Audio Asset List

# Style

Conventions:

* Chip-tune. Everything is chip-tune.
* Each area has a separate theme, each area boss has a variation on its area’s theme.

Level themes:

* Level 1: Eerie, haunting, andantino.
  + Boss music: lower and higher pitches, moderately faster tempo.
* Level 2: Chill music, allegretto.
  + Boss music: lower pitch, faster tempo, allegro.
* Level 3: Tense, ominous, slow and steady tempo, andantino.
  + Boss music: fast and intense, presto
* Final boss: Faster tempo, allegro, dramatic, constant involvement of all melody layers and drums.

Sound effects:

* Chip-tune
* Minimalistic
* No UI sound effects

# Tools

* Beepbox is (probably) the sole music/sound effect creation software.
* File format starts as URL and ends as WAV.
* No recording.

# Asset List w Priorities