Sparks Within : a world shaped by your presence.
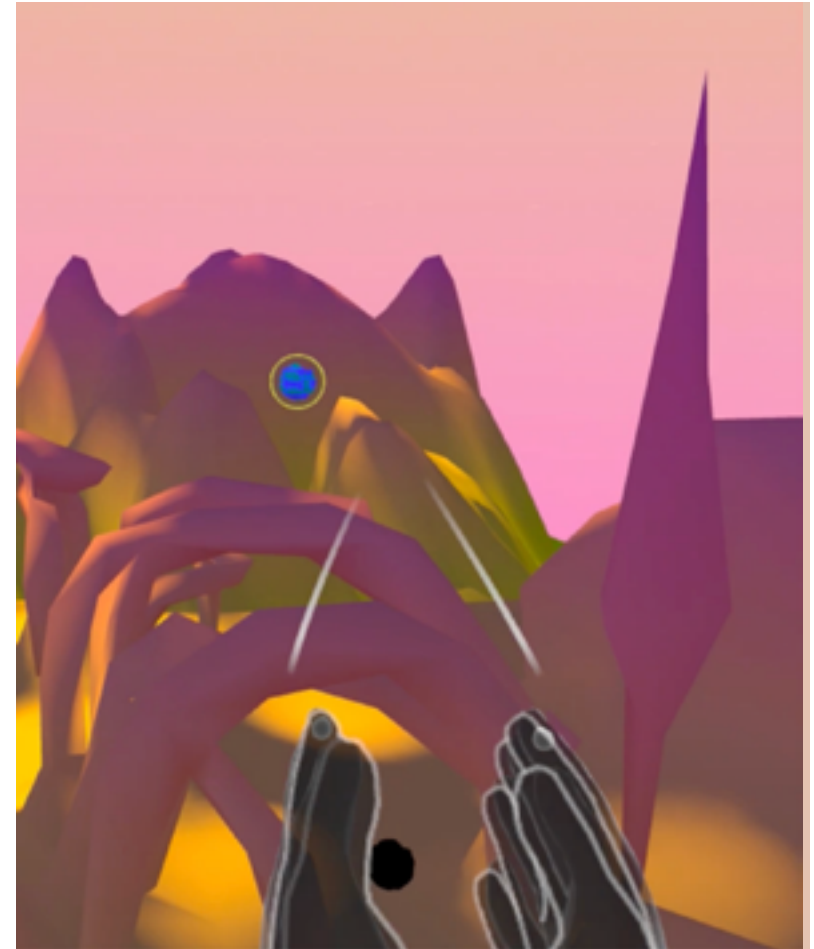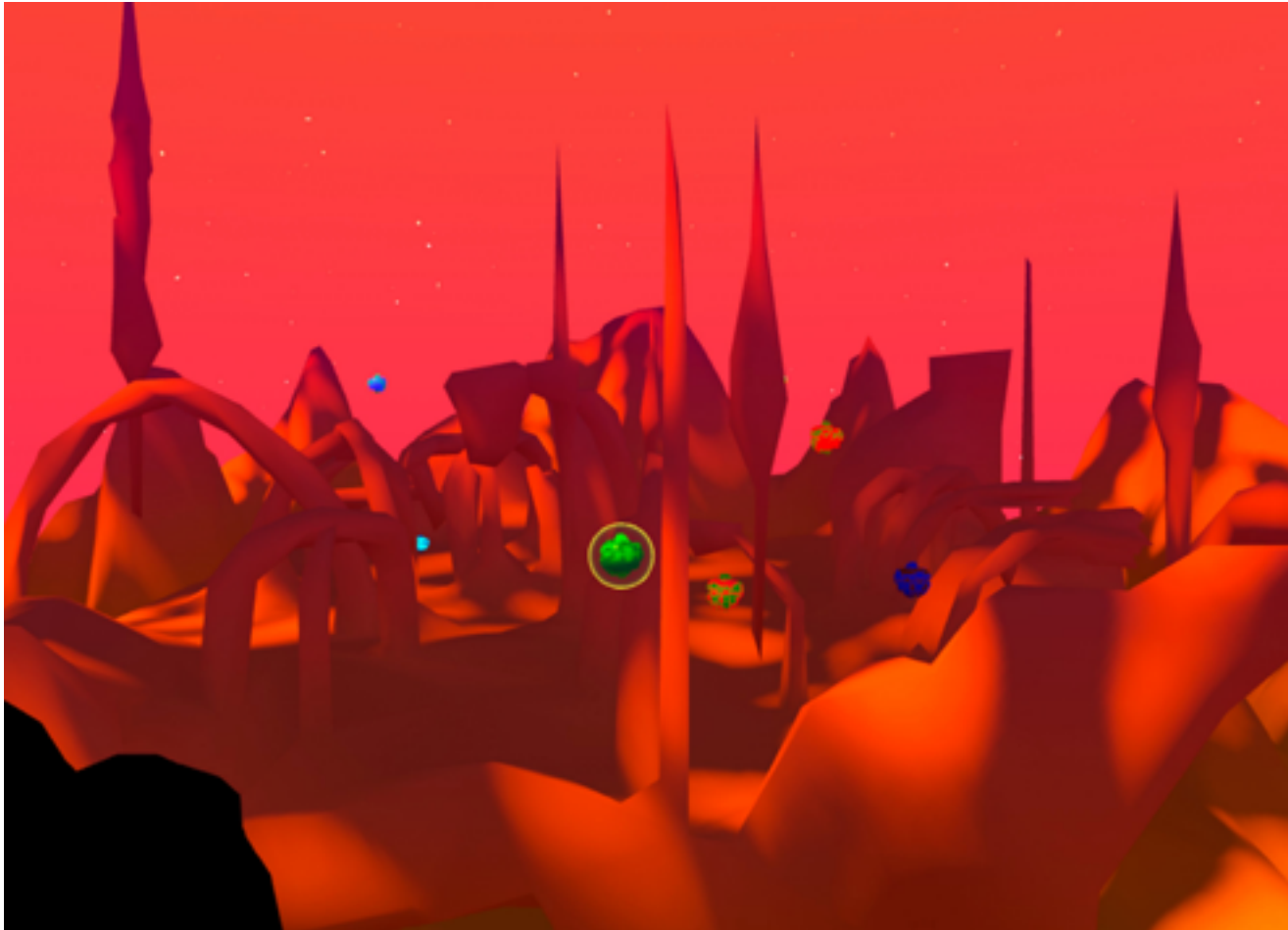
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Sparks Within

