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| Team G.I. Joe |
| Art and Sound |
| Design Document |

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Audio

# Music

The background music will be small soft repetitive chiptune music.

<http://youtu.be/45ECOdzcgdo?t=2m5s>

<http://youtu.be/wnos_7GrC9E>

<http://youtu.be/qpphUZ5ekb0>

<http://youtu.be/aV3AmV1fdpw>

<http://youtu.be/CdefDwLGJg4>

# Sound Effects

The sound effect will follow the bleep and bloops of the original Game & Watch’s and Tiger Electronics handheld games, but with an updated flare.

<http://youtu.be/HfKoEWN65Qo>

<http://youtu.be/vw59_SvHLzQ>

<http://youtu.be/pc4qEsdWqpE>

<http://youtu.be/YRlOiF6TYUk>

# Tools

For sound effects: SFXR <http://www.drpetter.se/project_sfxr.html>

For music: