# Legend of Light – Sound Design Vision

## 🔊 Purpose of Sound in Legend of Light

Sound is not just background — it is a carrier of emotion, memory, and subtle transformation. Each zone in Legend of Light uses sound to guide players inward, mirror their emotional state, and gently anchor their experience in something sacred. We aim for ambient, cinematic, and non-invasive sound design.

## 🎧 Sound Atmosphere Guidelines

- Use ambient pads, subtle melodies, or textured tones over music loops  
- Match emotional tone to zone theme (e.g., wonder, grief, pride, clarity)  
- Avoid anything overly chaotic, sharp, or startling  
- Let silence or near-silence be part of the emotional space

## 🌌 Examples of Zone Sound Types

- Ignisia: crackling warmth, rising dawn tones, quiet breath  
- Lensveil: soft mirror chimes, underwater echoes, internal whisper layers  
- Pathforge: steady metal echoes, creative sparks, heartbeat drums  
- Resonara: crystal harps, rhythmic pulses, tone-based bridges  
- Riftvale: pressure wind, growing resonance, breaking stillness into music

## 🎼 Emotional Instruments & Textures

- Glass harmonics, kalimbas, soft synth pads, whisper flutes  
- Layered tones that shift slightly when standing still or moving  
- Emphasis on healing tones: 396 Hz, 528 Hz, 963 Hz, where possible

## 📐 Integration Notes

- Lighting and sound should often mirror or trigger each other  
- Key transformation moments may include musical swells or a breath cue  
- Audio should respond to the player’s breath, gaze, or stillness where scripted

Sound is the soul of this journey — not loud, but lasting.