

# Sapiens

- Tayla Sommer



<b>Genre</b>	Sandbox
<b>Early Access</b>	26 July 2022
<b>Publisher</b>	Majic Jungle
<b>Studio</b>	Majic Jungle
<b>Game Modes</b>	Single Player
<b>Game Engine</b>	In-House Engine
<b>Plattform</b>	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](#)

### 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 too 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 sounds like the crackling of fire, footsteps, carving a bone, etc. can't 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](#)

From:

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

Permanent link:

<https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=sapiens&rev=1686236452>

Last update: **2023/06/08 17:00**

