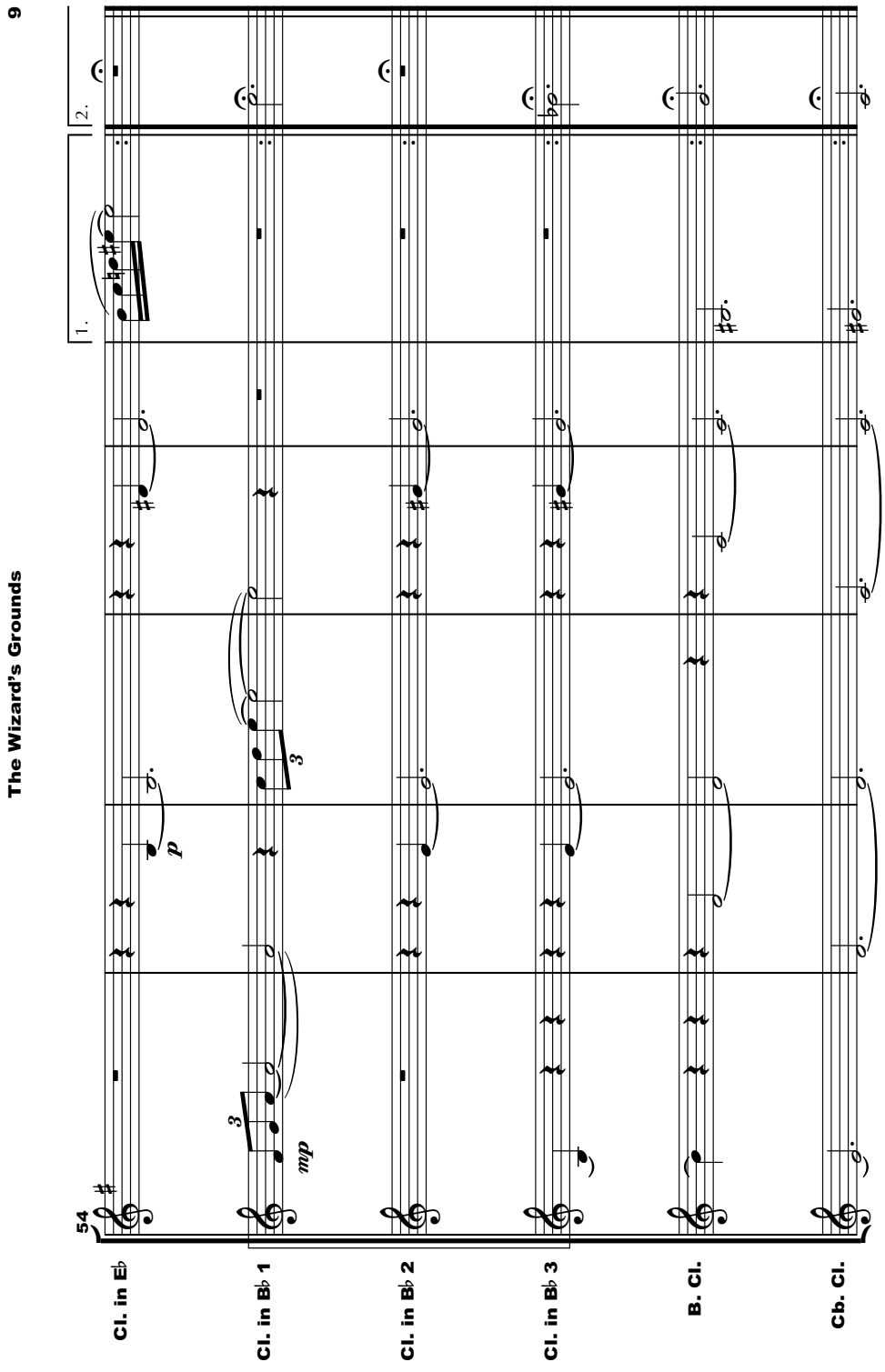

The Wizard's Grounds
4
20
Cl. in E♭
Cl. in B♭ 1
Cl. in B♭ 2
Cl. in B♭ 3
B. Cl.
Cb. Cl.
sfz
p
mf

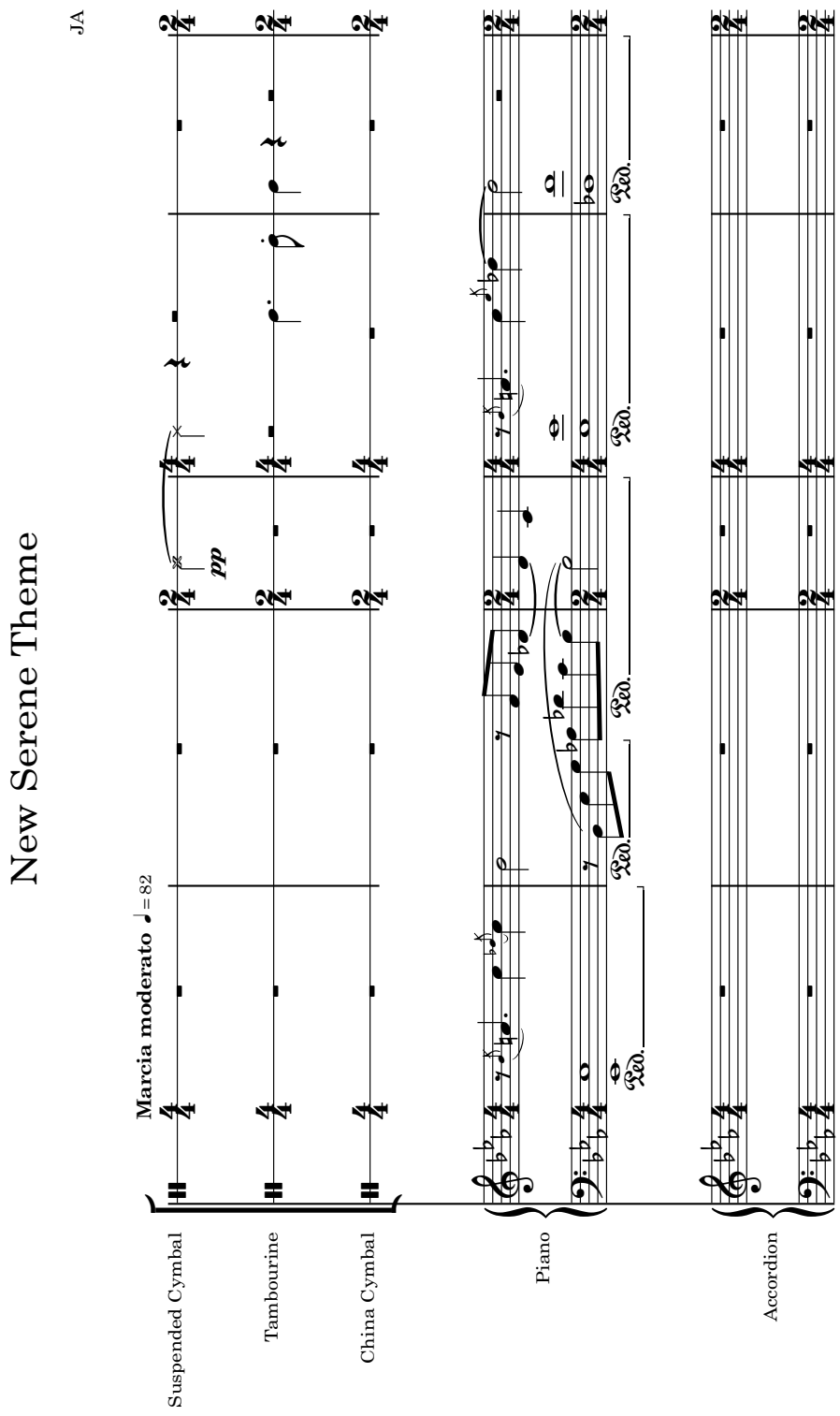

The Wizard's Grounds
5
Agitato ♩= 144
26
Cl. in E♭
Cl. in B♭ 1
Cl. in B♭ 2
Cl. in B♭ 3
B. Cl.
Cb. Cl.
vi
vii
i
iv
vi
f
sfz
mf
sfz
mf
sfz

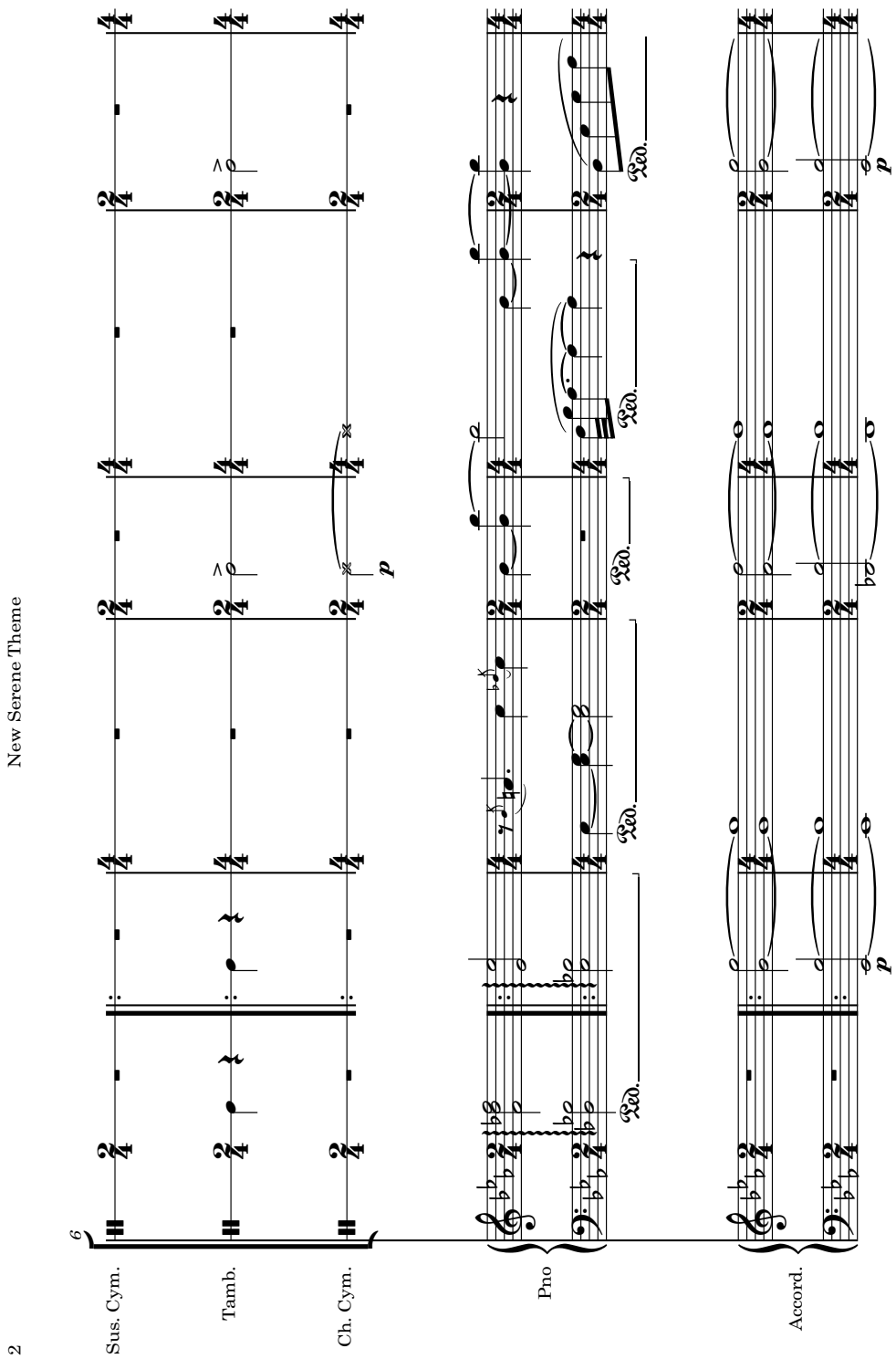

The Wizard's Grounds
6
31
Cl. in E♭
Cl. in B♭ 1
Cl. in B♭ 2
Cl. in B♭ 3
B. Cl.
Cb. Cl.
mp
f
sfz
vii
i
vi
iv

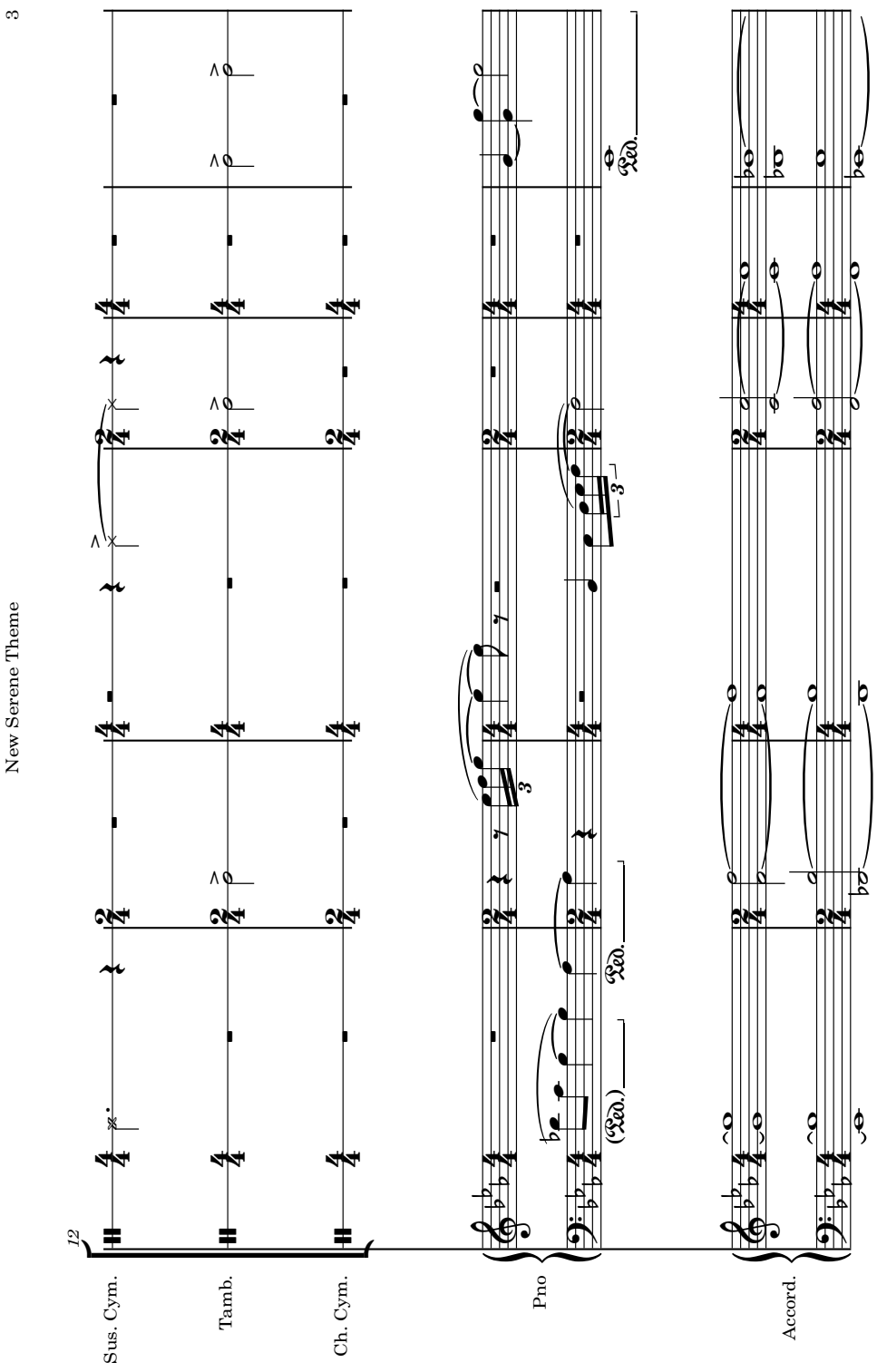

The Wizard's Grounds
7
37
Cl. in E♭
Cl. in B♭ 1
Cl. in B♭ 2
Cl. in B♭ 3
B. Cl.
Cb. Cl.
vi
vii
p
f
pp
3

