# The Big Brain Original Videogame Soundtrack

Composed by Riley McCullagh for Sound Project Spring 2017 at University of Technology Sydney

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#### Performance Note

This is not a piece designed to be performed. It was written to be horizontally resequenced with an audio middleware program. The compositional units that are meant to be resequenced are marked with a rehearsal mark, like so:

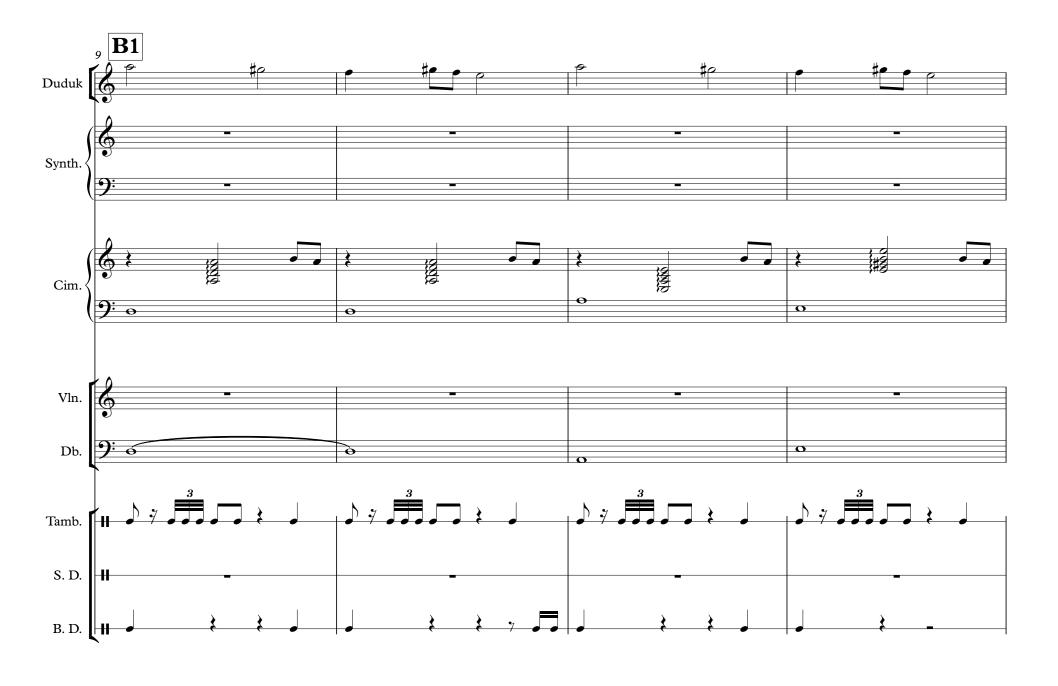


If it were to be performed, some order of these letters should be chosen through a semi random process. Sections with rehearsal marks with letters and numbers are meant to be played in sequence. That is, if section F1 is performed, section F2 should be as well.

