MUSIC DEVELOPMENT

Zhenbang Xiao

SOLUTION 1

- AboutScene.wav
  - The sound effect consists 2 pieces of beats used for the scene of "About us" or called "Developer manifest".
- Andante.wav
  - A piece of peaceful and even guitar melody ideally for main menu. Designed for cycle playing.
  - C Major, 8 bars, C-C-F-F-G-G-C-C.
- DiminishedTriad.wav
  - A piece of allegro, negative mood minor melody designed for cycling on brief story screen. Introduce the dangerous journey is about to begin.
  - A Minor, repeating twice in 8 bars.
- Development.wav
  - The music plays when the game is playing, designed for cycling.
  - 16 bars, C-C-F-F-G-G-B flat-B flat-B flat-B flat-B flat-G-G-G-G.
- Achivement.wav
  - The sound effect designed for pass a level, no repeat.
  - C Major, swap strings.