The setting seems to be a small child traversing a forest in low-bit textures with a distinct lack of aggression or aggressive gameplay, i.e. the player can only run from enemies, but the only penalty is a simple restart, without any death animations or penalties immediately present. It is for this reason that I chose a somewhat nursery style melody, based on simple extensions of the C Maj chord but almost always resolving down to the tonic or the fifth. This is most apparent in the 2nd audio track/loop, with the delayed arpeggio of a major 7th, and an occasional 9th at the end to keep the listener interested. A lilting type of tempo and instrument technique was used, similar to that of lullabies, in order to emphasize the child-like aspect of the game.

The lead synth for the “boss fight” is harsh and aggressive compared to the preceding sounds, symbolizing both the change in difficulty and the fear apparent in the player character at this end-game section.

A fantastic way to further develop this game would be a change in environment, say to a snowy field or a desert, all easily achievable with texture palettes given the low-bit nature of the game. This would also allow much greater compositional freedom, as the associations we have with environments and music, for example, deserts are often associated with Arabic countries, hence a diagetic use of harmonic minor in a desert based level, or a more sound composition direction when in a snowy/night area due to various environmental factors such as the darkness, high winds, and others.

The main point of focus in a brief with a developer would be the player character and their story (if any). This is because the gameplay mechanics seem relatively simple and straightforward, therefore the idea behind the game would likely serve as a useful inspiration in composing for the game.