



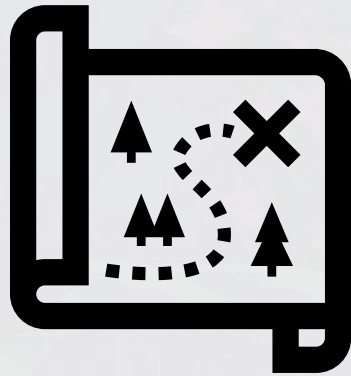
# The last Campfire

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Deconstruct a game

Paul Riesch (pr071 - 40586)

# Genre

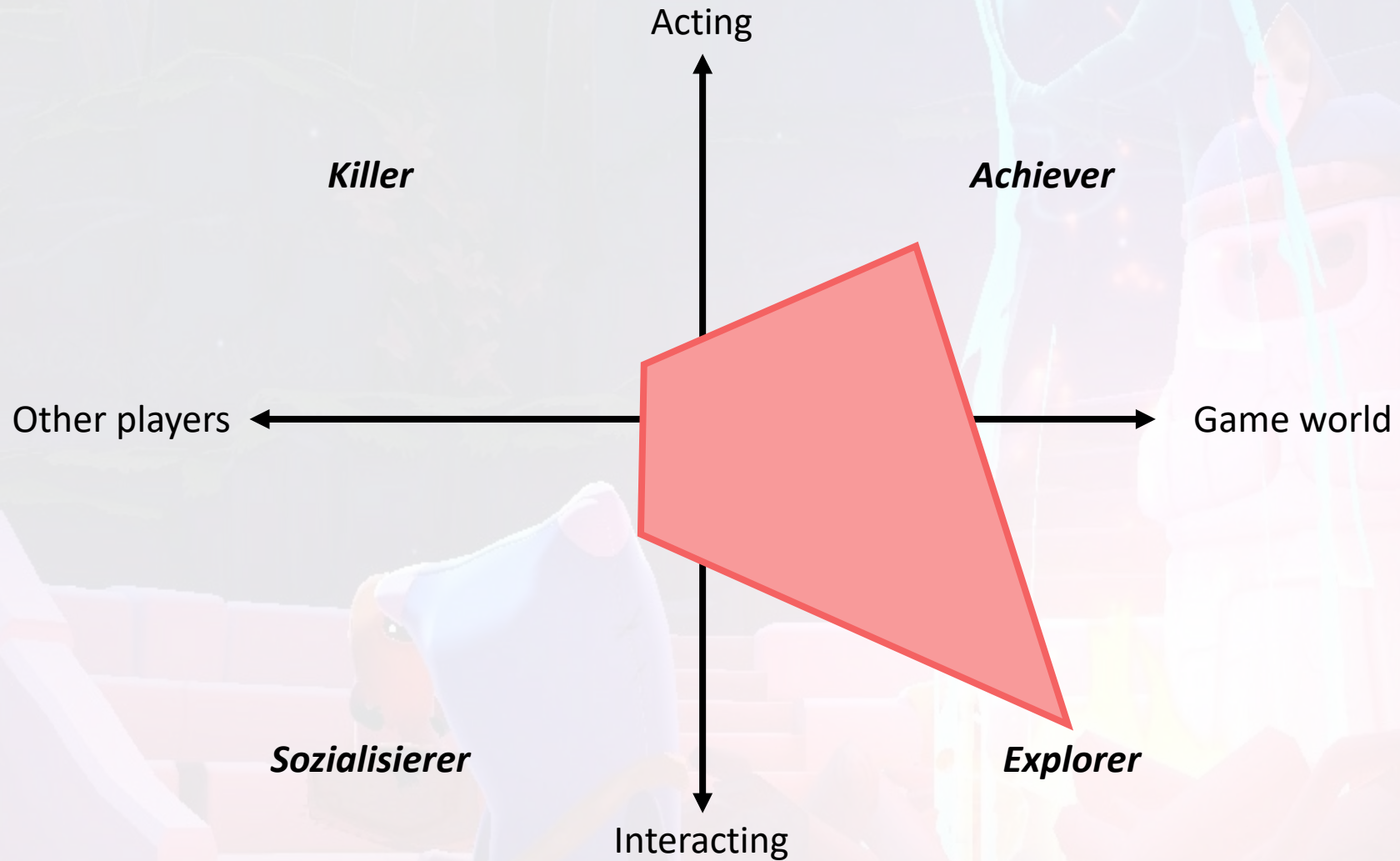


Adventure



Puzzle

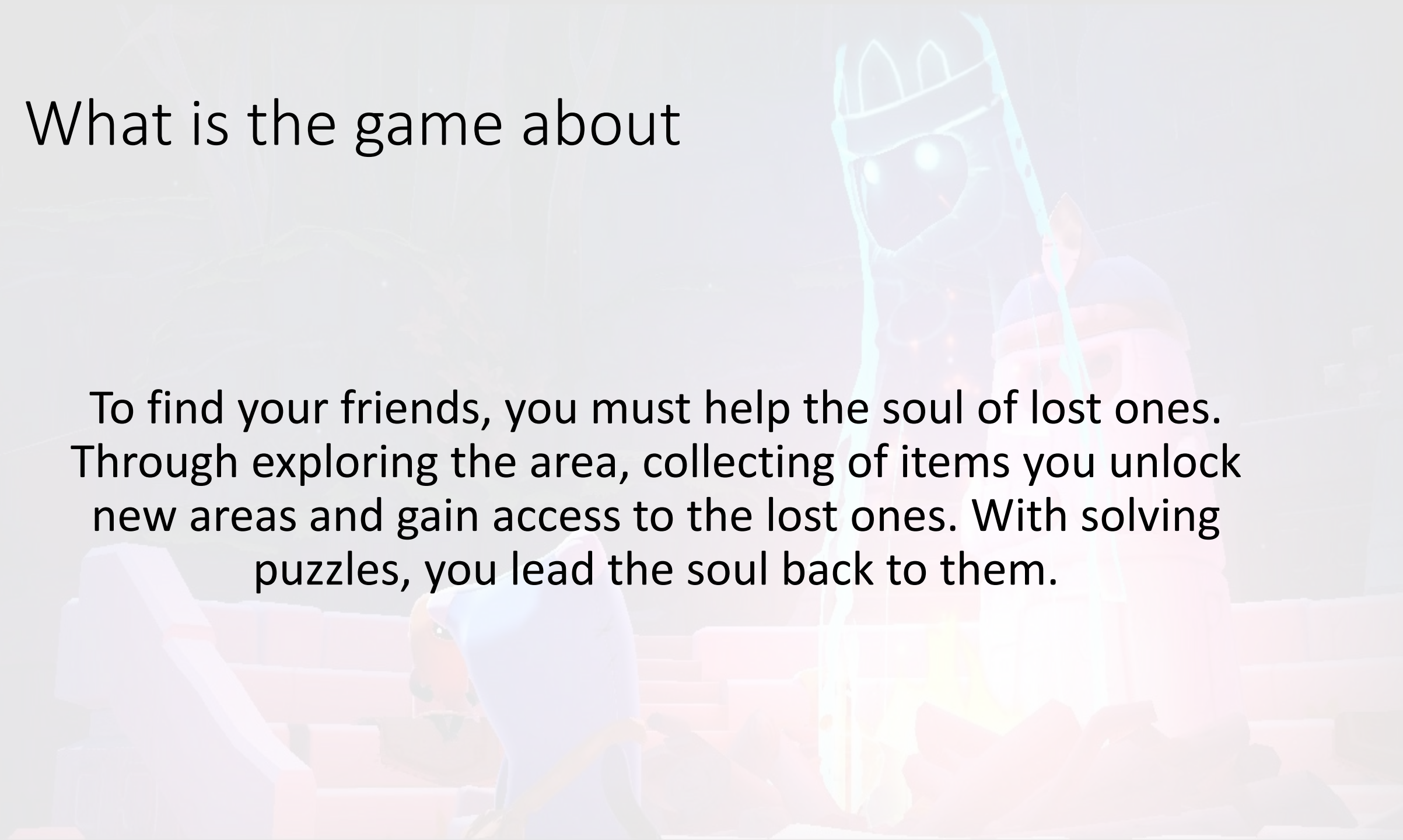
# Player Type





# What is the game about

To find your friends, you must help the soul of lost ones. Through exploring the area, collecting of items you unlock new areas and gain access to the lost ones. With solving puzzles, you lead the soul back to them.