Sparks Within

Compose your path through sound in a world shaped by your presence.

Set in another dimension, you drift as a disembodied consciousness, navigating this realm by tuning into others — beings whose presence you can hear when you gaze at them. As you listen, you are invited to gather their unique sounds. Each collected sound allows you to move through an evolving environment. As you travel from entity to entity, the sounds stay with you, forming a personal symphony — a melody of the universe. Silence turns to resonance, and the shifting world around you settles into harmony — a place of calm, shaped by your presence.
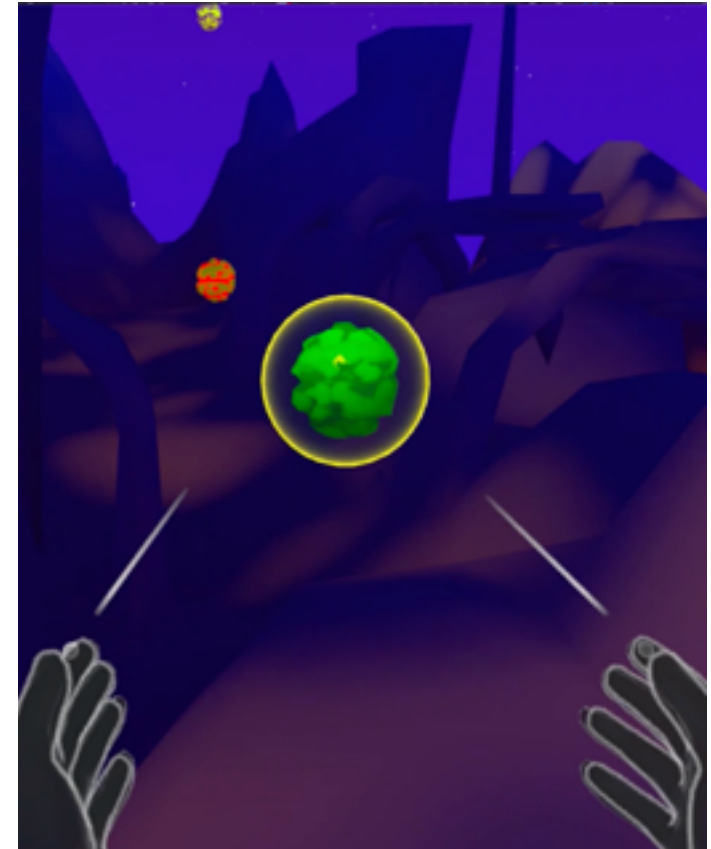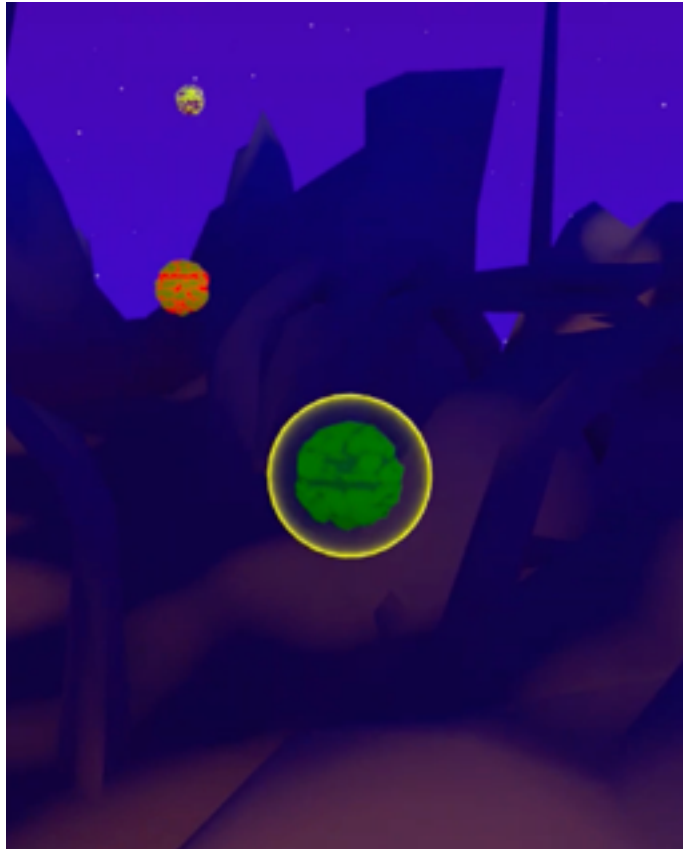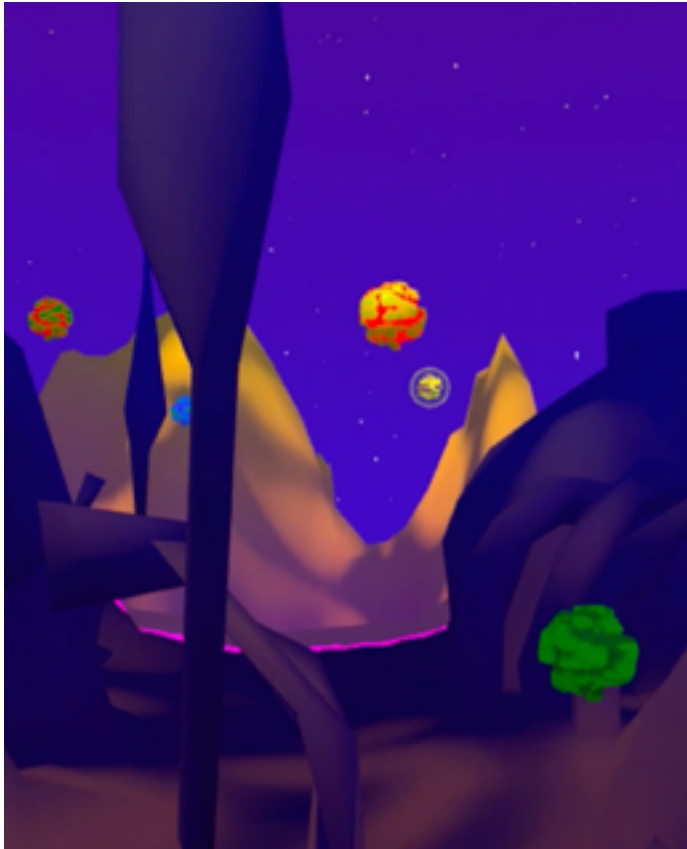
At the heart of Sparks Within is the experience of paraplegic patients who must adjust to a body that is still present but limited. Through the concept of being a disembodied consciousness and sharing consciousness with other entities, we hope our game can explore embodiment and perhaps create a space where saying goodbye becomes a gentle act of transformation rather than loss.

