

Music Research

A sheet of musical references to gauge the thematic elements from similarly themed games

Game #1 - Spyro

Track: [Icy Peak](#)

Thoughts:

- Fast and driving
- Not traditionally “snowy”
- Exploratory
- Very low-heavy
 - Not typical for a winter music track

Track: [Ice Cavern](#)

Thoughts:

- Solid
- Loud lows and mids
- Pretty ambient
- Sounds more jungley than snowy

Game #2 - Super Mario Galaxy 2

Track: [Freezy Flake Galaxy](#)

Thoughts:

- Happy & Upbeat
- Traditional wintry instrumentation
- Very thematic
- Emphasizes adventure points
 - Which may be hard with no enemies in the game

Game #3 - Super Mario 3D Land

Track: [Snowball Park](#)

Thoughts:

- Very upbeat

- More exploratory
- Showcases a sense of discovery
- Very wintry orchestration & instrumentation

Game #4 - Stardew Valley

Track: [Winter \(Ancient\)](#)

Thoughts:

- Very ambient
- Almost melancholy
- Few instruments

Game #5 - Banjo Kazooie

Track: [Freezeezy Peak](#)

Thoughts:

- Very driving and childlike
- A classic of the collectathon genre
- Zany and fun
- Very repetitive

Game #6 - Starbound

Track: [Arctic Exploration 1](#)

Thoughts:

- Ethereal and Ambient
- Sounds the most like another planet
- Not very upbeat, and rather melancholy
- Very heavy on highs