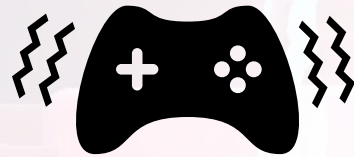


# Interaction Design

Input



Output

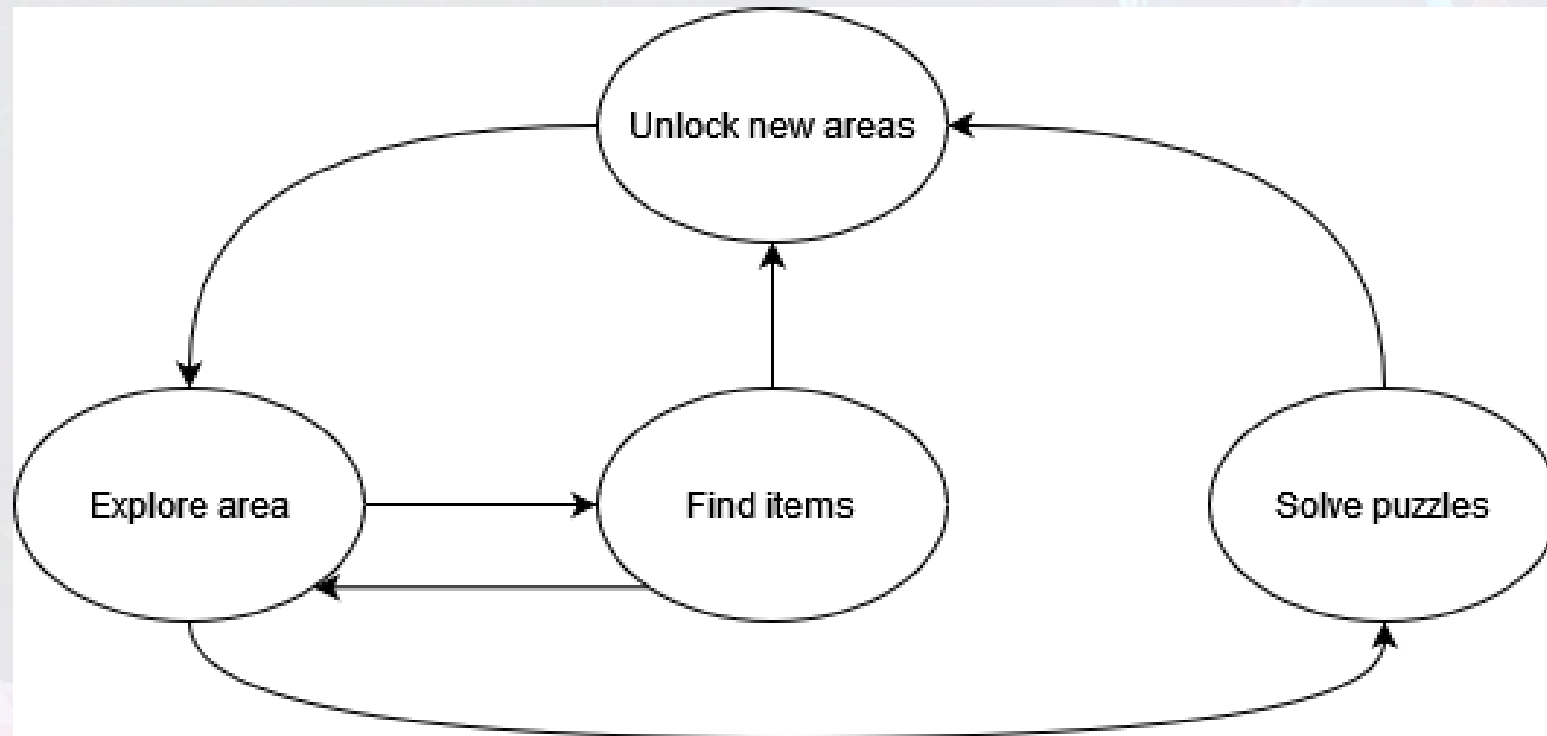


# Core game mechanics

- Exploring
- Solving puzzles
- Unlock new areas
- Collecting items



# Core game loop





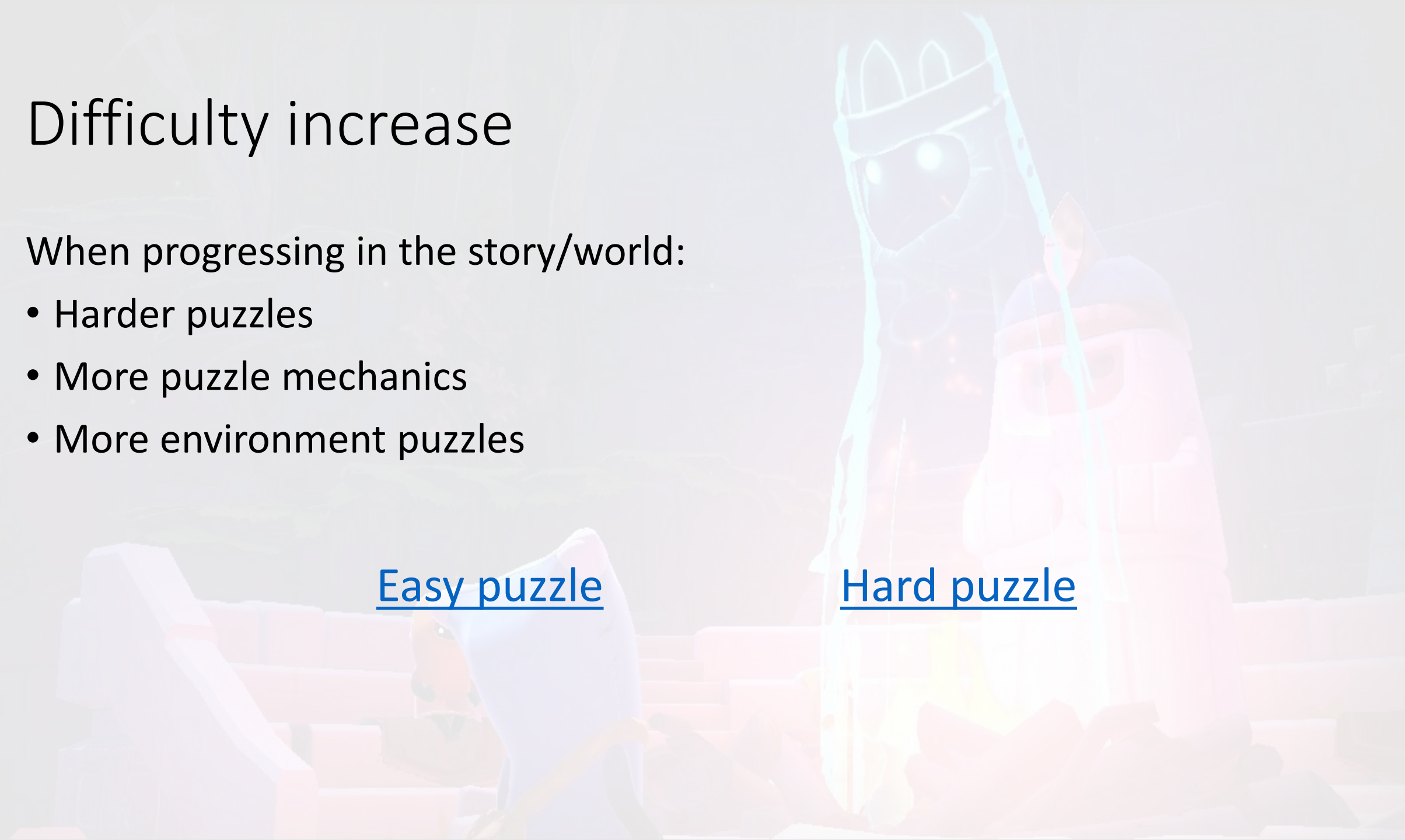
# Difficulty increase

When progressing in the story/world:

- Harder puzzles
- More puzzle mechanics
- More environment puzzles

Easy puzzle

Hard puzzle







