# 🔥 Zone 1 – Ignisia

“You Have a Spark”

## 🔹 Header Purpose

This zone introduces players to the emotional world of Legend of Light. The sound and lighting must awaken wonder, warmth, and a sense of sacred beginning—like a spark catching in the soul.

## 🎧 Sound Design Brief

Overall Mood:  
Warm, magical, and soul-stirring. This is the moment of emotional ignition—the spark of possibility within.  
  
Key Sound Elements:  
- Ambient Flame Sounds: Gentle, low flickering flame layers with occasional crackle or ember pops. Never aggressive or loud—more like a campfire heartbeat.  
- Environmental Ambience:  
 - A soft golden wind tone layered with faint shimmer (like light passing through dust).  
 - Light, ethereal chimes or tones that echo faintly in the distance.  
- Emotional Cues:  
 - When the player walks near the spiral sunrise or NPCs like Heidi/Skylar, the soundscape should swell slightly with subtle harp or string textures—like light gently responding to presence.  
 - Key interaction moments (e.g. touching the Sparkstone or beginning journal prompt) can trigger a soft tone pulse—like a tuning fork being struck.  
  
Silence as Power:  
Allow intentional quiet pauses where the flame or wind are the only sounds. These moments should feel sacred and emotionally grounding.  
  
Voice & Music:  
Family voiceovers will be layered separately. No background music required, but sound must emotionally hold space for voice to land clearly.

## 💫 Emotional Tone Summary

Theme:  
"You Have a Spark." This is the beginning of remembering who you are.  
  
Emotions to Evoke:  
- Safe curiosity  
- Gentle courage  
- Warm inner light  
- Sacred quietness  
- The first flicker of “maybe I matter…”  
  
Tone Description:  
The player should feel like they’ve stepped into a forgotten place that somehow already knows them. Everything is glowing—but not loudly. Light hums from within. The world responds quietly to attention. The zone should whisper instead of shout.