List for compiling various game and non-game related musical pieces for research/inspiration as they pertain to our specific areas and their unique musical themes

ANYONE CAN ADD TO THIS LIST (What OSTS have had the biggest impact on you? Which do you still listen to? What comes to your mind when you think of musical themes associated with our distinct locations?) - JUST COLOR CODE YOUR ADDITIONS

Finn

Nigel

Magster

Dmitri

John

**Locations**

School (Hub) -

# Haruomi Hosono & ... - Last Paradise - melodic progression is perfect for an intro level, synths are a little wacky/80s Japan style but with cleaner more basic instruments, would fit perfectly

* School (Deltarune Ch. 1 OST)
  + Compared to all of the other tracks in the game, “School” is the simplest in terms of the musical complexity, which is what I think our hub world should instill for the player. It should feel simple, inviting, and care-free. There is no mystery or twist to this area: it’s a static place in the game where not much happens, but you can always return to it.

- Pancake on the Way Home from School(Trails of Cold Steel 3)

- Endless Possibilities (Trails of Cold Steel 3)

Neighborhood -

* You Can Always Come Home (Deltarune Ch. 1 OST)
* Eterna City (Pokemon OST)
* New Adventure (A Hat In Time OST)
  + Light, joyful and more whimsical. It really nails home the feel of the player stepping out into the big world through their first steps. It sounds strange, but the theme is positive and naive to me, almost like how most of us are when starting a new colorful game.
* Fire Emblem: Three Houses Main Theme
* Beneath The Mask (Persona 5)
* Summer (Joe Hisaishi) - excellent orchestral progression, specifically the repeated piano riff at 3:30 into the light melancholic string swell and back to light nostalgic piano, feels like somewhere new and still like home at the same time

Stadium -

* Skate or Live (Scott Pilgrim vs. the World

Subway -

* Phantom (Persona 5)
* Cityfade (Against All Logic) - doing the most with a simple piano riff in classic house-production style, if any track in the game is going to have house elements, the subway would be a great place for it
* Selected Faces (Gesaffelstein) - first minute of the track is an absolute subway technobop

Metropolis -

* Picture Perfect (A Hat In Time OST)
* Tokyo Daylight (Persona 5)
* 彼はそれを取りました (Haircuts for Men) - simple but elegant repeated riff, recurring distant sax motif, reminiscent of driving down a city freeway and passing neon signs, might be too futuristic/vaporwave for our vibe or it might just be perfect, only time will tell

Factory -

* The Factory (Nier Automata)

Sewers -

* Between Heaven and Earth (Celestial Aeon Project)

BBEG (Big Bad Evil Guy) Lair -

* Blooming Villain (Persona 5)
  + Very intimidating atmosphere for the first minute.
* One Hell of A Time (Cuphead OST)
  + Gives the big jazzy/brass build up before popping with energy. Quick in pace and really gives a feel of
* Battle! Elite Four (Pokemon OST)
  + Man...this theme is grand and equally lets you know it’s both a challenge and accomplishment to be in a battle against any of the Elite Four members. It lets you know that you should be proud and excited to have gotten this far...but that doesn’t mean you can let your guard down. The moments where the percussion recedes are gentle enough to let you breathe and really sink into the awe of the moment-of just being \*so\* close to the Champion.
* Ganondorf Battle (LoZOoT)
  + It’s in a stupid fucking impossilble time signature, meaning that its super hard to follow, inducing ***PANIC***
* I’ll Face Myself (Persona 4)
  + The little opening part is super ***PANIC*** inducing, after that part its not really relevant IMO
* Decisive Battle (Neon Genesis Evangelion, best persion if from the rebuilds, so look up Evangelion 1.0)
  + This shit makes me fucking ***PANIC,*** The marimba is like every three beats and its out of time with the rest of the shit, which freaks me out, theres some faint bongos in the background that almost sort of mimic, the most important part i think are these big “BWAAAAAH” stings of disharmonic brass that almost mimic like an alarm being sounded
* goiLLA JaL (just part 1) (kill la kill OST)
  + Similar to above, there are these sort of loud disharmonic electric stings that mimic alarms, and the vocals imply (to me) almost like a wailing of the dead, definitely puts me on edge
* Low HP Music (pokemon BW)
  + This is a thing they do at the beginnning of all pokemon battle themes, where theyll layer some really intense shit like scales and whatever in a way thats loud all at once and really hard to follow as a way to discombobulate you and make you ***PANIC,*** I think it works in this song cause it’s incorporates as like a motif of the theme as a whole