Explicit mechanics

# Walking

- Hint by voice: “Ember **stood still...**”



[Video](#)

# Dash

- Instruction with text
  - Which button to press



[Video](#)



# Interacting

- Hint by voice: “The wall glistened...”
- Shows dot to inform player, that he can interact with the object
- Shows controls when near by



[Video](#)



# Inventory

- Player finds skeleton of a stranger
- Picks up the pouch

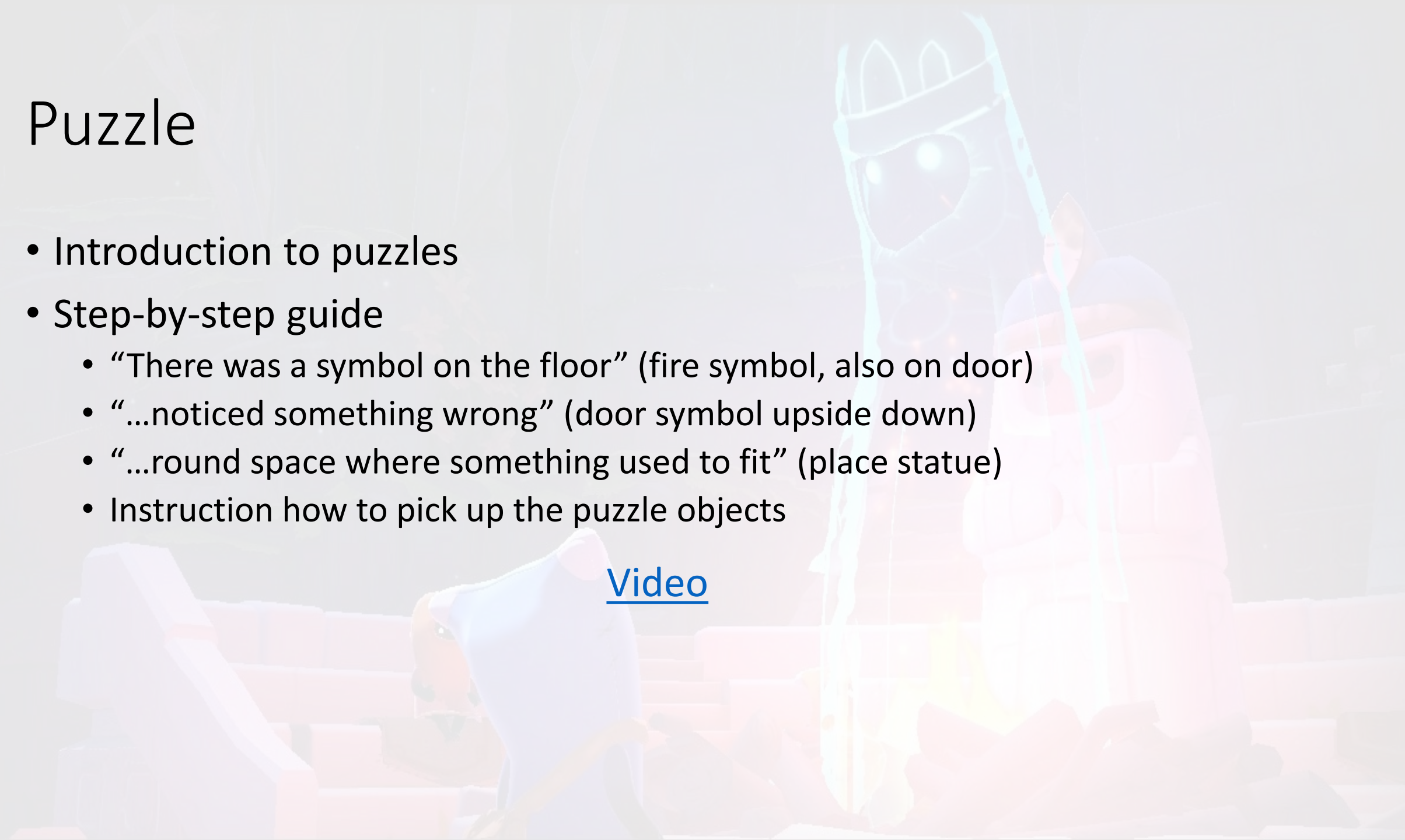


[Video](#)

