**Audio Research**

Since the game was aimed towards children and set in the future (and somewhat in space), the general direction of the music and overall mood audio-wise had to showcase that futuristic feel in a calm ambient way.

**Audio Description:**

Futuristic ambient music that will be originally created and can (hopefully) convey the state of the planet (dark if polluted, upbeat if health) accompanied by sound effects that interprets the actions happening on screen accurately while not deviating from the overall mood.

**Audio Inspiration:**

*“Uncut Gems Official Soundtrack – Daniel Lopatin”* for the darker more sombre parts of the music.

*“Our Nation - Sovietwavemix”* for the happier more upbeat parts of the music.

To achieve that futuristic feel to the music, most of the notes\chords will consist of synth music or sounds that change in tempo and\or pitch with a back beat supporting the melody that can accelerate or decelerate depending on the state of the planet.

For sound effects, nothing will be out of the ordinary for most of them since they will still represent normal actions (building, etc.) except for those that represent noises for creatures that will be created using simple principles of sound design to tweak already existing sound effects. Keeping the futuristic setting in mind for added realism to the sound effect\s.