**Meeting with Dave Pimm – 19/02/2019**

After researching into both tranquillity and wonder and narrowing down my ideas to one main idea I was happy with, I met with Dave to discuss the base idea I had for the project. As mystery comes from wonder, he said that my idea of having luminous flowers and potentially other small luminous aspects would add to the wonder aspect greatly. He also suggested that I think about what the player would be feeling and try to focus on providing these sensations through the sounds I choose, for example if I wanted the player to feel like there is a slight breeze, I should consider providing this through the sound effects such as having a subtle gentle wind sound in the background. As I mentioned that I would like to include sound effects found in nature too, as natural environments are considered to be the most tranquil, Dave suggested that instead of having typical familiar sounds found in nature that I could incorporate some sense of wonder into these tranquil sound effects too, such as adding unusual birdsong instead of bird sounds that are typically heard as this would add to the sense of curiosity. He pointed me towards BBC’s page full of various audio clips from different types of bird song. He also suggested that I consider what time of day the scene will be set in and what the weather is like. I have decided to experiment currently with a sunset as it will be dark enough for the luminous aspects to appear but will not be fully dark.