Sapiens

- Tayla Sommer

—

—

Genre	Sandbox
Early Access	26 July 2022
Publisher	Majic Jungle
Studio	Majic Jungle
Game Modes	Single Player
Game Engine	In-House Engine
Plattform	Linux, Mac OS, Windows

—

Game Description

Sapiens is a sandbox „tribe leadership" game made by a single developer called Dave Frampton (Majic Jungle). It is currently in early access.

It takes place on a simulated world, larger than the earth and you are free to choose your starting positions anywhere on the planet with varying challenges. The goal of the game is to build up a stone age civilization by researching new technologies and building houses, storage rooms, castles, palaces, pyramids and more with many different materials.

Multiplayer is currently not supported but will be in the future.

Trailer

https://www.youtube.com/watch?v=CFI3anJLhBg&pp=ygUPU2FwaWVucyB0cmFpbGVy

—

Objective Sound Analysis

Music

The music already provides a good feeling for the entire sounddesign of the game. it is calm, laid back and not all too loud.

sapiens_soundtrack_example.mp3

From:
https://wiki.zhdk.ch/gamesoundopedia/ - **game sound dokumentation**

Permanent link:
https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=sapiens&rev=1686234738

Last update: **2023/06/08 16:32**