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Narrative script

Design aspects

Relaxing and horror

Flying strings with distortion

Sound to guide the player

WWise

Possible narration,

Hellblade

Options to stay relaxed or go into horror mode

There will be paths to choose from

Some additional functionality for

Babies crying for horror

Multiple tracks that all together

Player action determines order and number of tracks playing

Achieving cognitive dissonance by having certain sounds in places they shouldn’t be and we test that.

Surrealism

Fantasy horror, slightly unnerving but whimsical

Motif, with possible iterations light and dark

Layers diorama like figure

Character Creation in a video game aesthetic at all times

Character themes –

Hip hop

Punk

Rock

Cute pop (Enja)

Anime cool

Cyberpunk dirty synths fat fuzzy licks, upbeat tempo, drum and bass

Fantasy sky rim type stuff

Nintendo music, big band, fun epic

Next meeting - Narrative, Sound design, demos if we have them.