Sound journal

I started working on the sound by first going around and looking through a file filled with free sounds given to me by Daniel that were used in a GameJam and given out for free .I went through it and took some few sounds that we might use.

I also went around YouTube to look for music for the game and put the links in a txt document to see if I like any of them.

From these files I managed to find some sounds which I am going to use for the earth and wind characters movement.

Music testing loops

For the music I decided instead looking for a website of looped music which I found one which gives free looped music and went around the website to find some music ,i made a list with possible choices which i tested if they looped by editing them on audacity editing program . Then we going to test all these music and see which is best for the game.

First prototype for testing

For the first prototype we going to use for showing and testing to people I needed to find some vine sounds to use for some elements and use the character movements sounds which I already have.