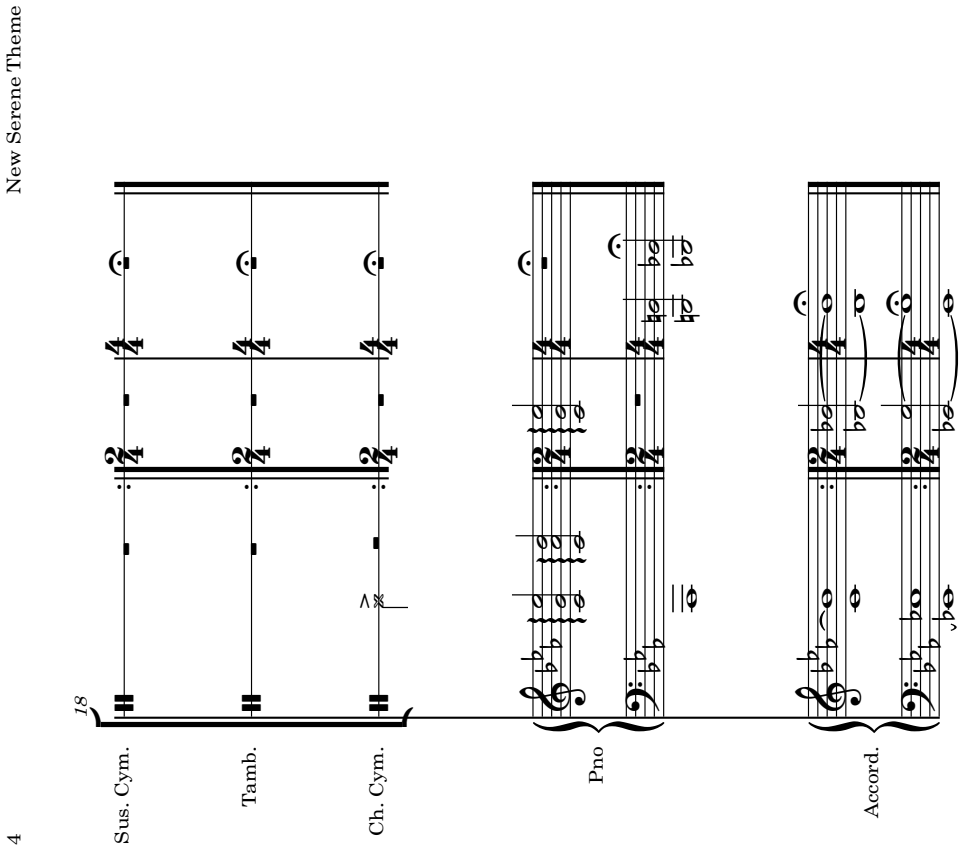

The Wizard's Grounds
8
Cl. in E♭
Cl. in B♭ 1
Cl. in B♭ 2
Cl. in B♭ 3
B. Cl.
Cb. Cl.
44
3
p
pp
mf
mp


The Wizard's Grounds
9
54
1.
2.
Cl. in E♭
Cl. in B♭ 1
Cl. in B♭ 2
Cl. in B♭ 3
B. Cl.
Cb. Cl.
p
mp
3
3

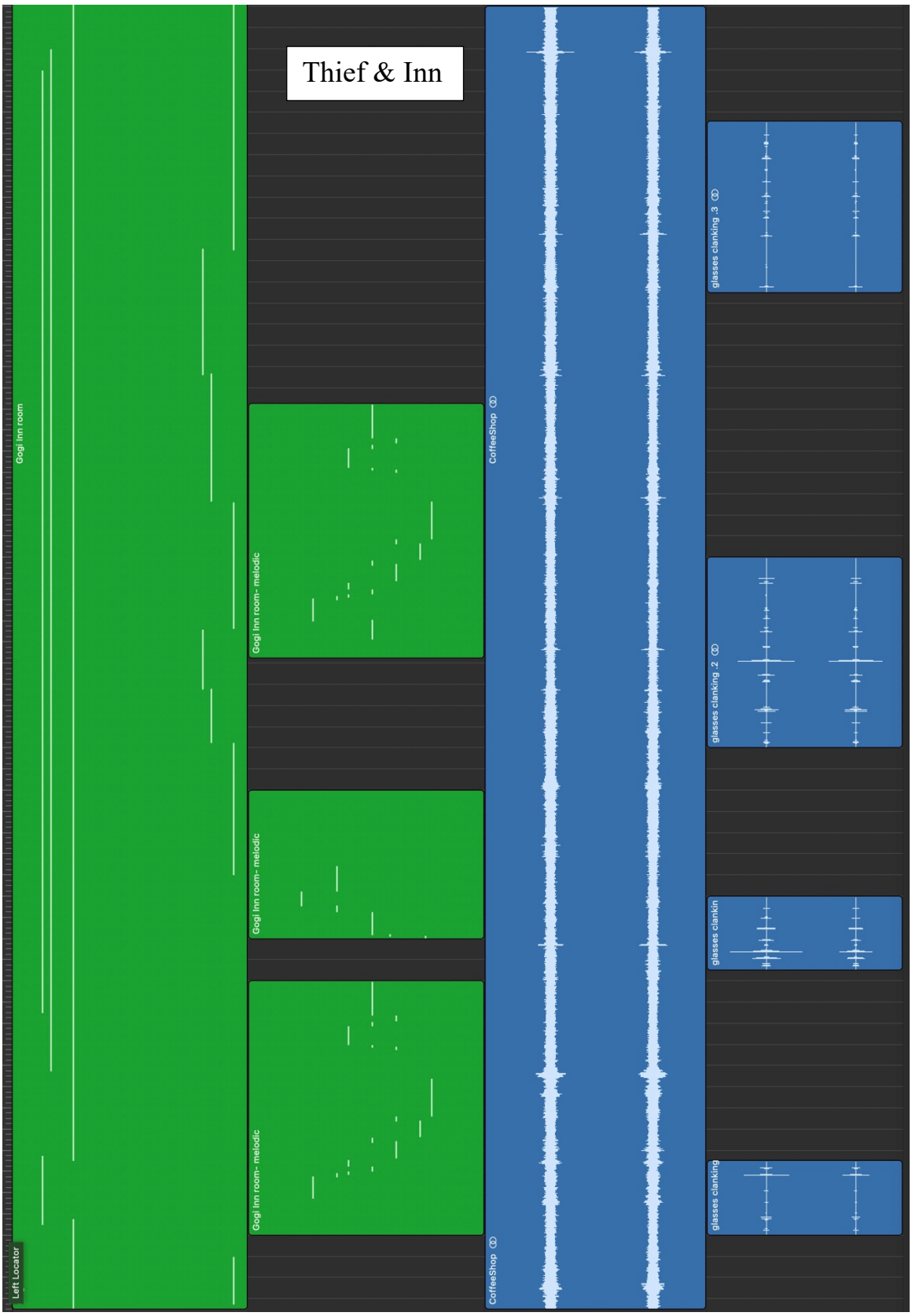

New Serene Theme
JA
Marcia moderato ♩= 82
pp
Suspended Cymbal
Tambourine
China Cymbal
Piano
Accordion


New Serene Theme
2
Sus. Cym.
Tamb.
Ch. Cym.
Pno
Accord.
p
Ped.

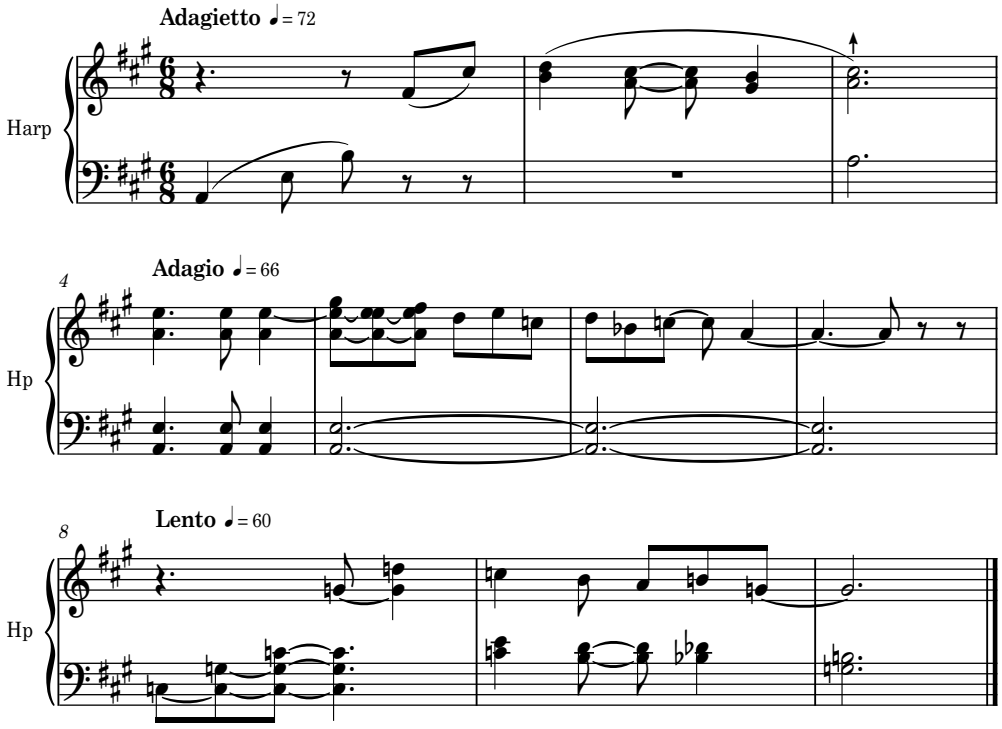

New Serene Theme
3
Sus. Cym.
Tamb.
Ch. Cym.
Pno
Accord.
Ped.
(Ped.)


New Serene Theme
4
Sus. Cym.
Tamb.
Ch. Cym.
Pno
Accord.