#### Menu Theme

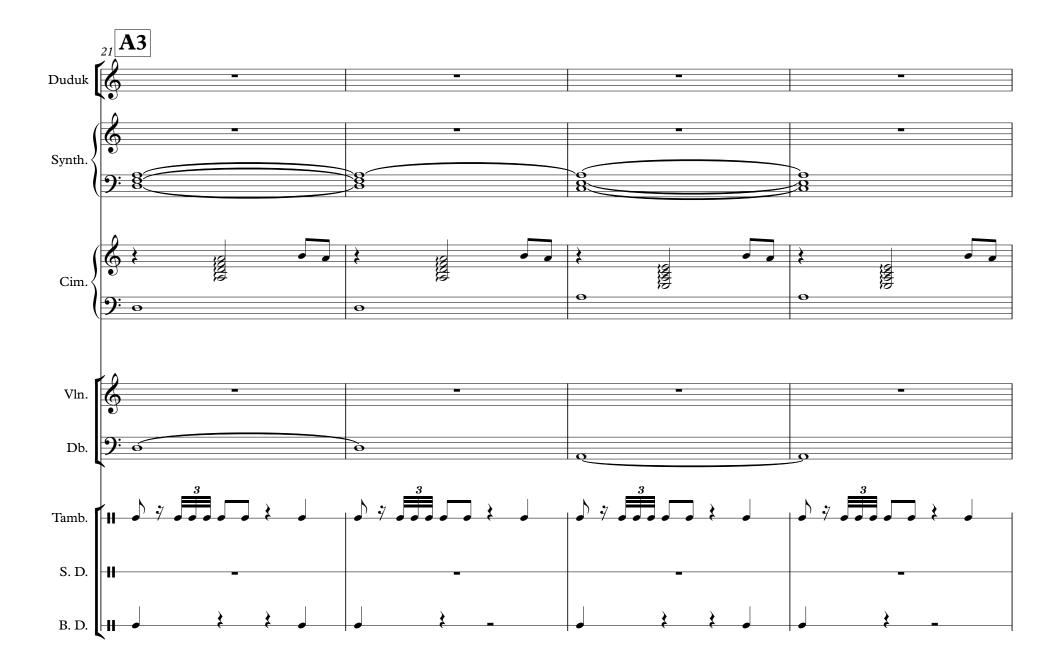


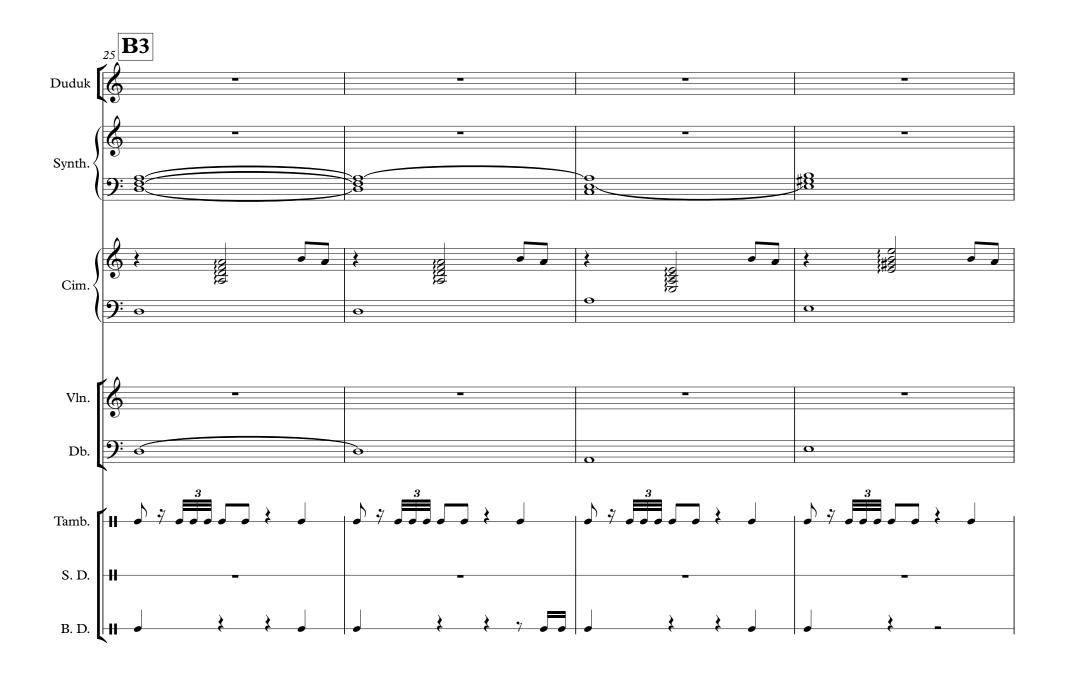


