Audio, FX and Music

**Music:**

Since the genre we are aiming for is that of a speed-based game, having high tempo, upbeat music would be a good fit. Considering the target audience, however, leaves us with some restrictions on musical styles. Due to our inexperience in music creation, this may be a challenge, but using copyright free music limits us in making the game individual and unique in the sound department.

**Track Inspirations:**

Looking towards copyrighted music tracks that could suit the game, we discovered Mega Man X: Corrupted’s Submarine Ocean theme.

<https://youtu.be/dwKN9rSryhY>

This is a more active theme suitable for later levels within the game, whereas the fan game Mega Man X9’s Glacier Basilisk is a more passive and ambient track.

<https://youtu.be/qpLeqPqfr_w>

Other options include Ribbon Road (Mario Kart Super Circuit), and music such as the 16-bit Sonic games, the Mega Man 7 intro stage and Mega Man x3 intro stage themes.

**Sound Font:**

Sound font selection could also be considered. Older generation consoles had limits on the sounds they could produce for music, so the same instruments could sound different in different games, whereas modern consoles can stream and play recorded music easily.

Dynamically changing music based on player weapon or speed and such would be an interesting development, but would massively increase the complexity of composing music, so development will be considered if the team has time.

Ultimately, the music will be composed once we know exactly what each level consists of, including themes, difficulty and pacing, so that the music fits each individual level.

**Sound effects:**

We will be recording sounds from our own living spaces (like taking a knife out if a metal knife holder) and adapt them to our use (unsheathing a sword), altering values like pitch and speed when needed. This will help keep the theming of a toy world scaled up, by using what we have around us instead of specialist sound equipment or premade sound effects.