**Music**

Menu

* Cute
* Happy
* Medium-fast paced
* Loops

Game

* Cute
* Happy
* Fast paced
* Speeds up at end (signifies game ending)

Victory (Game End)

* Cheery
* Happy
* (Maybe) some cheering – “yay”

**SFX**

Menu

* Highlighting Buttons – Deep clicks
* Selecting Buttons – Higher pitch clicks (compared to Highlighting Buttons)
* Player Selection Sounds – Cute versions of kids making animal sounds
  + Pan – Roar
  + Liz – Hiss
  + Eli – Toot
  + Ham – Oink

Game

* Running – Pitter-patter
* Punching
  + High octave thud [if hits]
  + Whoosh [if misses]
* Collectable on Ground – Sparkling sound (quiet – background)
* Power-ups
  + Speed up (Cookie) – Crunch
  + Fire pit (roasting marshmallows) – Crackling fire
  + Drop gummy bears (apple) – Bleurgh
* Mama Marshmallow – Falling sound then a splat sound
* Collectable Picked Up – Shing
* Initial Countdown – Beep, Beep, Beep, Beeeeep (pitch rising)
* Final Timer (last ‘x’ seconds) – Beep, beep, beep… (lower pitch than Initial Countdown)

**Reference Music**

MapleStory, Temple of Time

<https://www.youtube.com/watch?v=RQKYyBm8s0o>

Wind Waker, Inside a House

<https://www.youtube.com/watch?v=b8v54ELG4LU>

Stardew Valley, Dance of the Moonlight Jellies

<https://www.youtube.com/watch?v=H-N1FVMaOYk>

Crazy Arcade Soundtrack

<https://www.youtube.com/watch?v=0aysffpX9c0&list=PLtdWdFWSYZKVrphexN_zLzWSkLqiy8sRS>

* 01 [Log In]
* 15 [KFC]
* 20 [Boomhill]
* 23 [Hidden Catch Rush Main]

Ocarina of Time, Lost Woods

<https://www.youtube.com/watch?v=-uInmFU6JkU>

Pokemon Alpha Sapphire, Verdanturf Town

<https://www.youtube.com/watch?v=UhVrX6a2LNs>

Pokemon Alpha Sapphire, Fallarbor Town

<https://www.youtube.com/watch?v=tGTlZe8EO20>

Pokemon Sapphire, Ever Grande City

<https://www.youtube.com/watch?v=17_UJMnMbrQ&t=33s>