Trigger = a smooth fade, if you can, keep the previous track running until the new one is at full volume and then fade out.

Cut to = just switch the track, start at the beginning of the next track, no need for anything fancy.

Title screen: No track

(TRUST me, if when we’re in testing you really hate the silence I can put together a track, but I think this will have the most impact musically)

Press start: Cut to track 1 (Stargazing)

Step into the stars for the first time: Trigger track 2 (Aster I)

At some point in gameplay: Trigger track 3 (Aster II)

At some point in gameplay after track 3 is triggered: Trigger track 4 (Aster III)

Arrival at the tower: Cut to track 5 (Be Still My Heart)

Climbing to the top of the tower: Trigger track 6 (Sunrise)

When the platforms vanish: Trigger track 7 (just out of reach)

This track is the one exception to what I said earlier, bc we’re cutting down instead of building up the old track has to fade first if you can.

End screen: Cut to track 8 (maybe tonight)