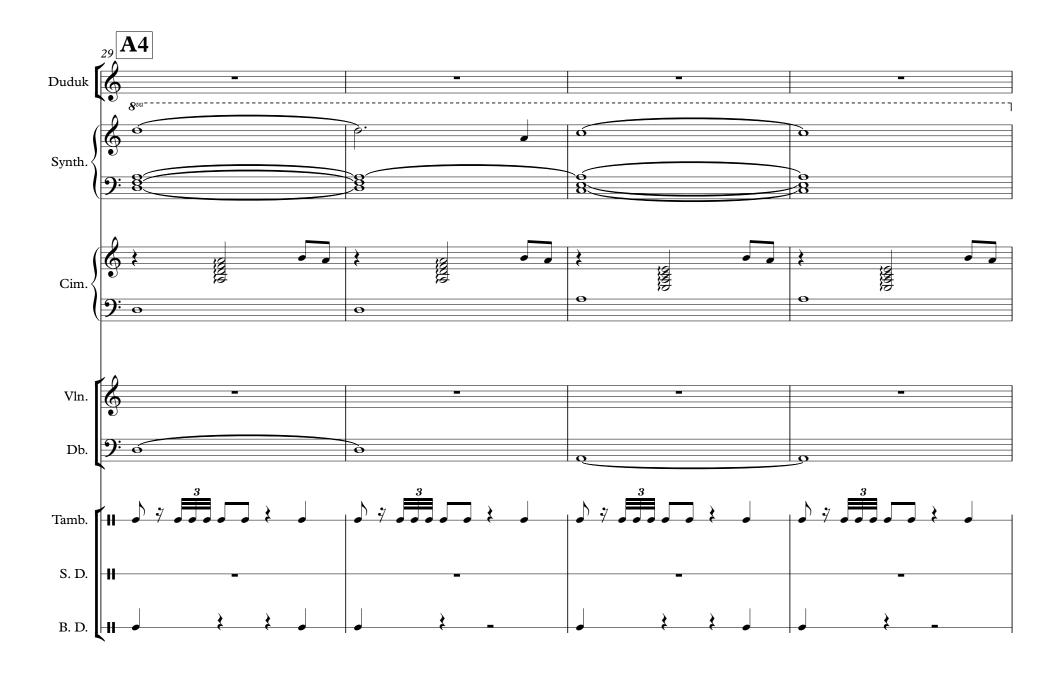


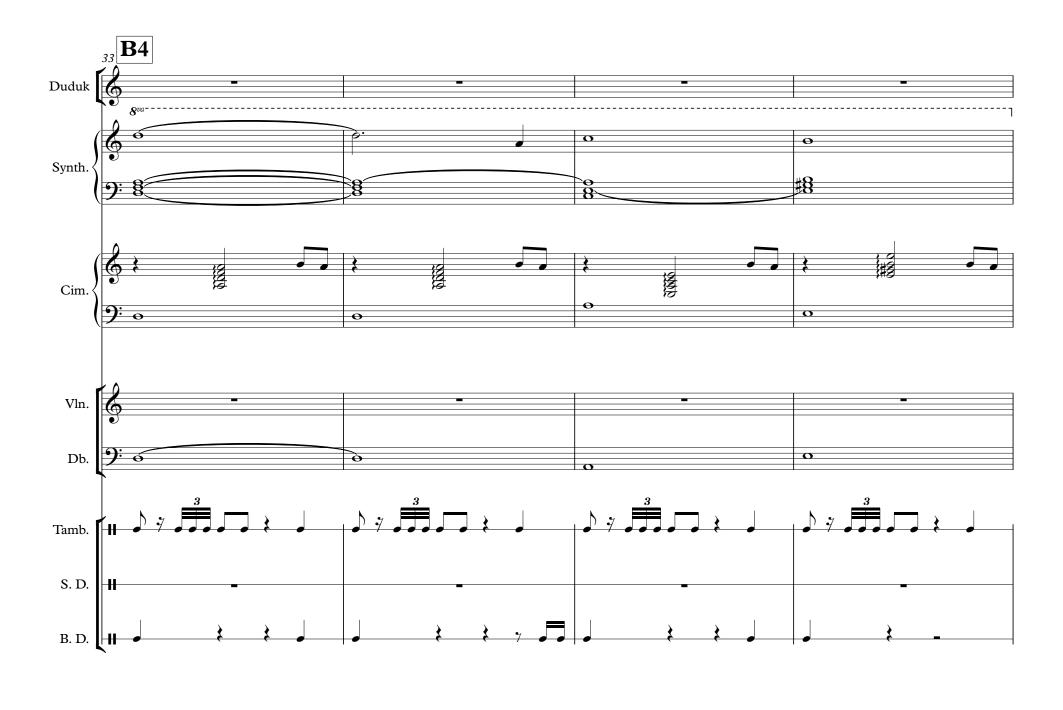


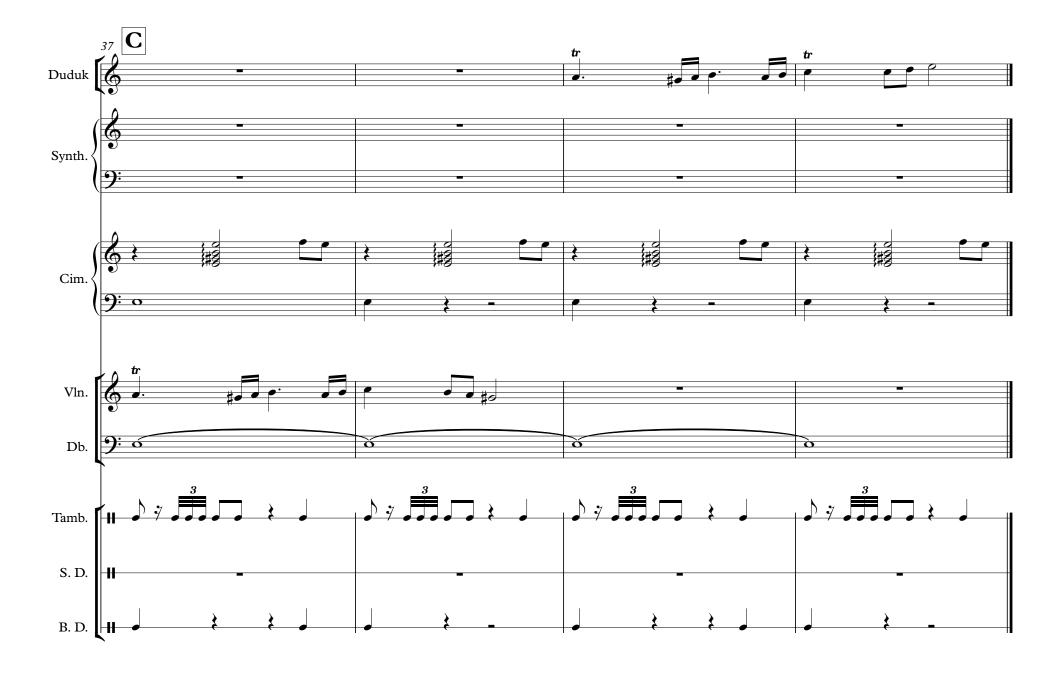