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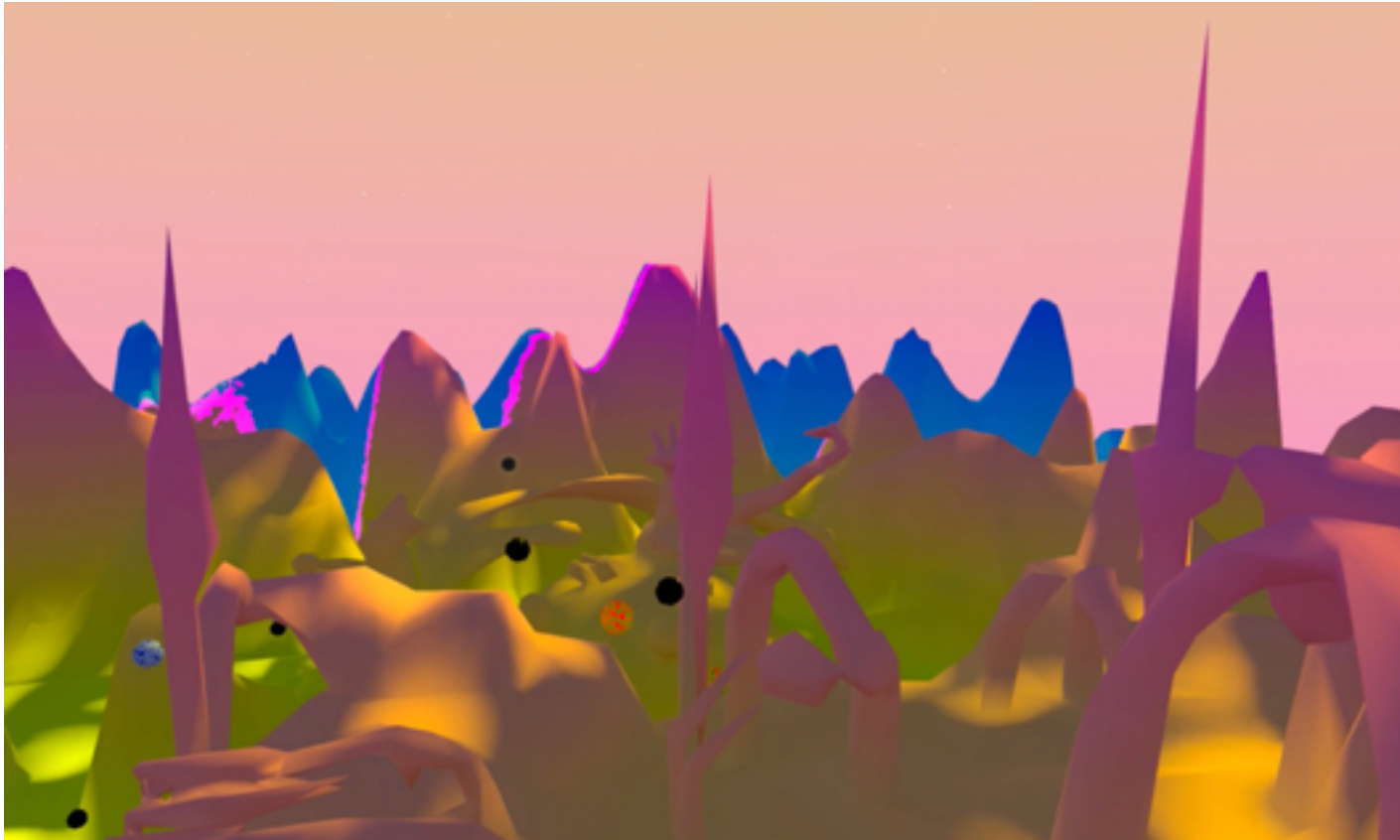Francesco Le Touzé
Sparks Within

Core gameplay

The player enters an abstract world as a drifting consciousness. As they explore, they encounter entities scattered throughout the environment. When they gaze at one, a subtle sphere appears around it — signaling the entity being listened to. The longer they look, the more vivid the sound becomes. While looking at an entity, the player can bring their hands together — a gesture that collects the sound and instantly transports them to it. With each transition, the environment evolves. The journey continues as the player gathers sounds to create a personal melody.

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Advanced gameplay

After playing for a while, the entities whose sounds have already been collected turn black. You can choose to clap your hands again while gazing at them if you wish to mute their sound from your personal melody. As the melody evolves, a form begins to take shape in the sky, gradually reflecting the sounds you've gathered.