# Puzzle

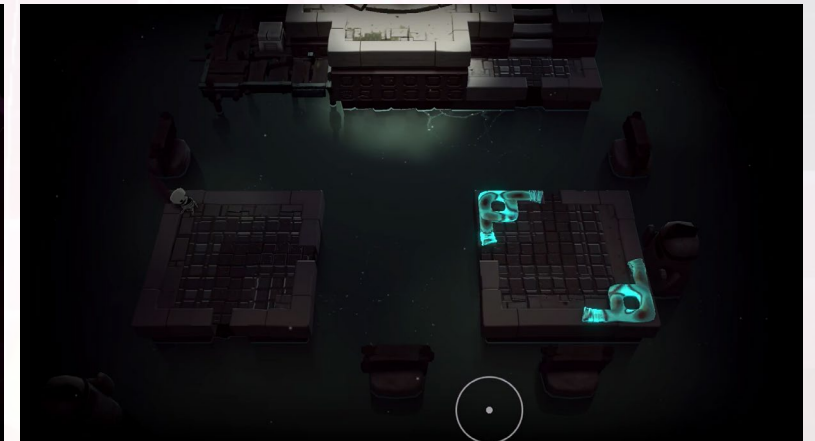
- Introduction to puzzles
- Step-by-step guide
  - “There was a symbol on the floor” (fire symbol, also on door)
  - “...noticed something wrong” (door symbol upside down)
  - “...round space where something used to fit” (place statue)
  - Instruction how to pick up the puzzle objects

[Video](#)



# Horn

- Step-by-step guide
  - “... instrument ... to move the world”
  - Instruction how to activate horn
  - Elements which can be moved shine blue



[Video](#)

Implicit mechanics





# Moving world objects

Push over trees



Pick up objects (statues, fruits)