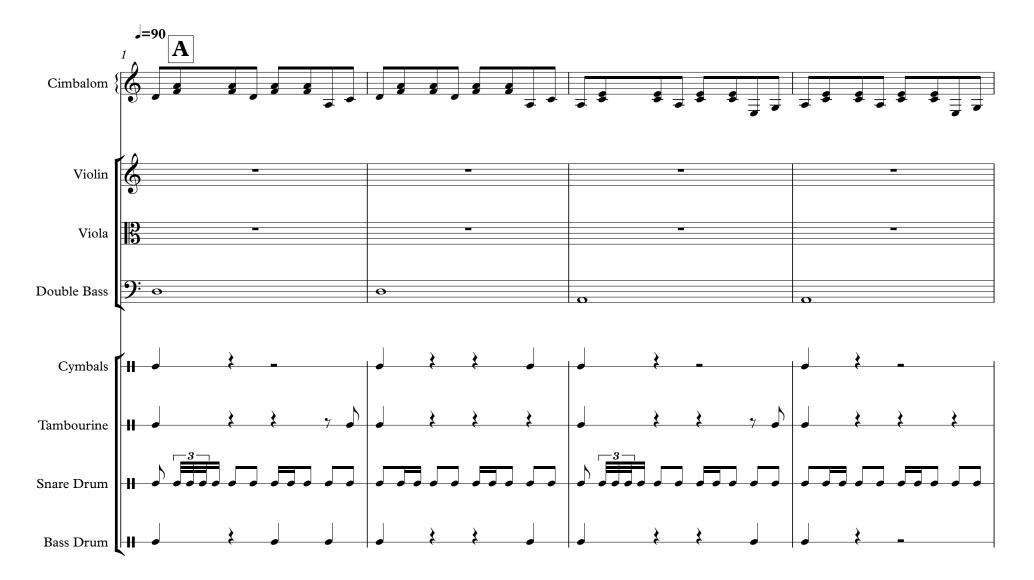








## Day (Fight) Theme





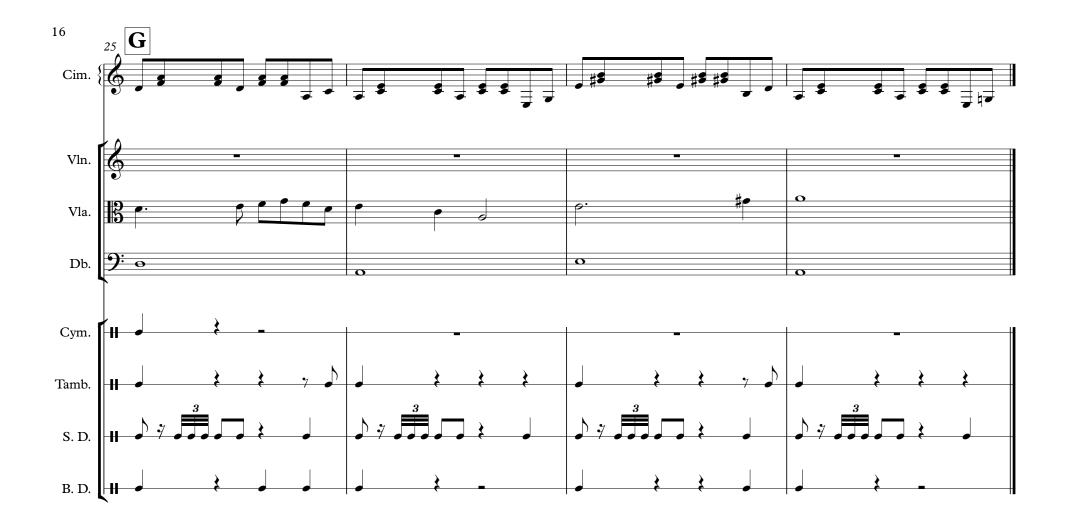






