Working with Garageband and understanding music theory

understanding some fundamentals of music theory would be key to creating something memorable.
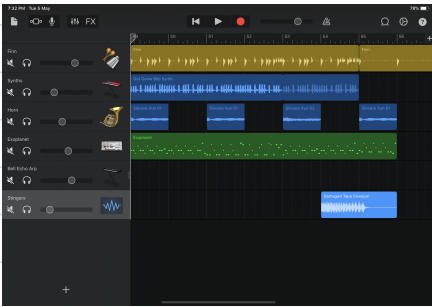
I also have to make sure it is not too overpowering over other sounds.

I also have to make it appropriate to the theme, genre and tone of the game.
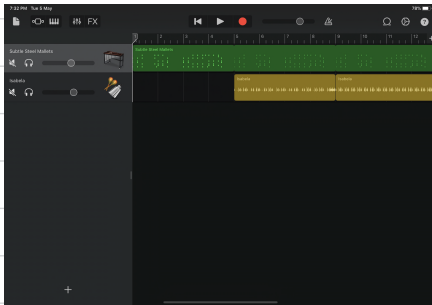
To achieve this I must first try to understand how people approach making music for games.

Some obvious inspirations for that would be Braid, Celeste, witchway.

I must take a similar iterative approach to music as well.

Song 1 is punchy and maybe a little too hip-hop for the game as christopher pointed out

Song 2 is just as punchy but more pop than hip-hop.

Even though we had previously decided to stay away from chiptune music I should still experiment a bit with it as it works best with pixel art.