Sapiens

- Tayla Sommer

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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

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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

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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

Soundscape

The soundscape of Sapiens is extremely relaxing. You are not overwhelmed with sounds and notifications at all, and even then they are quite tame and faint, but still recognizable enough to know that something happened. What might be missing is when Sapiens are in danger, having wandered to closely to Mammoths and got hurt in the process. You only hear about it once they got injured.

sapiens_soundscape.mp4

Ambience

Since there are not many other sounds which play throughout your playtime, the ambience sounds, such as birds, the wind, rain, storms, animals in the distance, etc. are much more important. You spend most of your time zoomed out, where most faint sound slike the crackling of fire, footsteps, carving a bone, etc. cant be heard. But the ambience sound is always present.

sapiens_ambience.mp4

UI Sounds

UI sounds are either extremely faint, or non existent. The sound is kept quiet and mostly immersive in the game, mimicking heavy boulders being dragged over a rocky surface. Fitting to the UI design.

sapiens_ui_sounds.mp4   sapiens_menuplace.mp4

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