**PooPooPiPe Audio Style Guide**

The nature of the background music of the game will be joyful and bright, overall happy. The game doesn’t have a any elements or compositions which make the game mood dark and gloomy. Story is simple, and the character is cute, therefore we are going to match the background music considering to its brightness. The good example which will represents our expectations will be the music ‘Twin Musicom – Santo Rico’, ‘Igor Khainskyi – Hawaiian Weekend’, and ‘Free Music - Happy and Joyful Children’. The second example which is given is already implemented as a main theme of the game. These music gives a feeling to a player going for a trip, enjoying their vacation, relaxing. Even though our game is a puzzle and the players should think and guess, we wanted the players to not think so complicated, but enjoy and relax.

Also, the sound effect will be simple too, as the actions what the players could do is very simple and short: move, match, and rotate. Moreover, we are not going to implement the sound which is hyper-realistic. As the game theme is goofy and childish, the sound effects will match the theme, using the exaggerated sound effects which is often used in 80~90s cartoon shows, such as Tom and Jerry. When we tried to use a sound which is realistic, it gave an uncomfortable feeling and harmed the atmosphere of the game which is bright and joyful.