*Game Name TBD*

**Team Apathetic Apothecary**

*an Audio Style Guide*

by Bennie Daniels, Audio Lead

[-Audio Asset Spreadsheet-](https://docs.google.com/spreadsheets/d/1RrvN4-3dnxKxWxwOQMSm-3vo2yDci2zFr8kTsIfEmaM/edit?usp=sharing) [-Audio Changelist-](https://docs.google.com/document/d/1dOzYKp9LeWyEeyVd7uWjU8V6udFVGWBloqnwNDrMjRg/edit?usp=sharing)

Synopsis

(Working Title) is a 3D farming, crafting, puzzle/exploration game that follows a young sorceress who finds herself as the caretaker of a dying forest. Gather, plant, and grow crops to assemble potion ingredients that will enable you to complete puzzles in search of new flora and fauna. Accept quests that will open new potion elements and puzzle areas that will further her goals towards saving this ancient wood.

Audio Style

(Working Title) will attempt to pull from a variety of sources that share a common goal with their musical soundscapes: creating a blanket of comfort and immersion. The audio style aims to combine aspects of ambient, lo-fi, and up-tempo but relaxed instrumental music to create a soundscape that eases the player into the rhythms of crafting, potion-making, and puzzle-solving. Musically the style is warm, inviting, relaxing, nostalgic, making use of a combination of synthesizers, piano, and light percussion. The overall feel of the soundscape should gently accompany the current tasks of the player, providing a steady flow to help them focus on a puzzle when needed, and luring them in with elements of mystery and intrigue when it’s time to explore the forest.

Style Examples

[**Example: Vincent Steenstra Toussaint,“Midnight Snack”**](https://youtu.be/-jw-HI5YoOA)

Note: Composed in the style of Will Wiesenfeld, composer of the “Bee and Puppycat” soundtrack

[**Example: *Ecco the Dolphin* OST**](https://youtu.be/xzdShv9Rfv4)

[**Example: *Baba is You*, “Water is Sink”**](https://youtu.be/KmSDE-lmMvo)

[**Example: *Animal Crossing: New Horizons*, “5 P.M.”**](https://youtu.be/pJvjbosEdHE)

[**Example: City Girl, “Time Falls Like Moonlight”**](https://youtu.be/Qku9aoUlTXA)

Audio Pipeline

Music and SFX will be implemented via bank files created with Wwise, delivered through our team’s SVN repository. The build will be updated bi-weekly using the most current audio banks.

Audio Technical Specifications

Music and SFX will be composed in Logic Pro X and Reaper, exported as 24-bit 48kHz uncompressed WAV files, then implemented into events in Wwise.