**The following notes apply to ALL tracks listed below, so please keep them in mind.**

**KEY NOTE: All tracks aside from credits are meant to be background tracks, so it is unnecessary to force a “drop” or “break” as seen in traditional pop music. The tracks can and should introduce new tones over time, but it should be gradual and blend into the background, not jarring.**

**MELODY NOTE:** **I really really liked Recording 31 0:00 - 0:20. Can this melody be improved to be more melancholic and use it as a recurring theme/phrase scattered occasionally throughout the soundtracks?**

**Tracks Needed:**

**Title Screen** (missing)

* If we are using a recurring theme/musical phrase (as mentioned in **MELODY NOTE**), it should be most prominent in the title screen. (if anything, if you really like a certain title screen theme, use it as a starting point for a recurring theme/phrase)
* Reference: <https://youtu.be/L6W5VUN1NlM>
* Reference: Project B calm theme v1

**Tower** (missing)

* Reference: Recording 31
* Do not add “cheery” notes, this scene is lonely, contemplative, and quiet. The princess is sadly trapped by her lonesome.
* Slow down the tempo

**Forest Intro** (1 Forest 1)

* It’s too cheery. Forest Intro should deliver a more lighthearted tone compared to Tower, however as a rule of thumb **there is no definitive happy soundtrack throughout the whole game**

**Forest Villain** (2 Forest 1)

* This soundtrack is queued in the same scene as Forest Intro, so it should not deviate far in melody and vibes. It should be viewed as the “darker” and more “eerie” counterpart to Forest Intro

**Cryptic Stonehenge** (3 Stone 4)

* 3 Stone 4 does a good job at capturing the uneasy/ominous feel of the scene. I also prefer this scene with absolutely no happy tunes. The music from 3 Stone 4 itself may not be what we are looking for, but absolutely the vibes.
* 3 Stone 3 - I am absolutely in love with the piano melody from 0:00 - 0:06
* Reference: <https://youtu.be/MI4u5iJegLs> (i think the usage of flats is pretty neat)
* I am not sure how you could consolidate the two above points. I trust your creative genius.

**Meadow** (4 Meadow 7)

* This scene has turned into a more contemplative, intimate scene. Where the hero and princess open their hearts to discuss more existential questions about themselves and their relationship. On this note:
  + Slow down the tempo, we need this scene calmer and more intimate
  + Snapping is too cheery for this scene

**Second Villain Encounter** (missing)

* The darker counterpart to Forest Villain

**The Aware Hero** (missing)

* This track can potentially play for a very long time, so make sure all changes to the melody/introduction of new pieces are very gradual and subtle.
* This can sound alien in comparison to the other tracks. Different. Still use somewhat consistent instrumental though, that does not change.
* Reference: <https://youtu.be/hX2WITXx4ZE>(note how a melodic change doesnt come until 1:55 in!! Gradual.)

**Credits** (TBD if needed)

* First focus on finishing and polishing other tracks, this comes last in priority
* An alternate version of Title Screen (we can probably use one of the drafts we end up not using for title screen)
* Heavy prominence of the recurring theme/musical phrase.