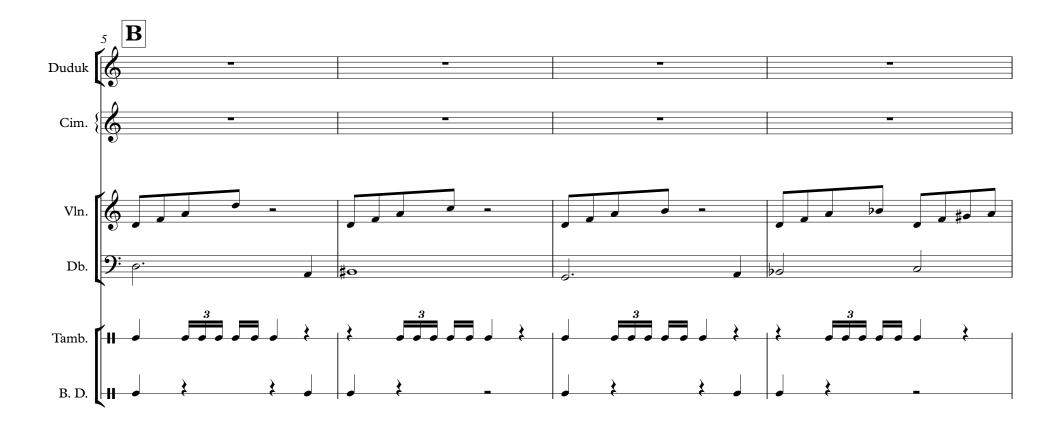




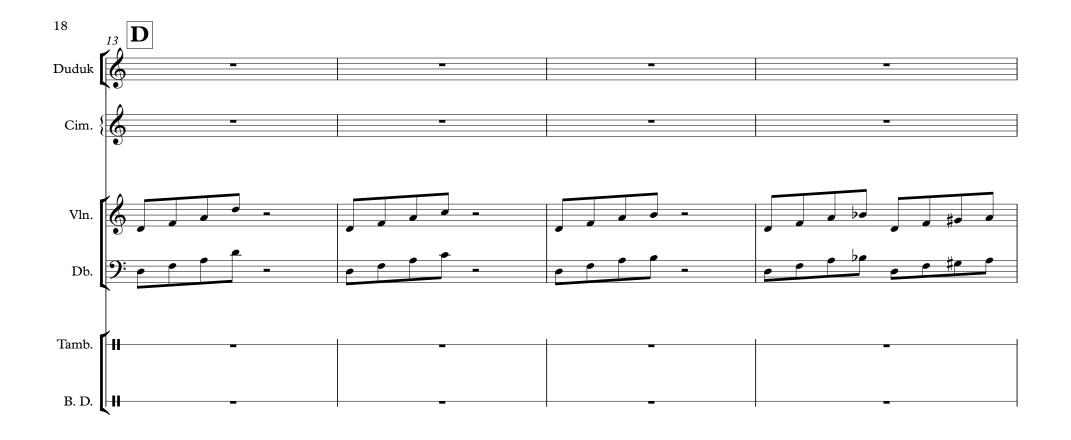


#### Night