A2IM1 – Sound in Interactive Media
Campbell Cole – M16460

Exam readme

For this assessment we were asked to compose music for a two-dimensional, pixel game that consisted of three rooms and two different types of enemy. The aim of the game was to get to the third room without getting hit by the enemies.

Being that the game was set in a forest, as well as being a top-down, pixel art type of adventure game, I was reminded of older Final Fantasy and Zelda games as they had a similar aesthetic, and used them as inspiration for the tracks I made.

As the player progresses through each room, the theme builds to give a greater sense of progression, starting with Percussion and Clarinet, and adding Clavinet, and Flute as the player makes their way into the final room.

Given the context of "forest", the enemies stand out as being mechanical/robotic and aren't typical enemies one might find in a forest level. In order to highlight this, I created jagged, mechanical robot-type noises to emphasise their difference from the environment, as well as emphasise that they are indeed enemies to be avoided.