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Future Development

Perhaps, we could review the relationship with the entities. How do we make them feel soulful and alive? They could refuse access to their body if you don't listen to them enough – their consent acting as confirmation of their soul's presence.
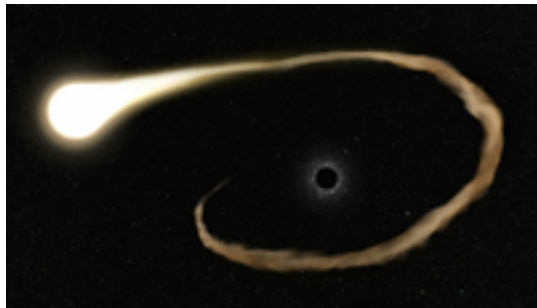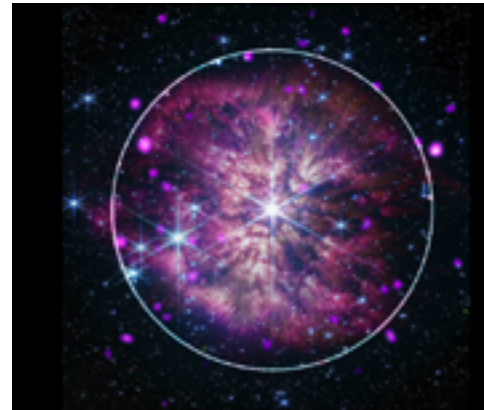These entities could also become antagonists to your symphony by introducing dissonance, requiring you to choose them wisely based on harmony.
Furthermore, while we currently have already 20 sounds, we plan to significantly expand this library, allowing different melodies to emerge during the game.