Theme













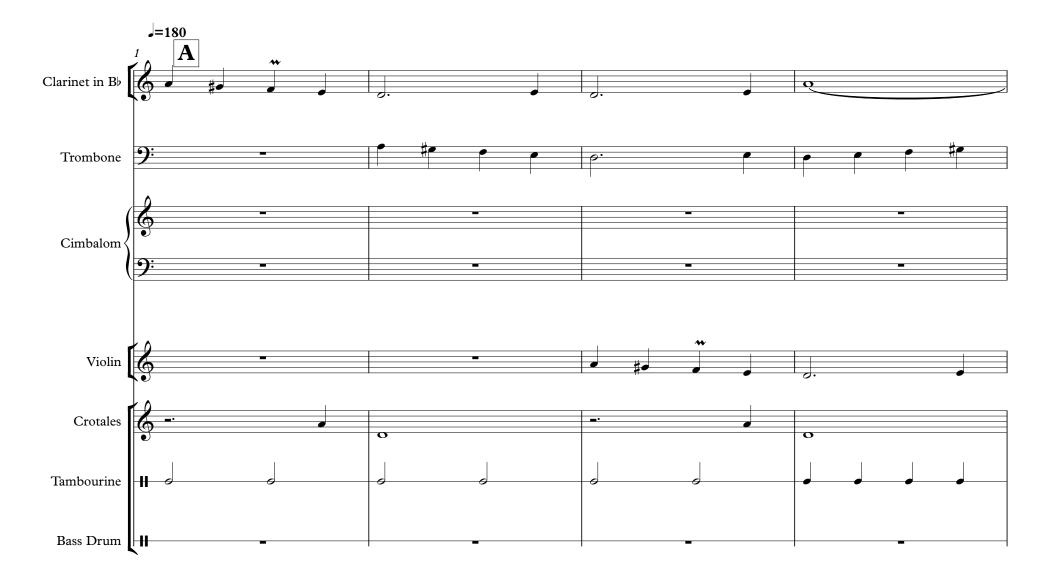


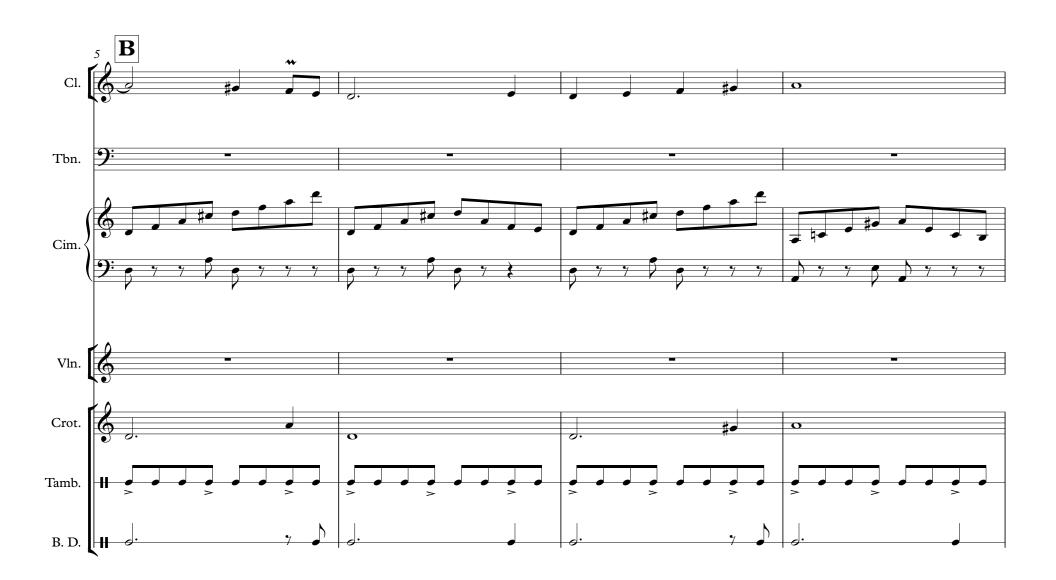




