Music of FINAL KISMET®

Final Kismet® (abbreviated "FK") is an anthology RPG.
Its name collectively refers to: *"destiny determined or shaped by fate"* of its worlds and characters.
It will often feature war-torn settings, pre and post-apocalyptic universes, dystopian worlds, steampunk, medieval, high fantasy/surrealism, despondent natures and mature themes.
These games, 2D or 3D, do not feature voiceovers.

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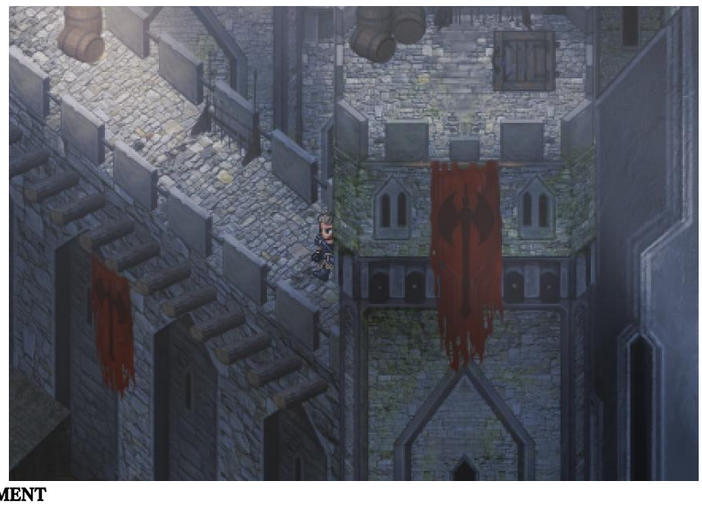
The score has a greater emphasis as these games feature no voice acting, use pre-rendering techniques and 2D sprites.



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Acoustic Audio Unit Ossia® (AAUO) is the sound engine used to produce sound and render sequenced music in real-time in all games in the SeruaoSoft AfterPhase™ game engine. AAUO-8 driver contains a total of 8 hardware voices (sound channels) in AfterPhase Ethereal. These are also used for sound effects which coexist.

You will use the Tri3fecta® AAUO Driver Utility to convert standard MIDI sequence (.mid/.sf2) into the sound engine's format (.auo/.aus) and set loop start/end points for seamless loops. The utility will convert all samples from your .sf2 into the engine's 16-bit ADPCM compressed sample format (.aus).

In the utility, you'll be able to:
-› Properly convert to the engine's format
-› View the sequence's assigned instruments/table
-› Set/view/remap instrument/sample map table (.SF2 to .AUS and .MID/.AUO, etc.)
-› View/set effects, reverb, pitch, set loop start point/end point, etc.
-› Playback .AUO sequence with .AUS pair (to test how it will sound in-game)
-› Extract .AUS samples
-› Playback .AUS samples
-› View/set sound channel mutes ON/OFF
-› Export .AUO to .MID with/without accompanying .AUS sample bank to .SF2

There are key scenes in the game and these will be provided as individual visual gameplay videos, ranging from story-specific scenes to battles scenes, final battle and the ending; included with a description of the scene at play for context/background with any reference(s) as applicable.

AAUO Specifications:
- AUDIO UNIT 3 (AU3) CPU @ 34 MHz
- 512 KB buffer RAM
- Interrupts and syscalls
- DMA channel
- Kernel functions
- 44100hz max. sampling rate, 16-bit ADPCM
- 8 virtual hardware voices/sound channels

Music:
In Final Kismet, its music balances between catchy melodies, emotional sincerity and honesty through a consistent approach on the basis of character themes and emotional resonance.
It is important that I provide the depth of characters to you for you to properly visualize the character. This would begin as I provide character illustrations to you and depth of their personalities for your visualization and knowledge.
Avoid current musical trends and try to find a core for yourself. Simplify your workflow here into three primary lines: melody, chord, and bass, and make every note count.

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