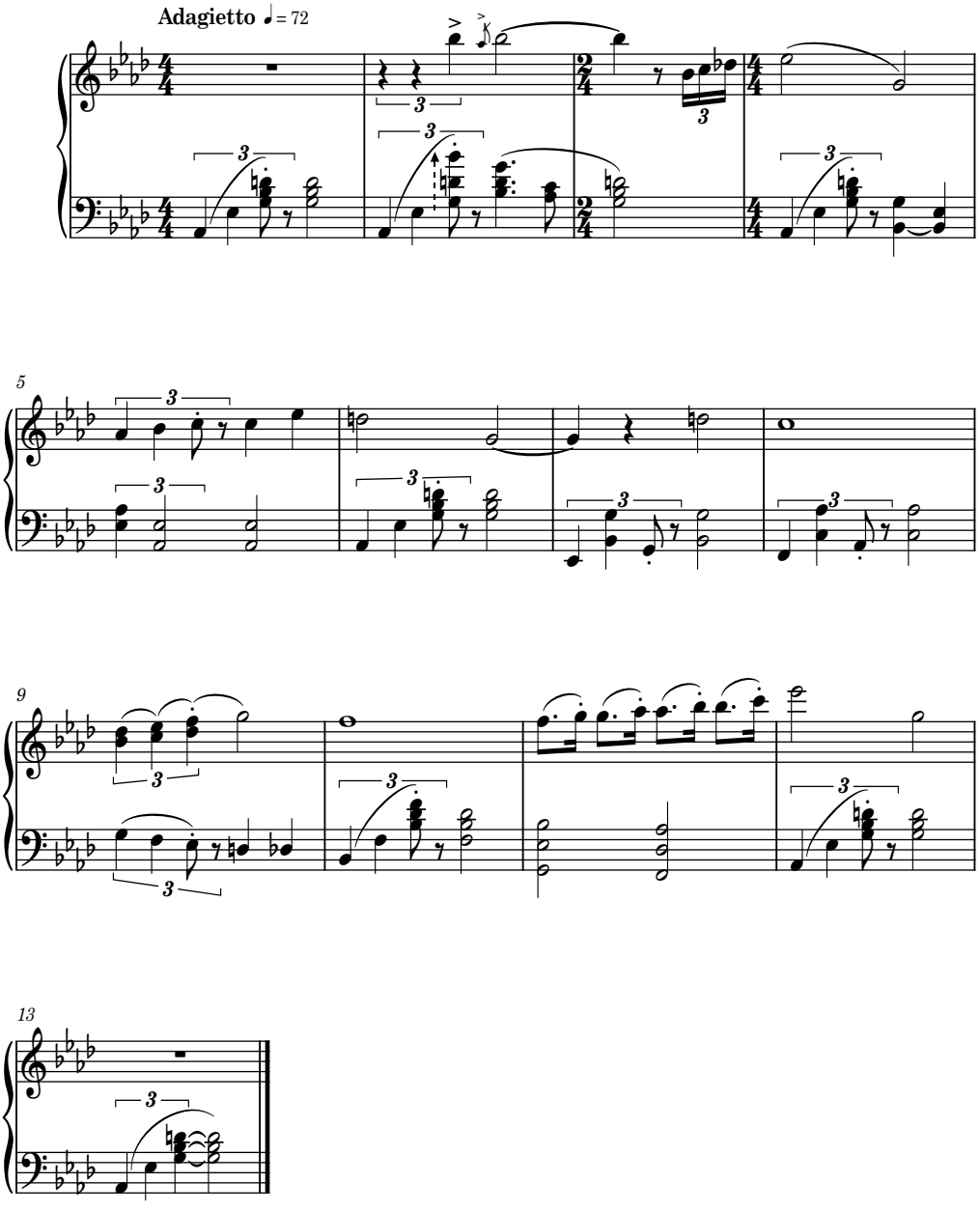
Haunted Theme

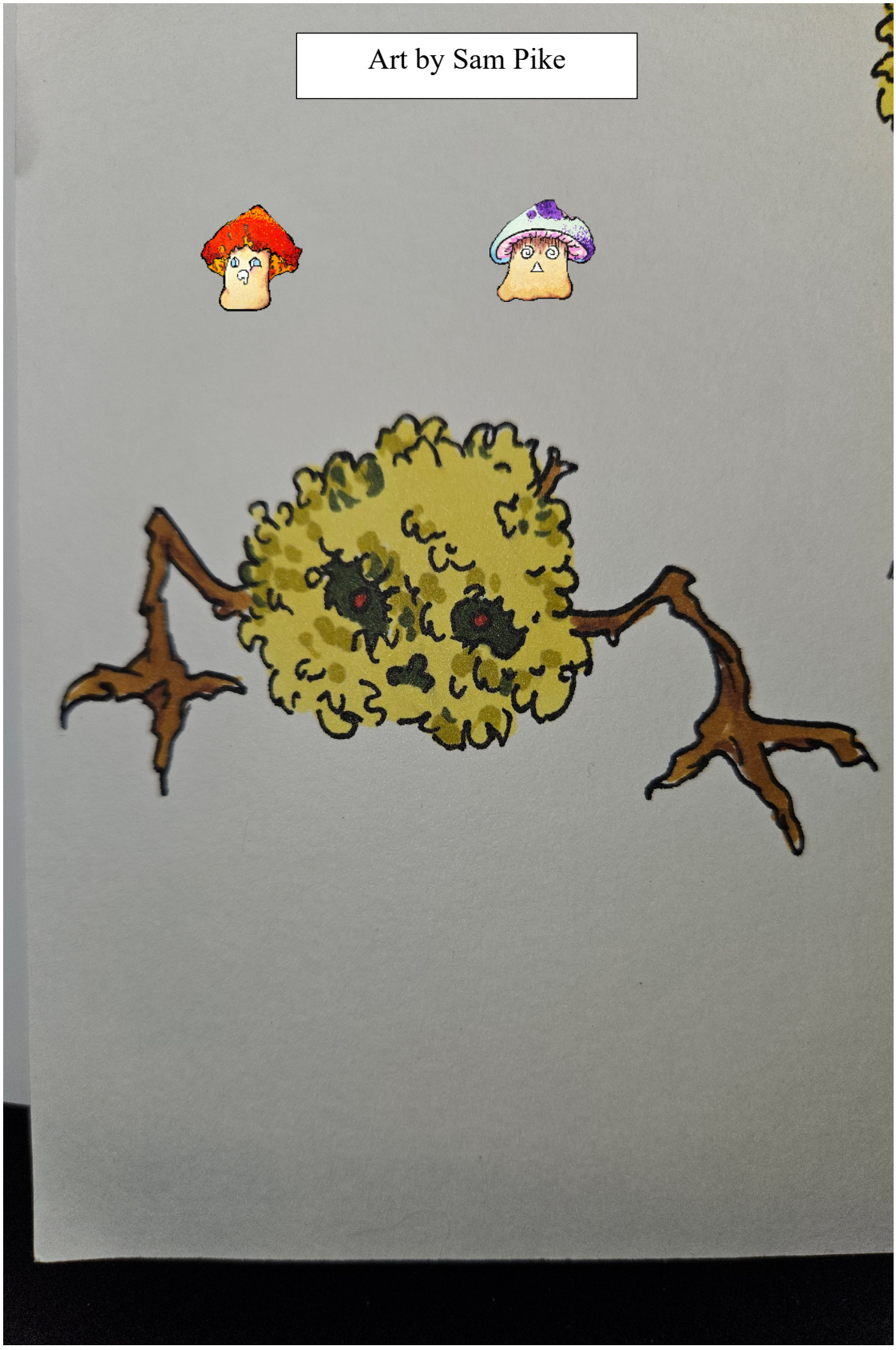

Thief & Inn
Gogi inn room
Gogi inn room- melodic
Gogi inn room- melodic
Gogi inn room- melodic
CoffeeShop
CoffeeShop
glasses clanking .3
glasses clanking .2
glasses clankin
glasses clanking
Left Locator