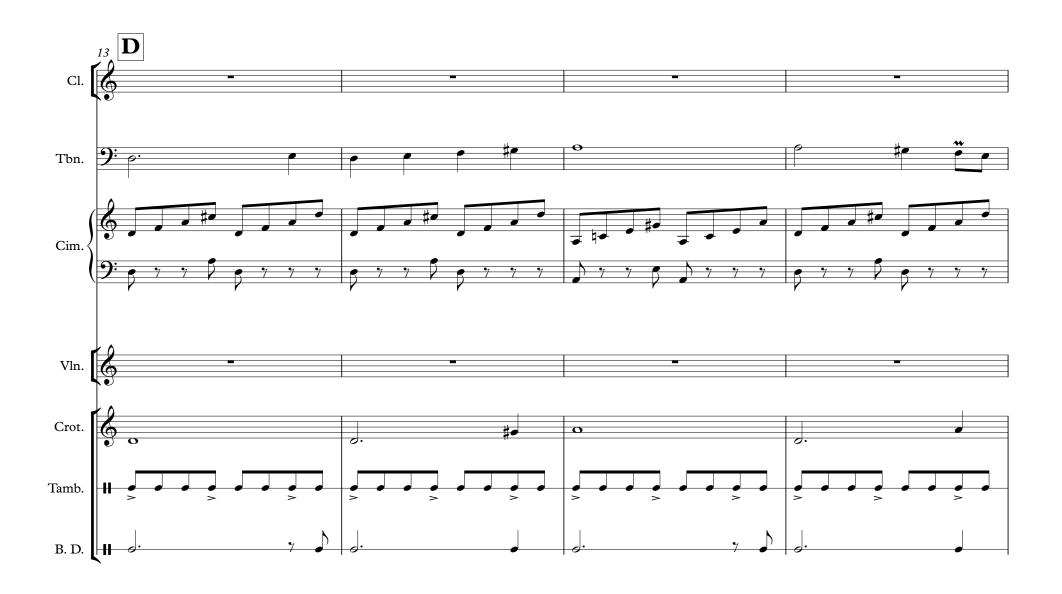


#### Boss Theme







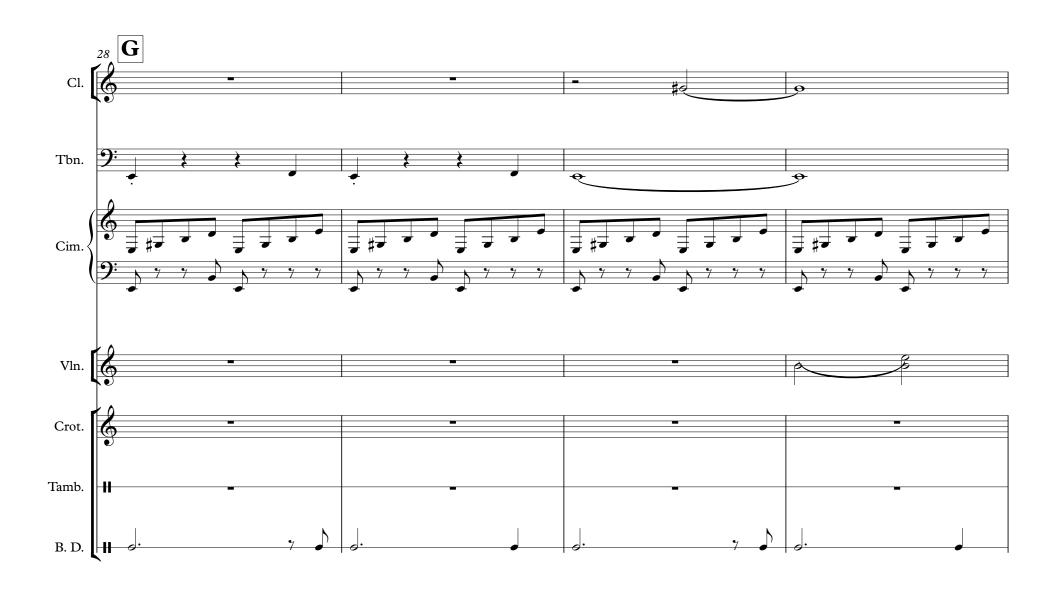