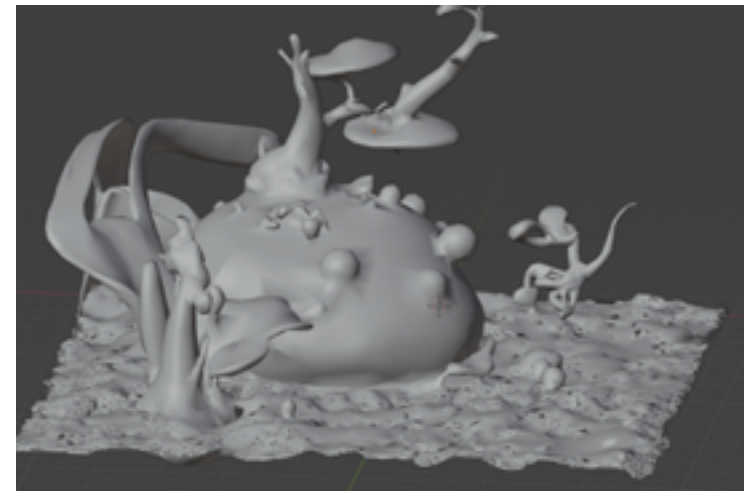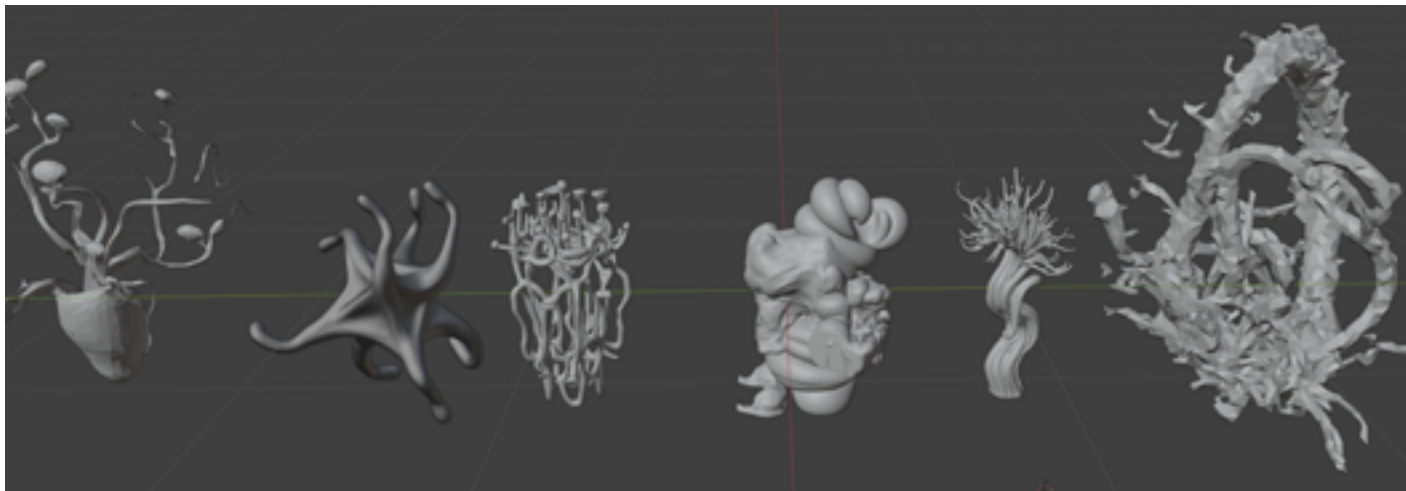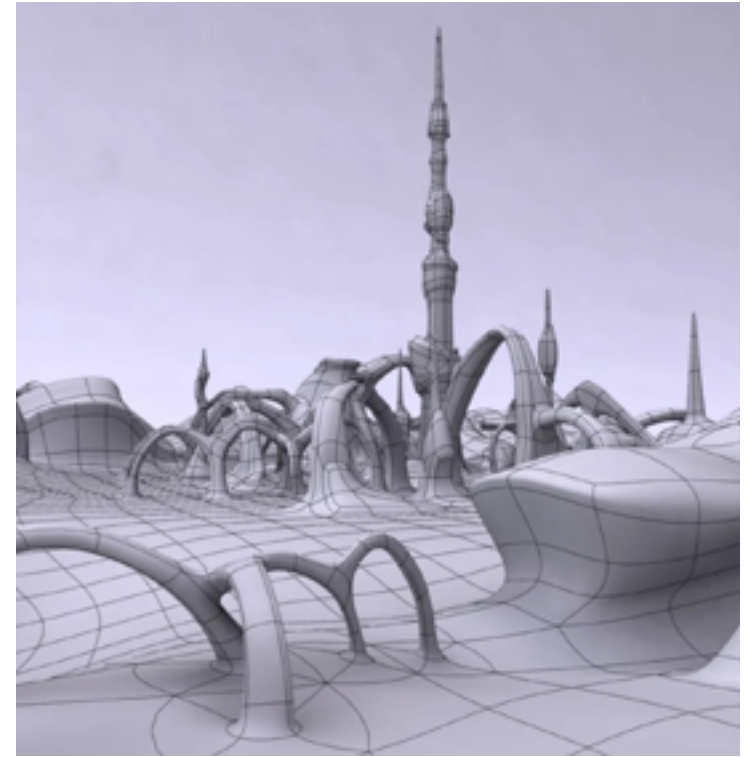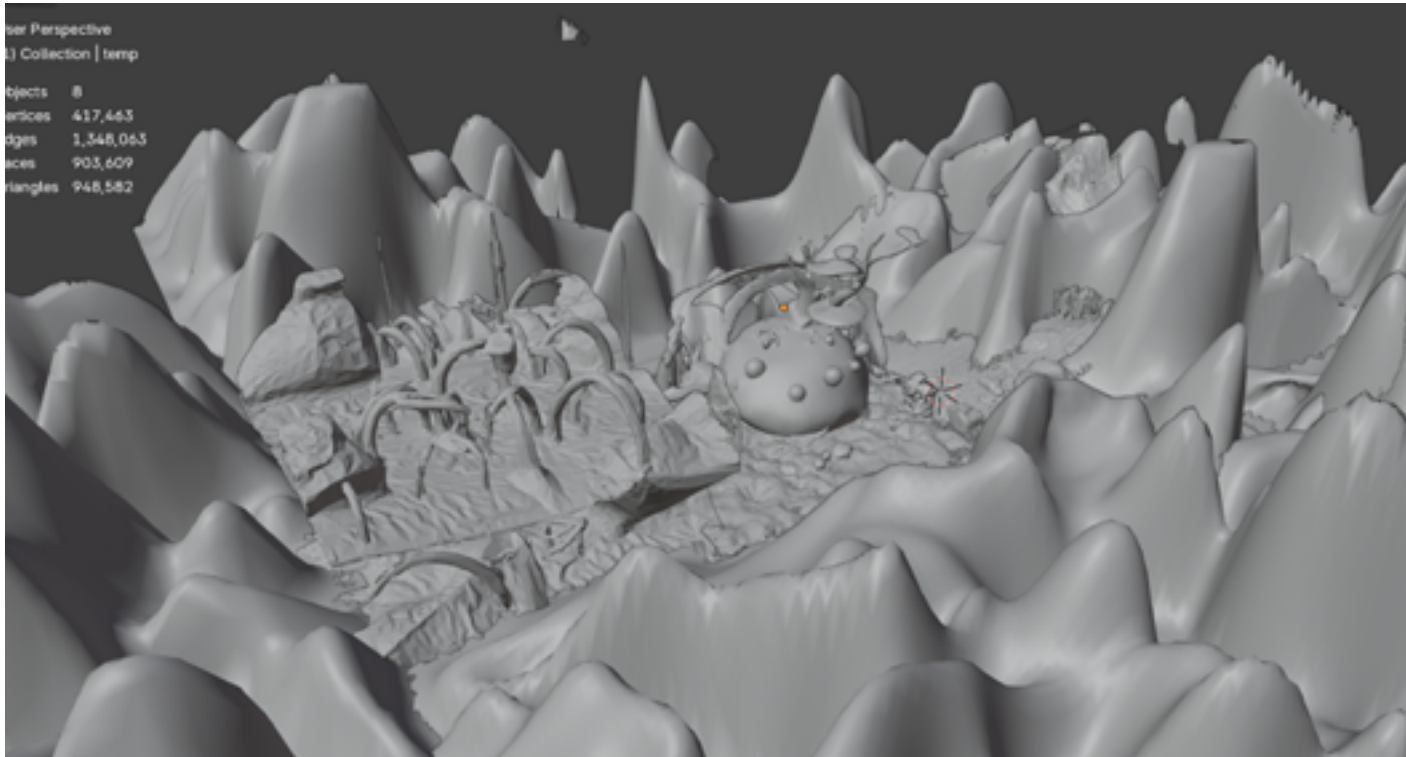
We could rethink the level design to give players more ways to traverse long distances using the sounds they've collected. We could explode more the environnement which hide the entities to create more interesting progression during the game.
Regarding sound design, specific environmental zones could feature unpleasant, noisy sounds (wind, tempests, rain) designed to motivate players to seek the warm comfort offered by the entities.

