# Soundtrack and sound effects

As the game is set in a medieval era, that theme will be continued with the soundtrack. The game will have multiple orchestral soundtracks for each individual city and will also have unique soundtracks for combat sequences, the main menu, when using the market and so on. The soundtracks will be acquired from royalty free music sites such as freemusicarchive.org.

The sound effects for the game will be original and created in-house. These sound effects will include ambient noise, combat sound effects, environmental and enemies/NPCs. Each individual weapon and item will have their own distinctive sound effects. There will also be sound effects employed throughout the game’s menu systems. Full list of required sound effects for the game:

* Ambient sound
* Environmental sound effects
* Combat sound effects
* Enemies/NPCs
* Items, weapons
* Sound effects when levelling up, progressing in skill trees etc.
* Sound effects for in-game menus, main menu

There are no plans for character dialogue.