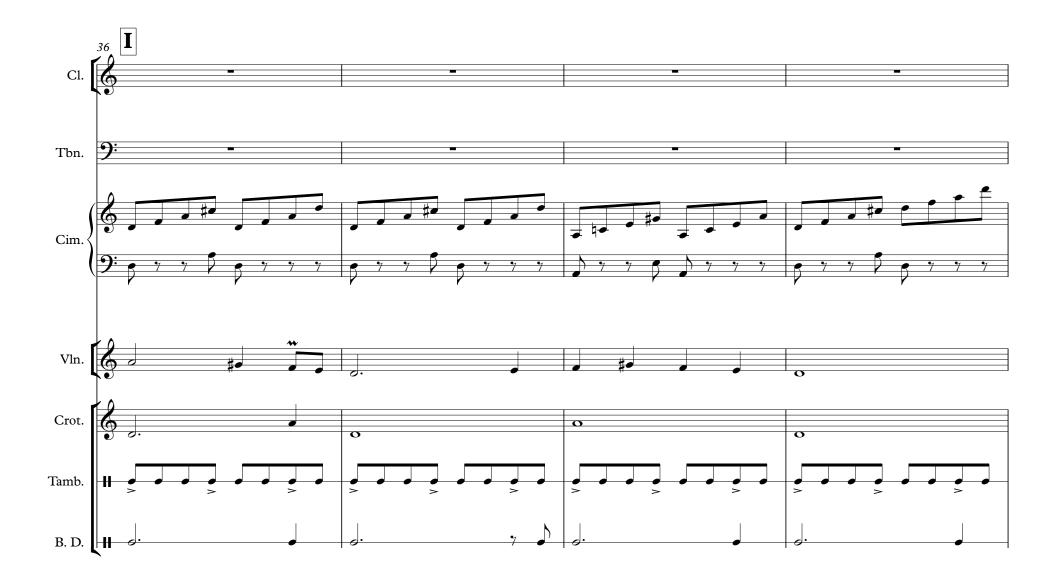


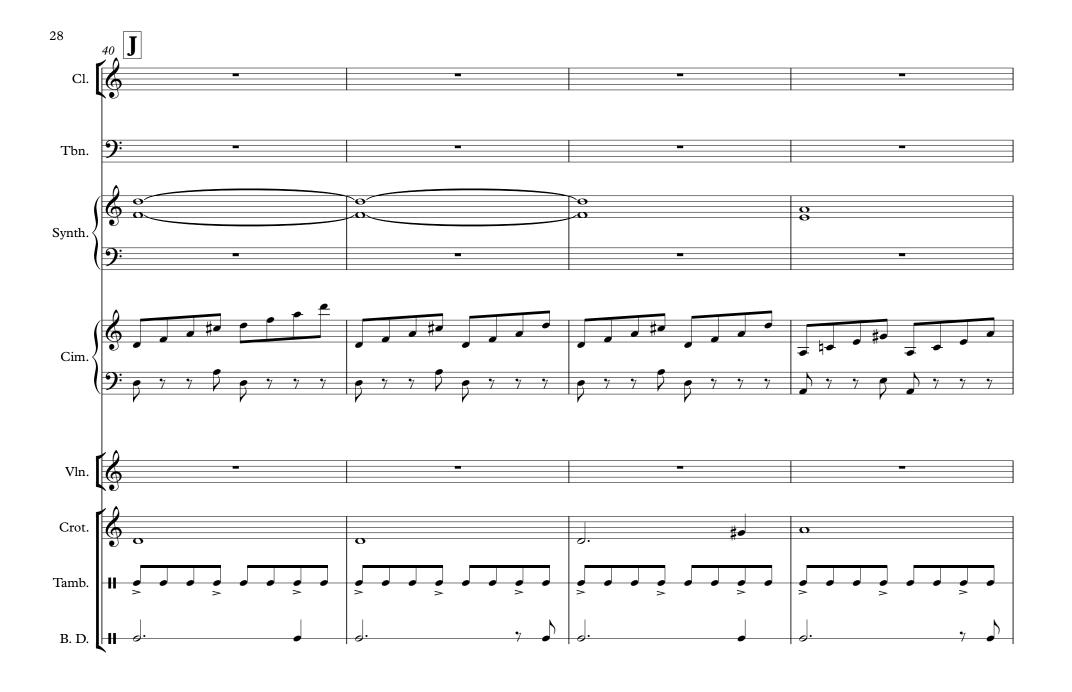














# Win Stinger







# Loss Stinger