Roll objects



Move platforms up/down & left/right





# Puzzle mechanics

## Wind blowing machine



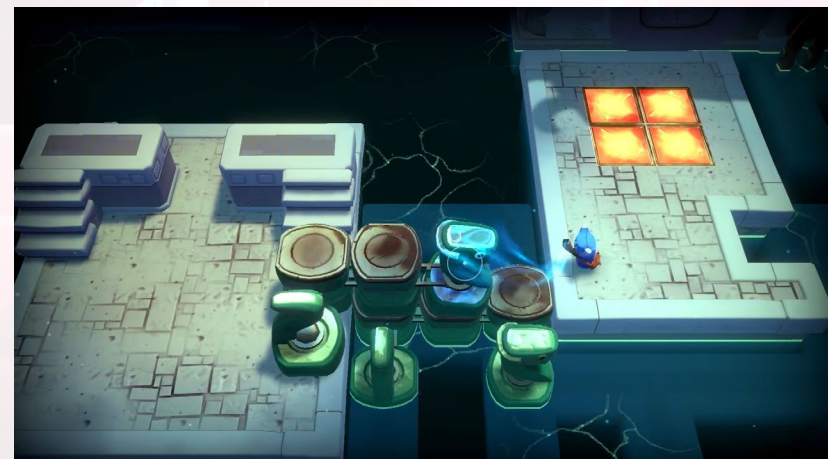
## Levers



## Light & Mirrors



## Stone snakes



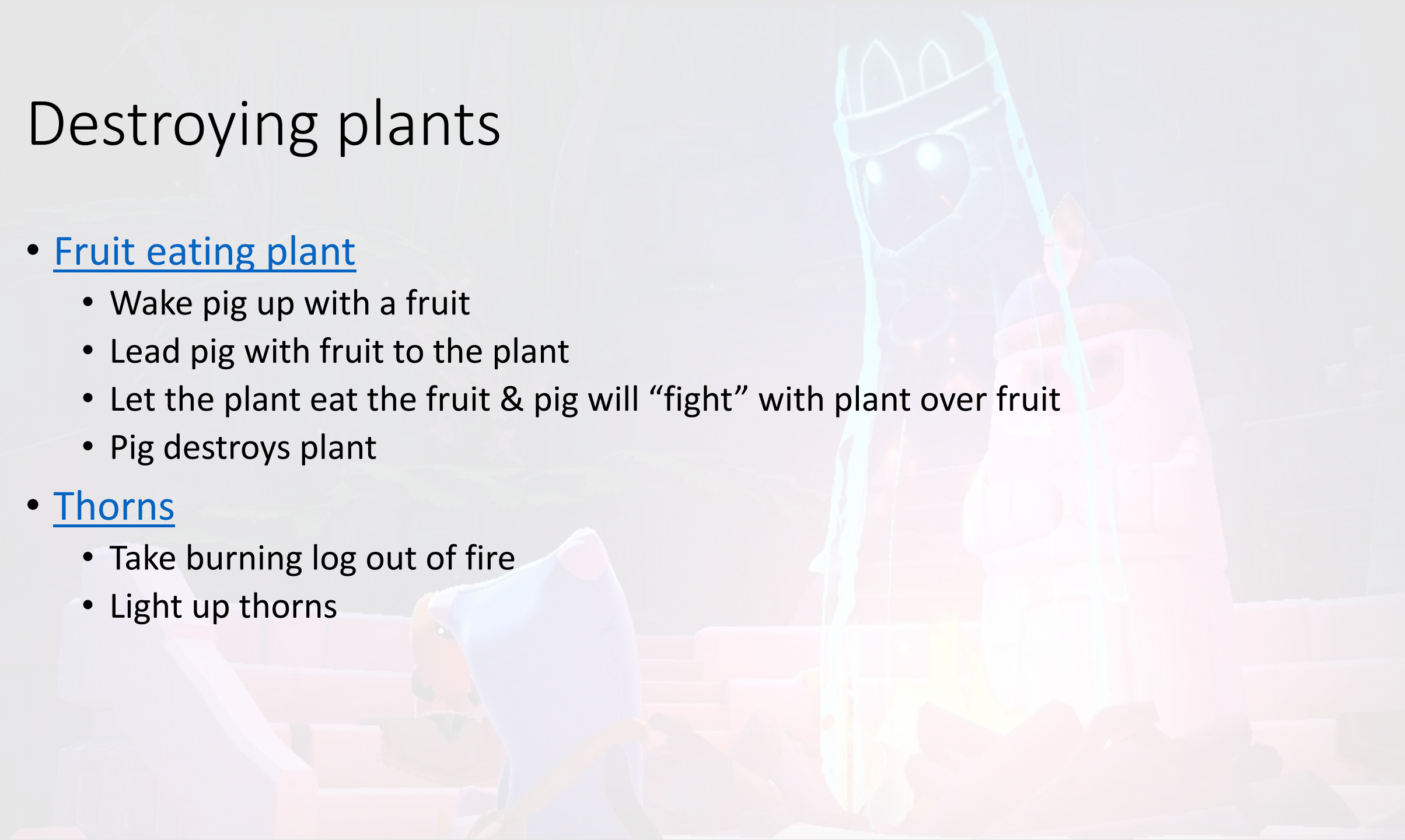
# Destroying plants

- Fruit eating plant

- Wake pig up with a fruit
- Lead pig with fruit to the plant
- Let the plant eat the fruit & pig will “fight” with plant over fruit
- Pig destroys plant

