Audio Guide Document

## **Instruments**

Glockenspiel

Woodwind instruments

Harp

Electronic drums

Electronic piano/keyboard

## **Soundtrack**

The games soundtrack should be loopable and last around 3-4 minutes(unless you feel differently in which case speak to me about it so I get your reasoning.).  
  
I’d recommend the use of the following words/themes and look for similar sounding music, games, videos, ads, apps or documentaries which may inspire you.

Tourist

Tourism

Holiday

Discovery

Explore

Relaxed

Light

Easy listening

Having an easy time

Walk through the city

In the city

Happy

Adventure

Heritage

Landmarks

Tour guide

“on my way”

Moving along

## **Sound effects**

The sound effects can be bouncy, sharp or extravagant. Much like the sound effects used in Zelda, Mario or Yoshi’s wooly world.  
  
Obviously if the player is selecting an option the sound effect should be positive sounding, if the player is returning or de-selecting the sound should feel receding.

Pop up or alerts should also have sound to inform and attract the players attention.

## **Inspiration and research**

**Zelda: Orcarina of time**

Have a look at the sound effects and particularly the music at this link:  
<https://youtu.be/3QvlxoX1GjI?t=3m21s>  
  
The music is very light and easy on the ears but pleasing to hear. Electronic with a hint of woodwind instrument in it.  
  
The UI sound effects are also very light but clear in their delivery of what is happening on screen.  
  
Ignore any character sounds.  
  
  
  
  
  
**Yoshi’s Woolly World**

The entire sound track is rather easy going but at times rather fast(which should be avoided). It is also at times rather sharp/loud instead of muted which I suspect would not sound right with the app.  
The celebration and achievement effects are well done and would possibly work well with our app.  
  
The UI and selection sound are very well done and would work well with our app but would be too loud if we did something similar at that decibel.

Ignore any character sounds and effects.