

Your first release.

4M Video Game Music Composition Protocol

Choose a daily commitment you can keep. Follow the same four stages at your own pace: Make, Mix, Master, Market.

1 MAKE

78 hours

Compose 58 h
Arrange 20 h

2 MIX

6 hours

Balance and clarity

3 MASTER

3 hours

Final audio and checks

4 MARKET

3 hours

Artwork and release setup

Choose your pace

MUSIC EACH DAY	TIME EACH WEEK	UPLOAD	RELEASE TARGET
30 minutes	3 h 30 min	Day 180	Day 208
1 hour	7 h	Day 90	Day 118
90 minutes	10 h 30 min	Day 60	Day 88
2 hours	14 h	Day 45	Day 73

The calendars budget **90 hours of work**: 60 from the source checklist and 30 added estimates. They then allow **28 calendar days for distribution** within Market. The daily average includes weekends before upload. No music hours are assigned during the distribution buffer.

Put the calendar to work

Write in your start date and count from Day 1. Cross off each completed day. You can move time between days; keep the weekly total. If you fall behind, move the later milestones instead of skipping a step.

30 minutes a day

3 hours 30 minutes per week before upload

Upload: Day 180

Release target: Day 208

180 working days + 28 distribution days / 29 weeks, 5 days in the calendar

Start date: _____

Target release date: _____

1 Make

2 Mix

3 Master

4 Market

D Distribution

Make = Compose + Arrange. Distribution is part of Market. U = upload; R = release.

WEEKS 1-15

1	1 1	2 1	3 1	4 1	5 1	6 1	7 1
2	8 1	9 1	10 1	11 1	12 1	13 1	14 1
3	15 1	16 1	17 1	18 1	19 1	20 1	21 1
4	22 1	23 1	24 1	25 1	26 1	27 1	28 1
5	29 1	30 1	31 1	32 1	33 1	34 1	35 1
6	36 1	37 1	38 1	39 1	40 1	41 1	42 1
7	43 1	44 1	45 1	46 1	47 1	48 1	49 1
8	50 1	51 1	52 1	53 1	54 1	55 1	56 1
9	57 1	58 1	59 1	60 1	61 1	62 1	63 1
10	64 1	65 1	66 1	67 1	68 1	69 1	70 1
11	71 1	72 1	73 1	74 1	75 1	76 1	77 1
12	78 1	79 1	80 1	81 1	82 1	83 1	84 1
13	85 1	86 1	87 1	88 1	89 1	90 1	91 1
14	92 1	93 1	94 1	95 1	96 1	97 1	98 1
15	99 1	100 1	101 1	102 1	103 1	104 1	105 1

WEEKS 16-30

16	106 1	107 1	108 1	109 1	110 1	111 1	112 1
17	113 1	114 1	115 1	116 1	117 1	118 1	119 1
18	120 1	121 1	122 1	123 1	124 1	125 1	126 1
19	127 1	128 1	129 1	130 1	131 1	132 1	133 1
20	134 1	135 1	136 1	137 1	138 1	139 1	140 1
21	141 1	142 1	143 1	144 1	145 1	146 1	147 1
22	148 1	149 1	150 1	151 1	152 1	153 1	154 1
23	155 1	156 1	157 2	158 2	159 2	160 2	161 2
24	162 2	163 2	164 2	165 2	166 2	167 2	168 2
25	169 3	170 3	171 3	172 3	173 3	174 3	175 4
26	176 4	177 4	178 4	179 4	180 U	181 D	182 D
27	183 D	184 D	185 D	186 D	187 D	188 D	189 D
28	190 D	191 D	192 D	193 D	194 D	195 D	196 D
29	197 D	198 D	199 D	200 D	201 D	202 D	203 D
30	204 D	205 D	206 D	207 D	208 R		

MILESTONES

Compose: foundations ready

Day 50

Compose: 30 sketches

Day 80

Compose: final melody

Day 116

Arrange: complete

Day 156

Read down the left column, then the right. Numbers 1-4 identify the four Ms in black and white.

1 hour a day

7 hours per week before upload

Upload: Day 90

Release target: Day 118

90 working days + 28 distribution days / 16 weeks, 6 days in the calendar

Start date: _____

Target release date: _____

1 Make **2** Mix **3** Master **4** Market **D** Distribution

Make = Compose + Arrange. Distribution is part of Market. U = upload; R = release.