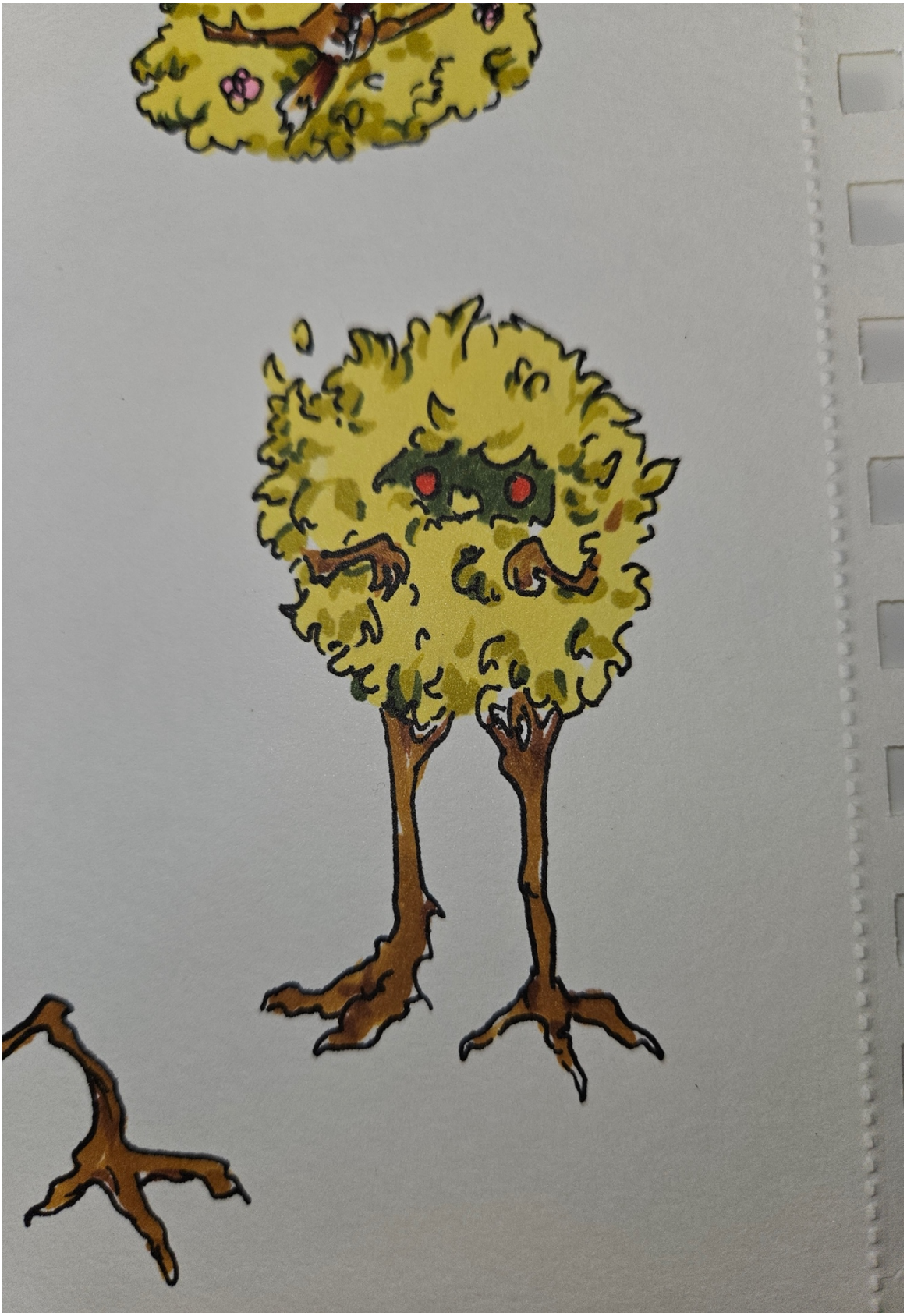
Rest themes 1,2,3

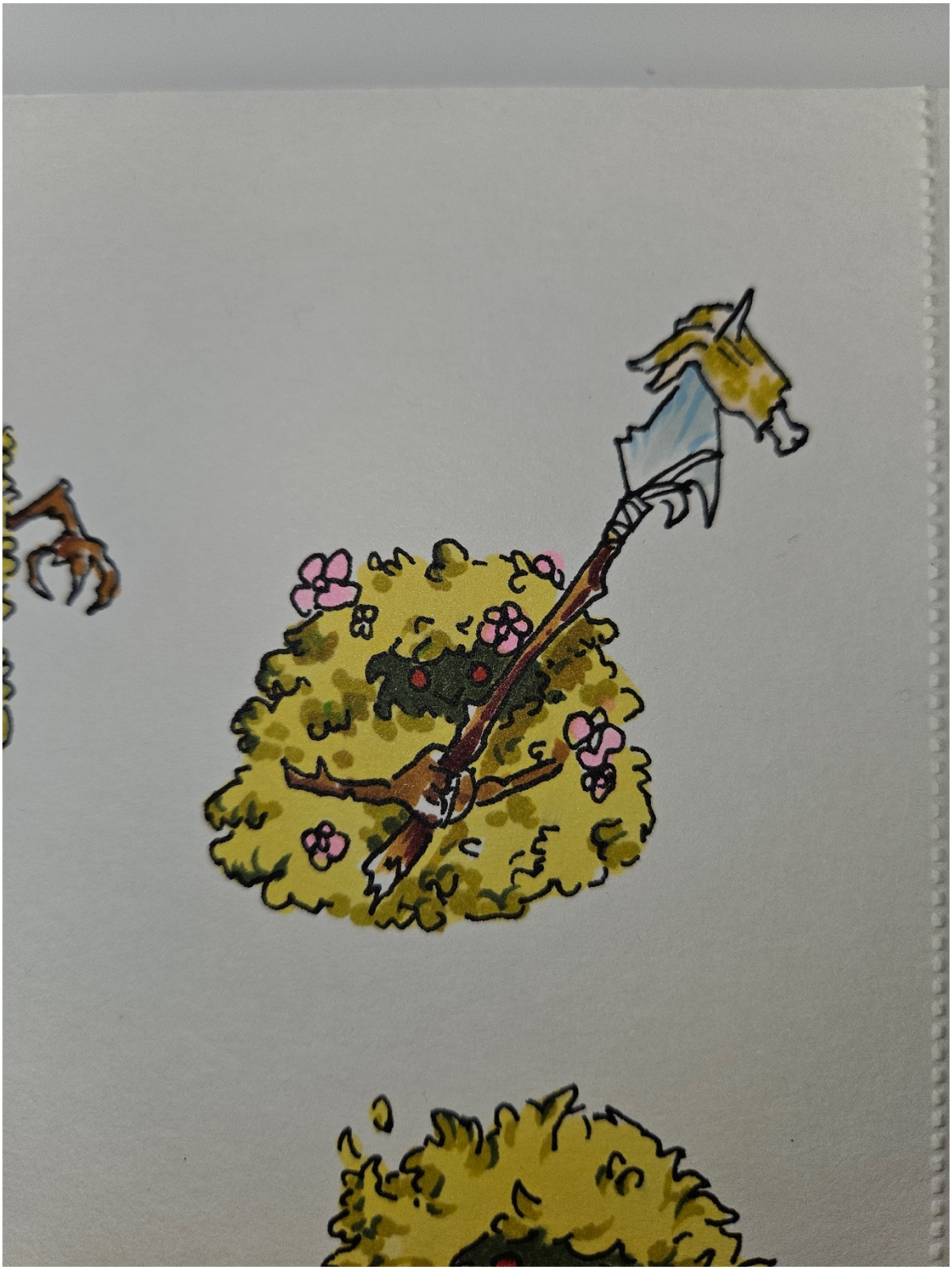


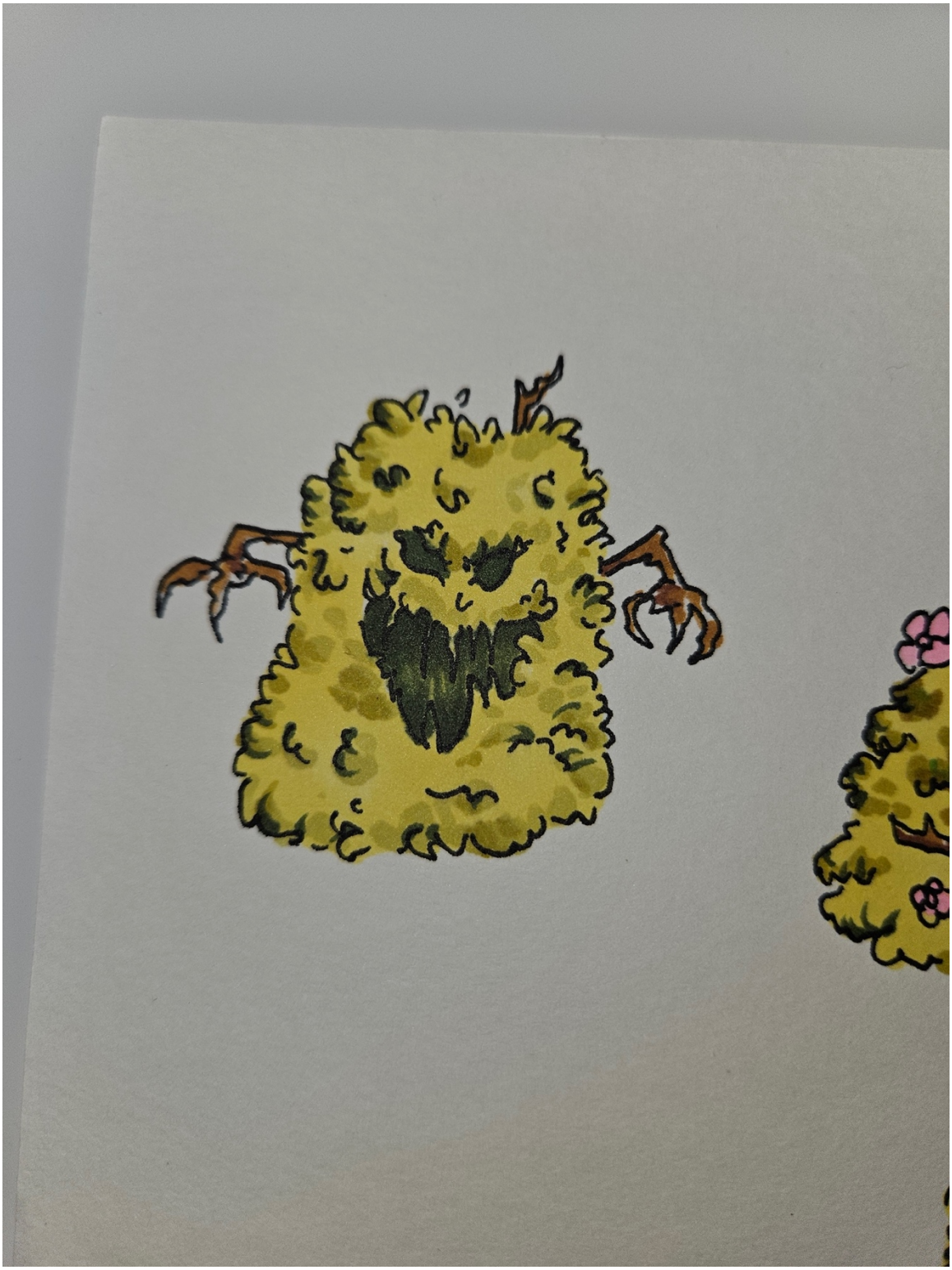