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Moodboard & Inspiration

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Additional Materials : modeling the environment.

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Additional Materials : modeling entities
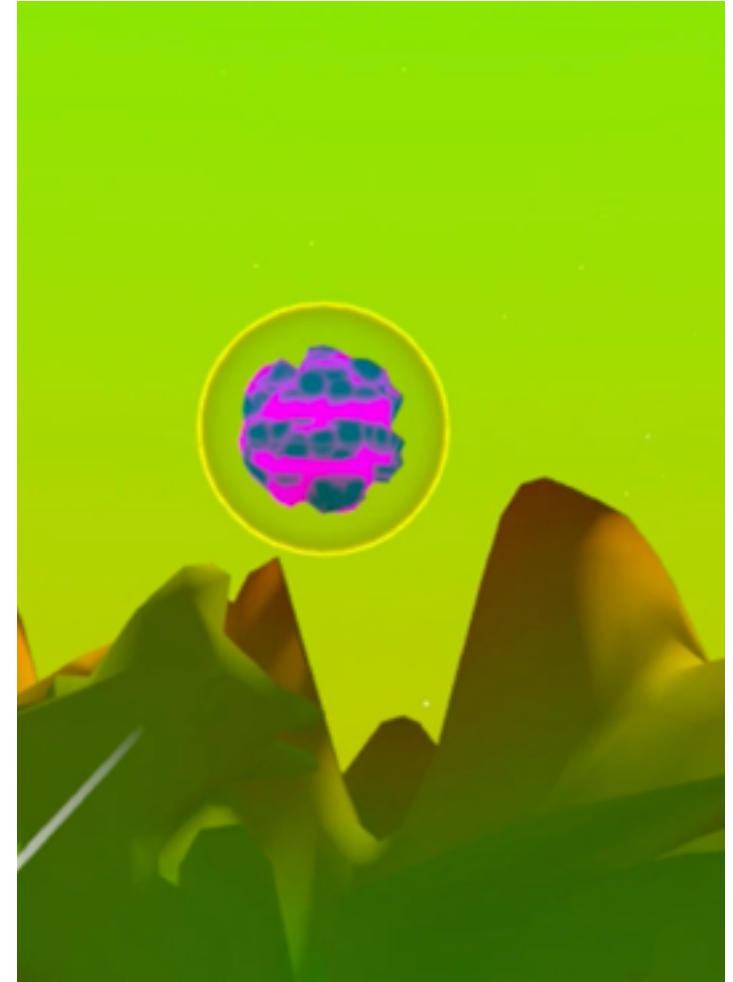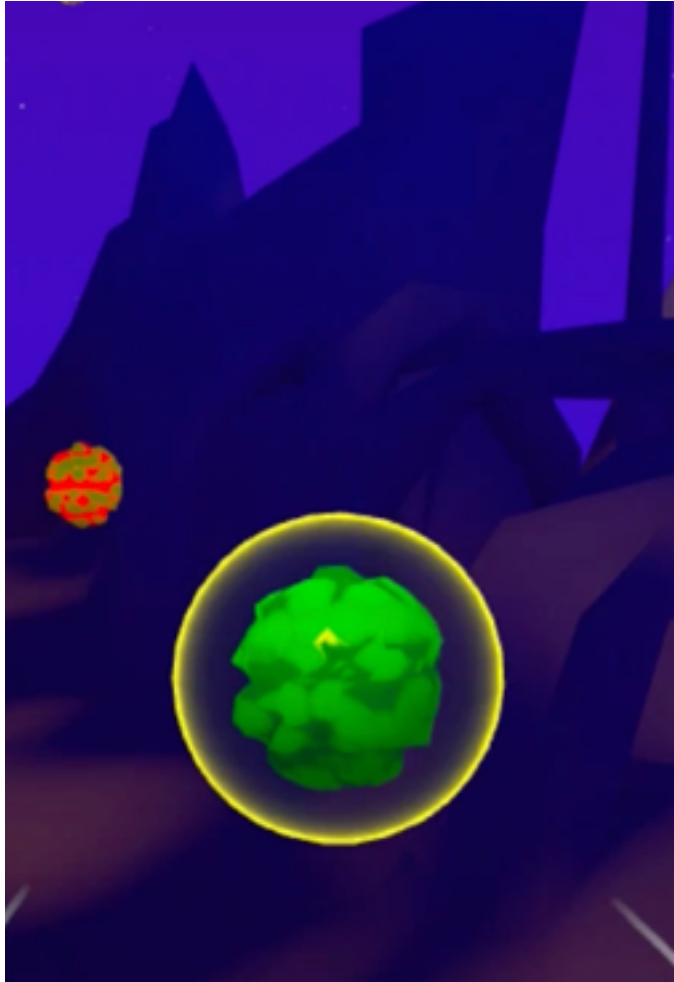
Entities are based on simple spheres, but their surfaces breathe and shift organically using Shader Graph, creating subtle rifts that give them a living appearance. Each has a unique two-tone gradient color that hints at its sonic identity. When gazed upon, a soft, translucent yellow aura forms around the entity, signaling a connection and inviting the player to listen.