- Thorns

- Take burning log out of fire
- Light up thorns





# More movement

Climbing



Sliding





HUD



- WORM -

SELECT

USE  LS TO CHANGE ITEM

# Score

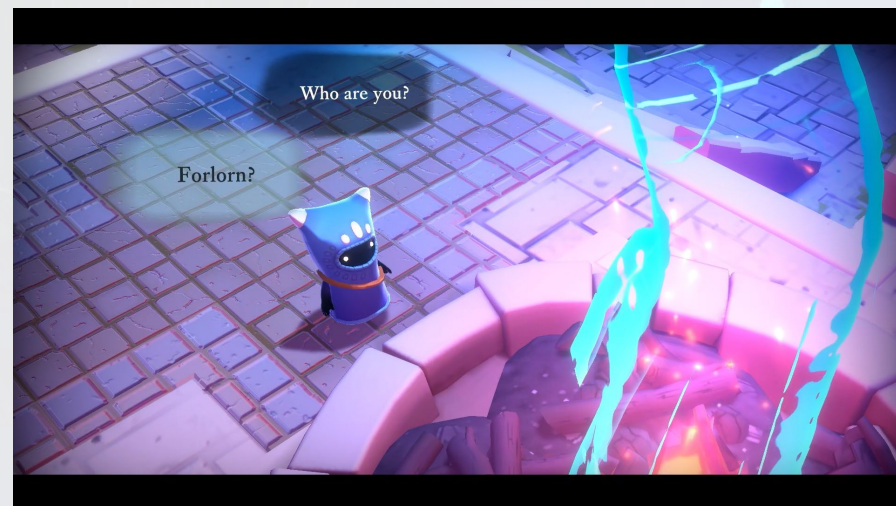


# Inventory





# Dialog



# Interactions





# Interactions





# Information

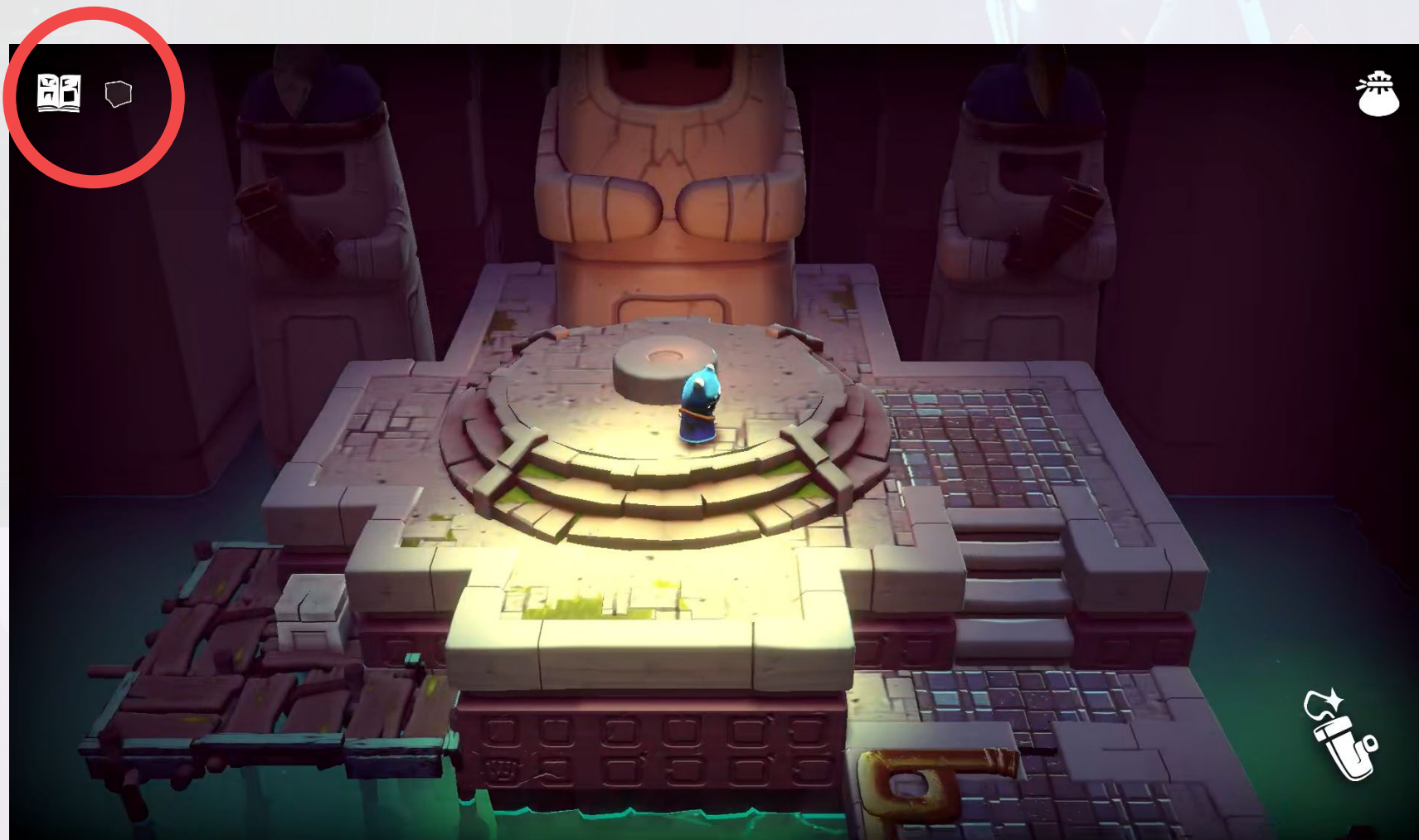


