

Game State or Transition



MUSIC PURPOSES

- Set The Mood
- Heighten Emotion
- Propel Action
- Contextual Clues
- Enhance Aesthetic
- Structural Unity
- Game Function

MUSIC METHODOLOGIES

- Palette
- Orchestration
- Harmony
- Rhythm
- Melody/Theme
- Timing
- Pathing
- Repetition
- Randomness

MUSIC LOGISTICS

- Key
- Tempo
- Format
- Production Approach
- Processing
- Implementation
- Technology