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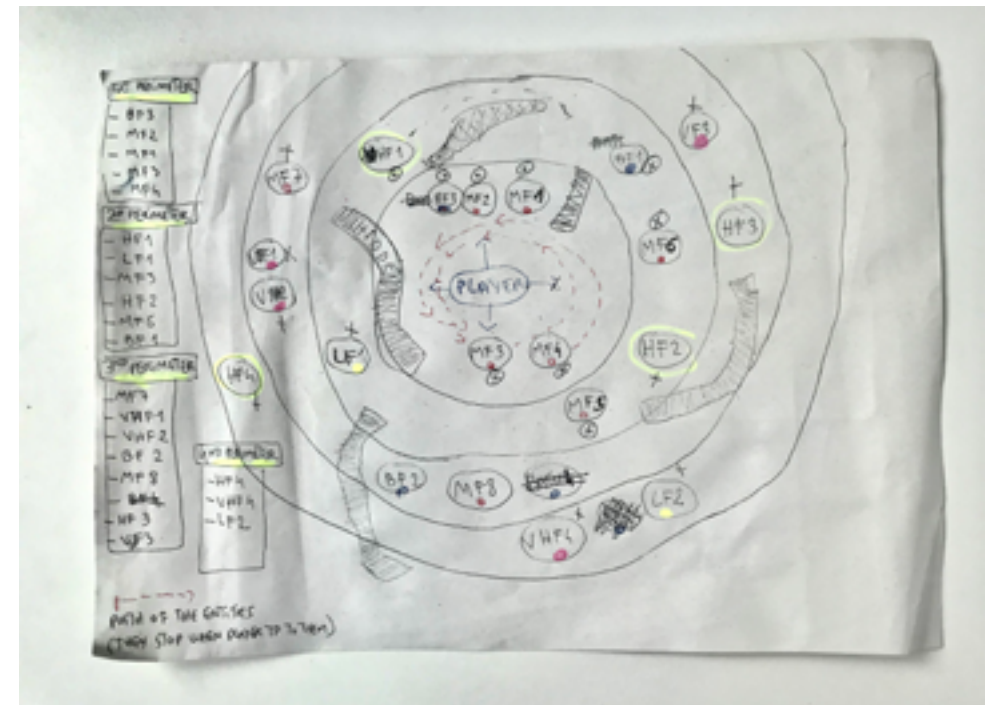Francesco Le Touzé
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Sound design

For the sound design, the symphony was imagined around the "illusion of stasis", inspired by the buddhist idea that all existence is flux: imperceptible changes of frequences which appear and disappear as the player travels. This experience places the players into a meditative state.

Human auditory memory struggles to retain sonic details over long periods. Here we exploite this by adding and removing elements so slowly that the ear perceives continuity rather than change, creating a «suspended» temporality.

From the start of the project, we wanted to build a horizontal experience: a network of entities which are interconnected without hierarchy.
How do you respect our experience of the universe ? How do you borrow the bodies of these entities without intrusion ?

Each entity has a quiet, yet significant sound: you have to pay attention to them, listen what they offer you — otherwise you will travel with unexpected and undesired sounds.

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Bonus : Experimentations

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