Title Screen/ prelude

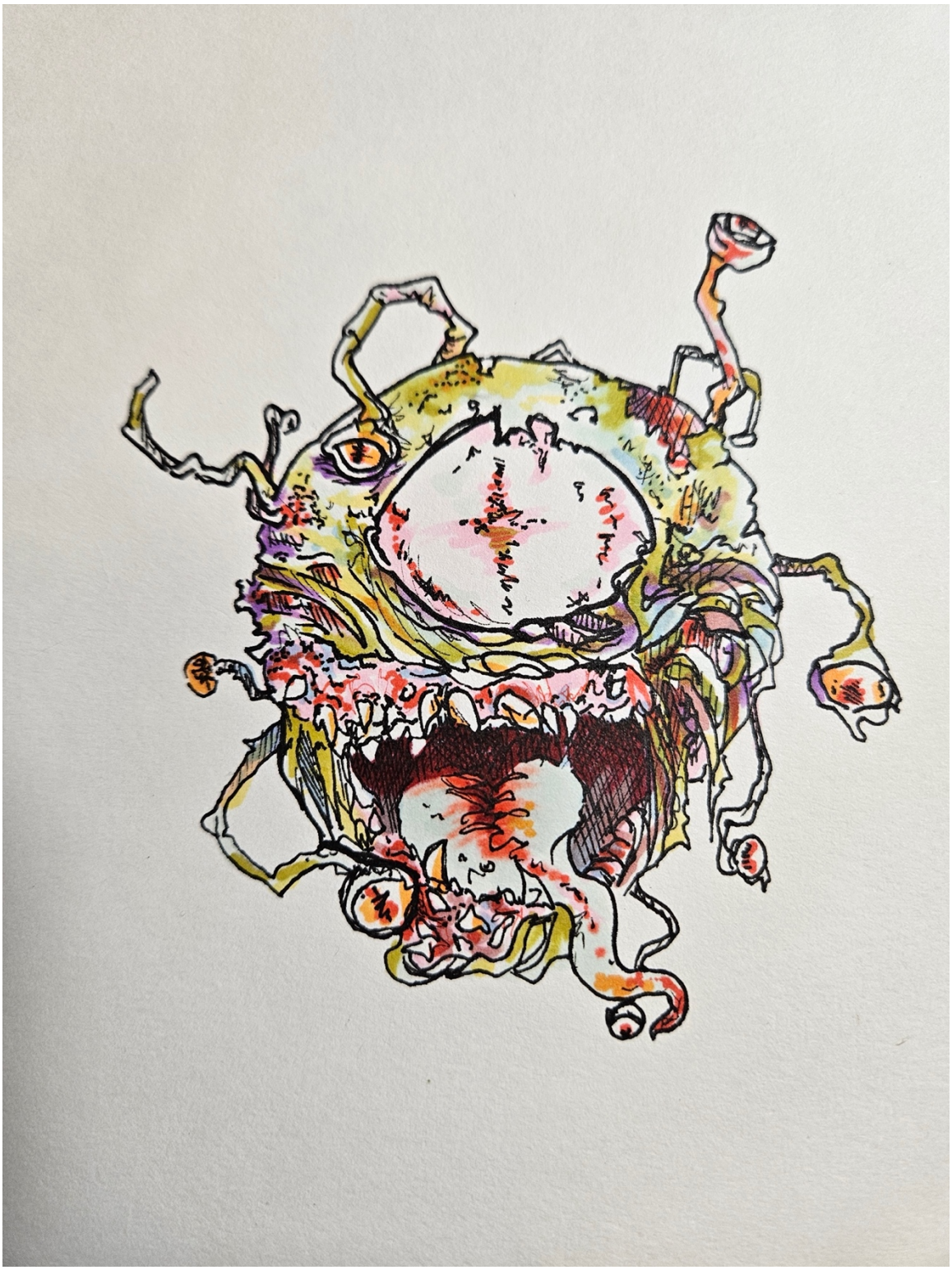


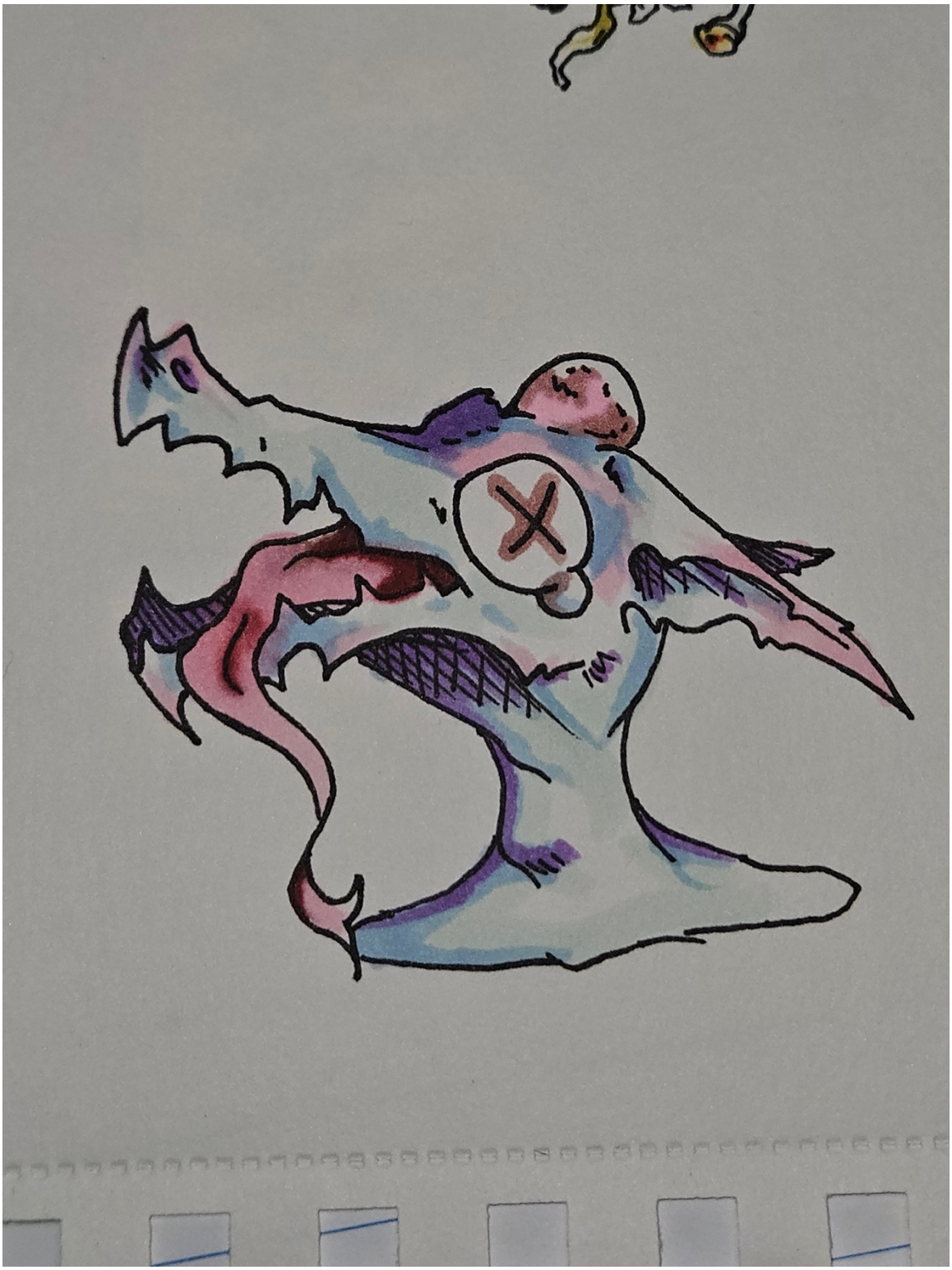

Art by Sam Pike



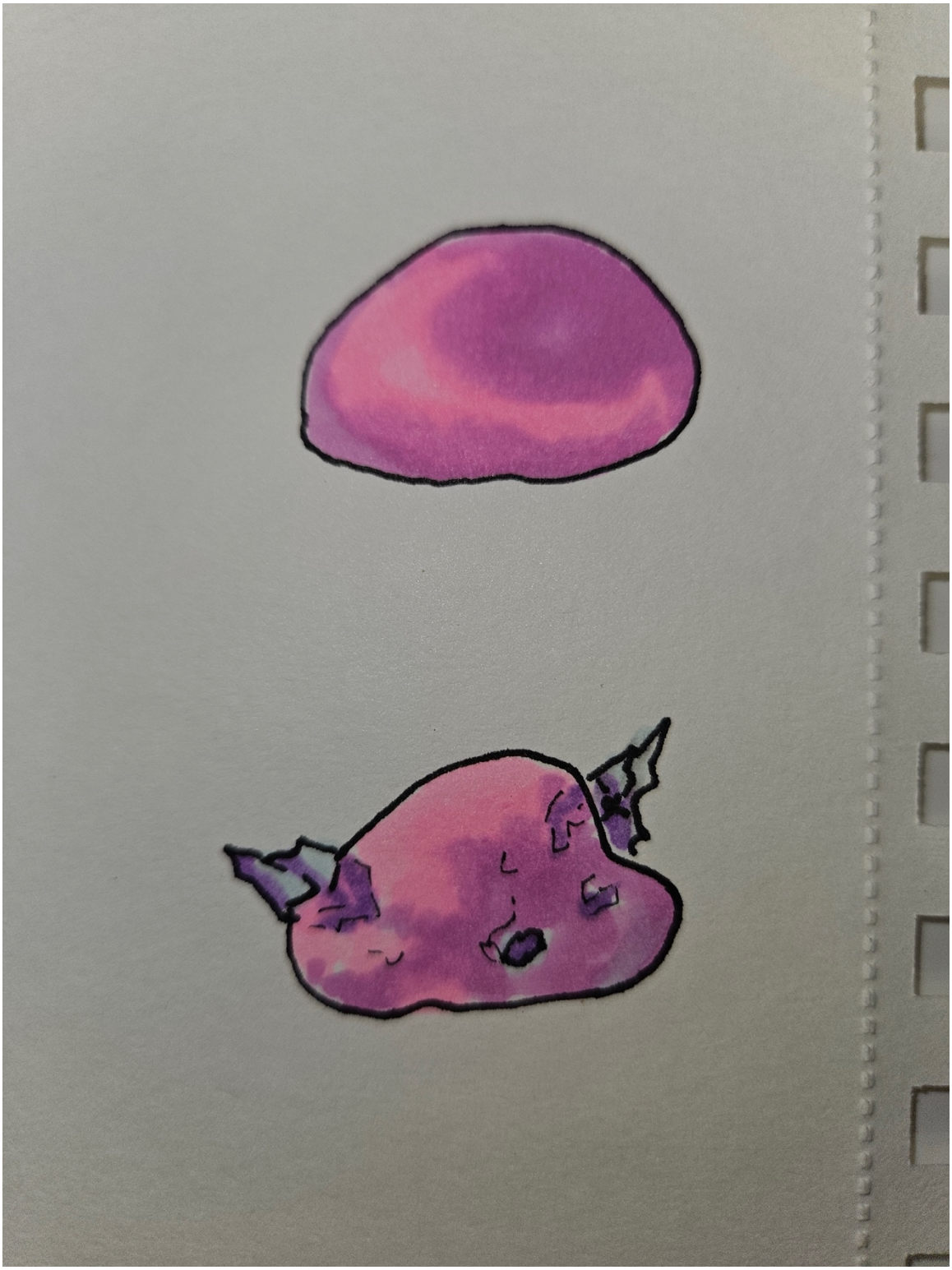


