

SENSIBILIA

([*philosophy*](#)) Things that can be [*sensed*](#); [*stimuli*](#).

source: Wiktionary

Sensibilia is a 2D action game set in the world of dreams.

You assume the role of an unknown man who is continually asleep and for some mysterious reason wishes he never woke up. Outnumbered by his own nightmares, he struggles to survive in a totally unreliable environment that is only a creation of his insane mind.

Because of all the disquieting atmosphere, *Sensibilia* is targeted primarily at people who enjoy playing horror games, or just the games bringing a fear of the unknown. As we proceed with building a complete storyline, possible audiences may also include rapidly growing lucid dreaming communities.

Sensibilia's assumptions are actually attractive in their obscurity; still they are simple enough for a random person just to jump into the game and feel like they could be like the protagonist the incoming night.

The player is challenged mostly by the rapid pace of everything that is going on in the dreamworld. Even standing on a solid ground, in a fraction of second you may find yourself falling into the blank abyss. What makes it a bit original is the postprocessing applied to inform you that the reality is becoming unstable. As opposed to e.g. *fragmovies*, glitch-art is rarely seen in games these times, and here we can see simulated chromatic aberration, TV noise, blinking lights and a subtle blurring, all of them occurring in totally random intervals. The game's speedy movements and all of this unpredictability should make for a good replayability and a desire to come back to play.

The good news is that the gameplay itself is rather simple, and should you forget some of the controls, simply press Escape to pause the game and review the Help menu again.

The decision of whether or not the game meets the standards we leave to the judges, but we already have fun playing it so it is safe to say it is at least decent. Of course it will be a lot better when we finish the development.

If we can name a feature that is specific to PCs and that we took advantage of, that would be: **performance**. Approximating light bounces in real-time would not be an option on any other platform.

As it's already been said, we plan to enrich the game with a compelling storyline and detailed animations. Then we will proceed either to Steam Greenlight or, if we decide we can't do it all by ourselves, we'll launch a campaign on Kickstarter, where we can even use some parts of the presentation we have recorded.

Unfortunately, in no way did we carry any inquiry amongst potential audiences. We relied on our general impression about what games lack these days: obscurity, rapid pace, glitch art, drone music.

Well, we asked our classmates.
They were truly excited.



We called ourselves *Narcissi Studio* and we are a team of only two developers: a single programmer and a graphics designer. The name comes from the Sensibilia's sequel that we plan to create in the future: *The Narcisstic Experience*.

This is our first serious game and we plan to develop it further, whether or not we succeed at ImagineCup contest.

We both come from Cracow and attend V Liceum Ogólnokształcące im. Augusta Witkowskiego w Krakowie. We were a bit short on time, mostly because of the incoming matura exam, but we utilized our whole spare time to make our dreams come true..

..and they somehow did.