WEEKS 1-9

1	1	2	3	4	5	6	7
	1	1	1	1	1	1	1
2	8	9	10	11	12	13	14
	1	1	1	1	1	1	1
3	15	16	17	18	19	20	21
	1	1	1	1	1	1	1
4	22	23	24	25	26	27	28
	1	1	1	1	1	1	1
5	29	30	31	32	33	34	35
	1	1	1	1	1	1	1
6	36	37	38	39	40	41	42
	1	1	1	1	1	1	1
7	43	44	45	46	47	48	49
	1	1	1	1	1	1	1
8	50	51	52	53	54	55	56
	1	1	1	1	1	1	1
9	57	58	59	60	61	62	63
	1	1	1	1	1	1	1

WEEKS 10-17

10	64	65	66	67	68	69	70
	1	1	1	1	1	1	1
11	71	72	73	74	75	76	77
	1	1	1	1	1	1	1
12	78	79	80	81	82	83	84
	1	2	2	2	2	2	2
13	85	86	87	88	89	90	91
	3	3	3	4	4	U	D
14	92	93	94	95	96	97	98
	D	D	D	D	D	D	D
15	99	100	101	102	103	104	105
	D	D	D	D	D	D	D
16	106	107	108	109	110	111	112
	D	D	D	D	D	D	D
17	113	114	115	116	117	118	
	D	D	D	D	D	R	

MILESTONES

Compose: foundations ready	Day 25	Compose: 30 sketches	Day 40
Compose: final melody	Day 58	Arrange: complete	Day 78

Read down the left column, then the right. A split cell marks a change of M. Distribution days are waiting time, not required sessions.

90 minutes a day

10 hours 30 minutes per week before upload

Upload: Day 60

Release target: Day 88

60 working days + 28 distribution days / 12 weeks, 4 days in the calendar

Start date: _____

Target release date: _____

1 Make 2 Mix 3 Master 4 Market D Distribution

Make = Compose + Arrange. Distribution is part of Market. U = upload; R = release.

WEEKS 1-7

1	1	2	3	4	5	6	7
	1	1	1	1	1	1	1
2	8	9	10	11	12	13	14
	1	1	1	1	1	1	1
3	15	16	17	18	19	20	21
	1	1	1	1	1	1	1
4	22	23	24	25	26	27	28
	1	1	1	1	1	1	1
5	29	30	31	32	33	34	35
	1	1	1	1	1	1	1
6	36	37	38	39	40	41	42
	1	1	1	1	1	1	1
7	43	44	45	46	47	48	49
	1	1	1	1	1	1	1

WEEKS 8-13

8	50	51	52	53	54	55	56
	1	1	1	2	2	2	2
9	57	58	59	60	61	62	63
	3	3	4	U	D	D	D
10	64	65	66	67	68	69	70
	D	D	D	D	D	D	D
11	71	72	73	74	75	76	77
	D	D	D	D	D	D	D
12	78	79	80	81	82	83	84
	D	D	D	D	D	D	D
13	85	86	87	88			
	D	D	D	R			

MILESTONES

Compose: foundations ready	Day 17	Compose: 30 sketches	Day 27
Compose: final melody	Day 39	Arrange: complete	Day 52

Read down the left column, then the right. A split cell marks a change of M. Distribution days are waiting time, not required sessions.

2 hours a day

14 hours per week before upload

Upload: Day 45

Release target: Day 73

45 working days + 28 distribution days / 10 weeks, 3 days in the calendar

Start date: _____

Target release date: _____

1

 Make

2

 Mix

3

 Master

4

 Market

D

 Distribution

Make = Compose + Arrange. Distribution is part of Market. U = upload; R = release.

WEEKS 1-6

1	1	2	3	4	5	6	7
	1	1	1	1	1	1	1
2	8	9	10	11	12	13	14
	1	1	1	1	1	1	1
3	15	16	17	18	19	20	21
	1	1	1	1	1	1	1
4	22	23	24	25	26	27	28
	1	1	1	1	1	1	1
5	29	30	31	32	33	34	35
	1	1	1	1	1	1	1
6	36	37	38	39	40	41	42
	1	1	1	1	2	2	2

WEEKS 7-11

7	43	44	45	46	47	48	49
	3	3/4	U	D	D	D	D
8	50	51	52	53	54	55	56
	D	D	D	D	D	D	D
9	57	58	59	60	61	62	63
	D	D	D	D	D	D	D
10	64	65	66	67	68	69	70
	D	D	D	D	D	D	D
11	71	72	73				
	D	D	R				

MILESTONES

Compose: foundations ready

Day 13

Compose: 30 sketches

Day 20

Compose: final melody

Day 29

Arrange: complete

Day 39

Read down the left column, then the right. A split cell marks a change of M. Distribution days are waiting time, not required sessions.