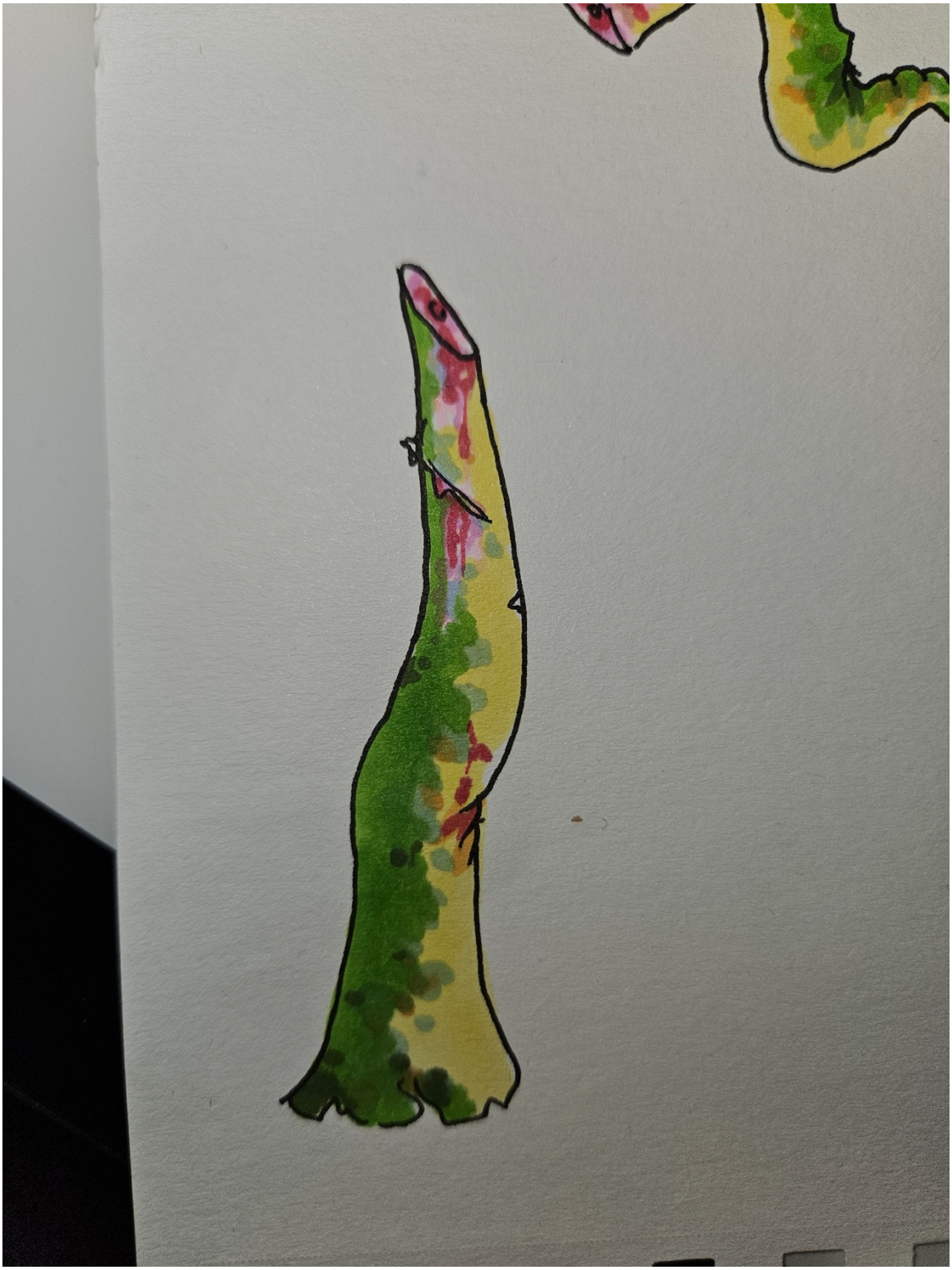


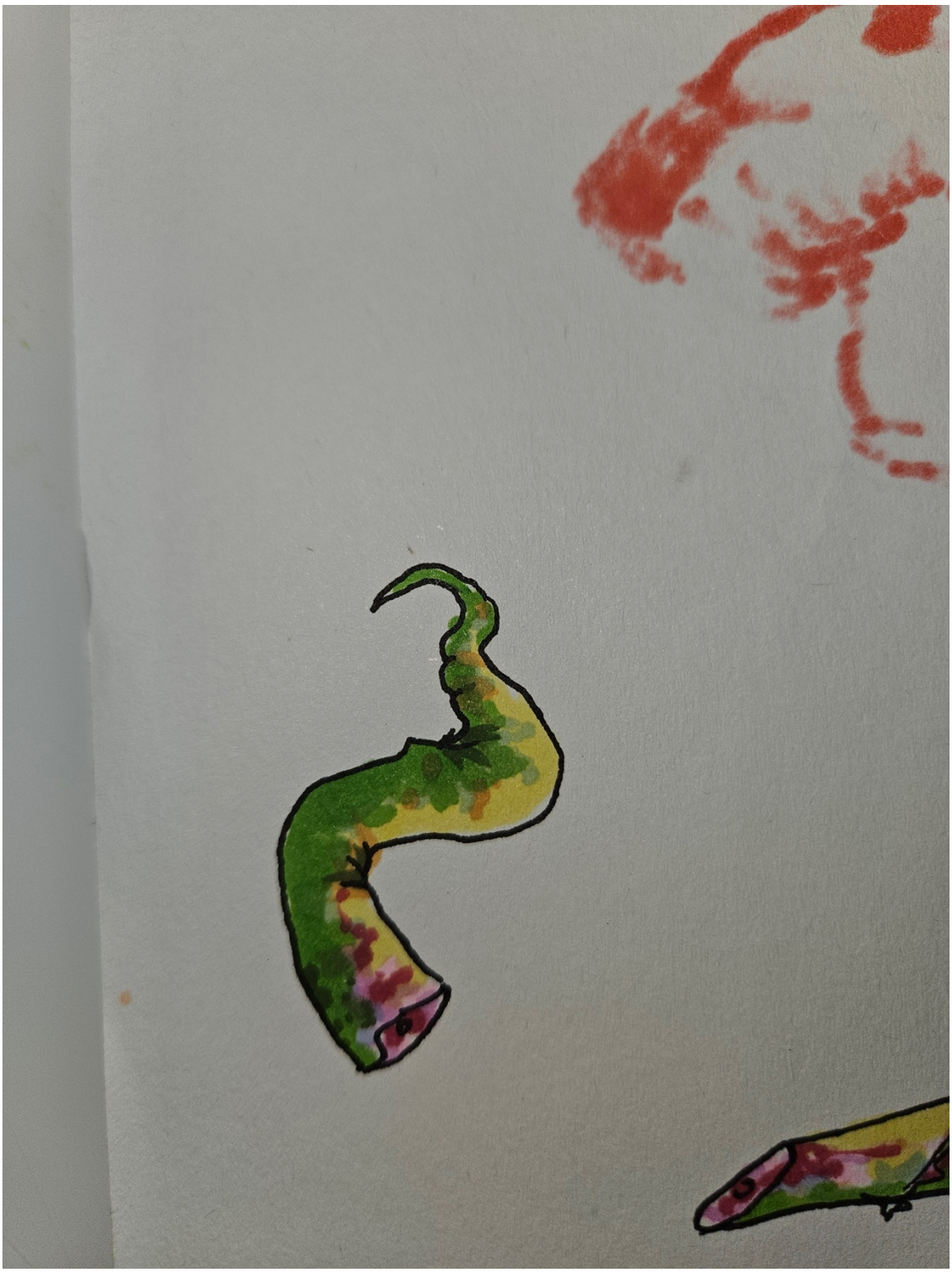


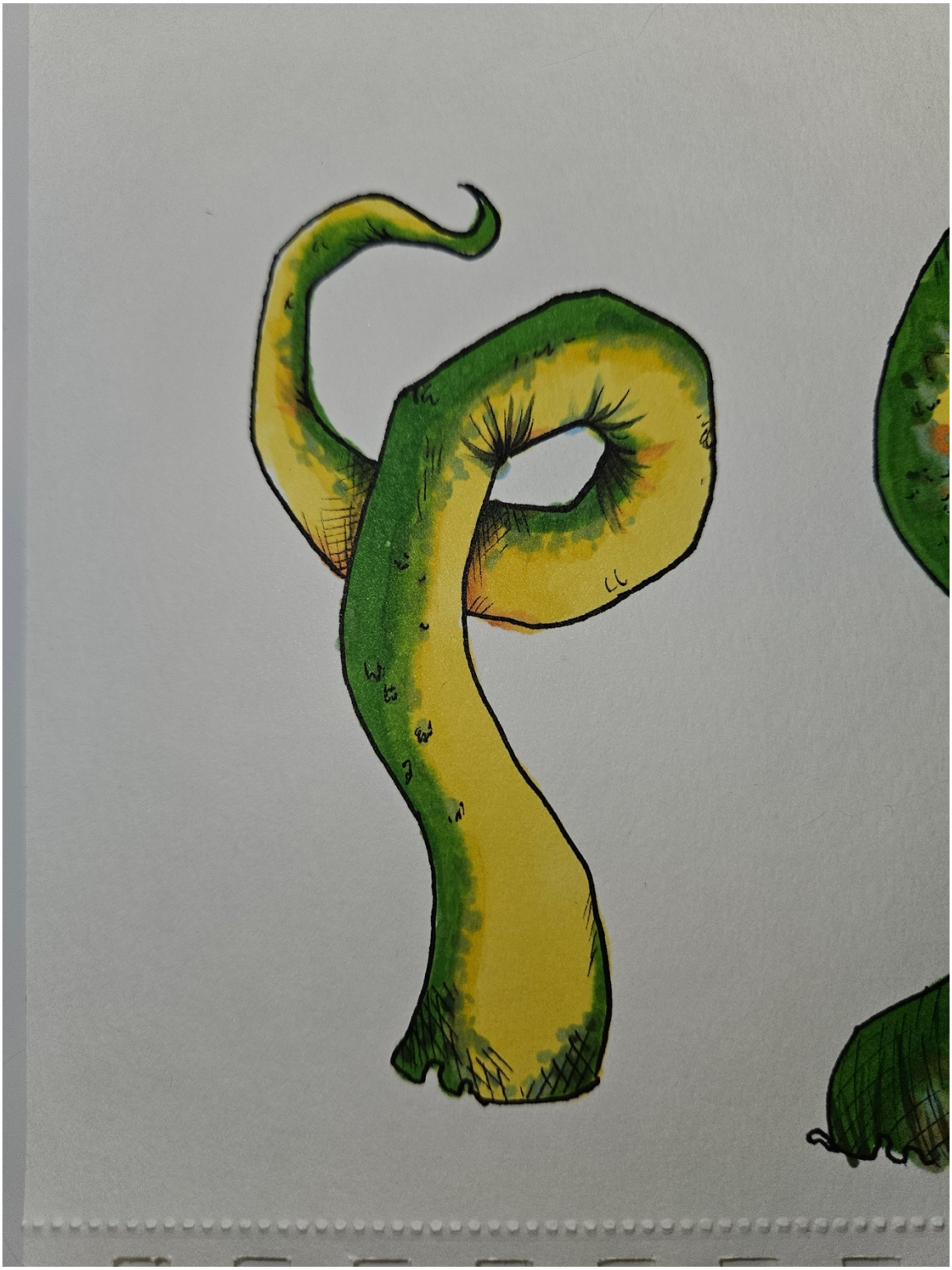


3 Base
Atk



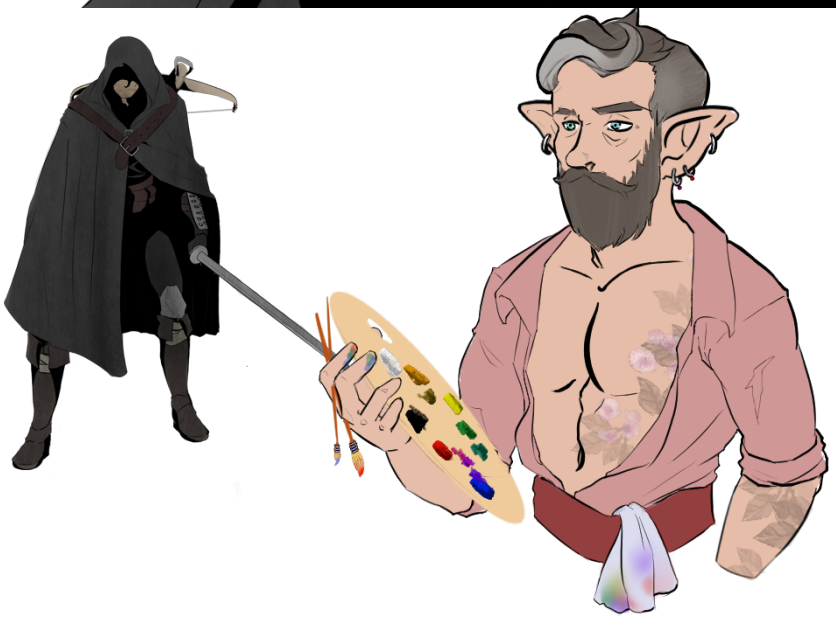






Art by Amanda Aguiar

.



Art by Alex Wolfe

Art by Casey Wolfe

Art by Emily Rose