# Information





# Information



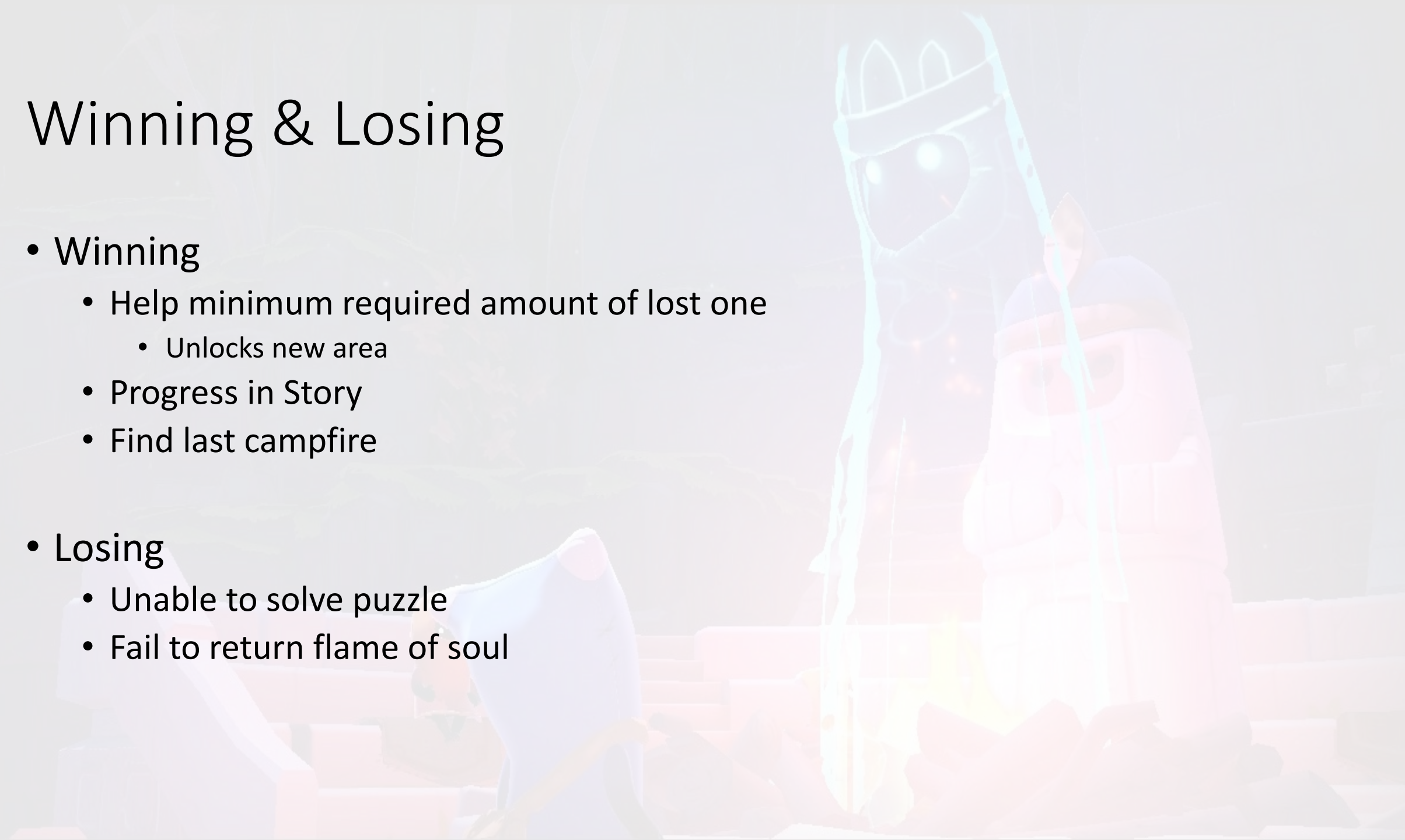


# Rules of Play



# Winning & Losing

- **Winning**
  - Help minimum required amount of lost one
    - Unlocks new area
  - Progress in Story
  - Find last campfire
- **Losing**
  - Unable to solve puzzle
  - Fail to return flame of soul



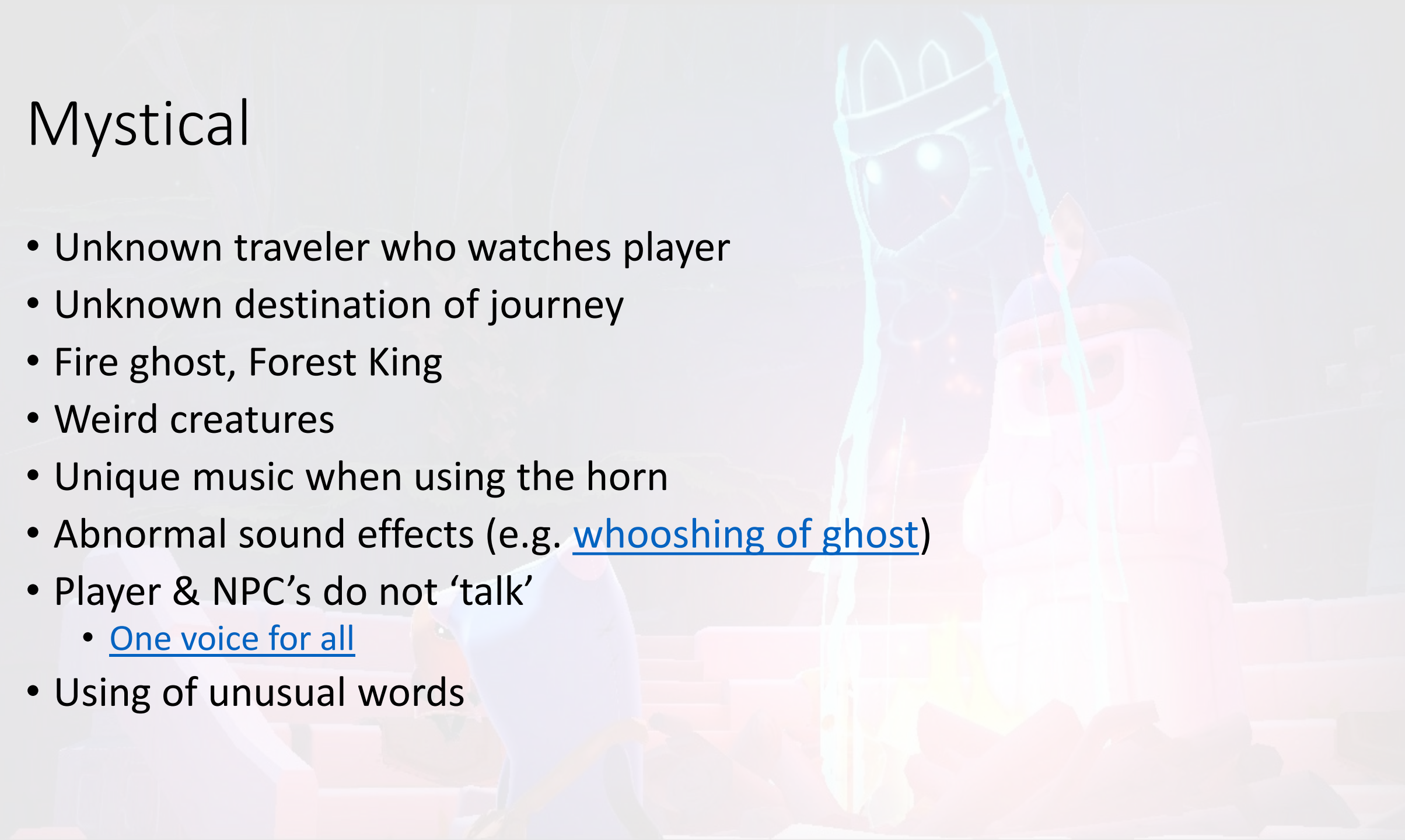
How the game feels





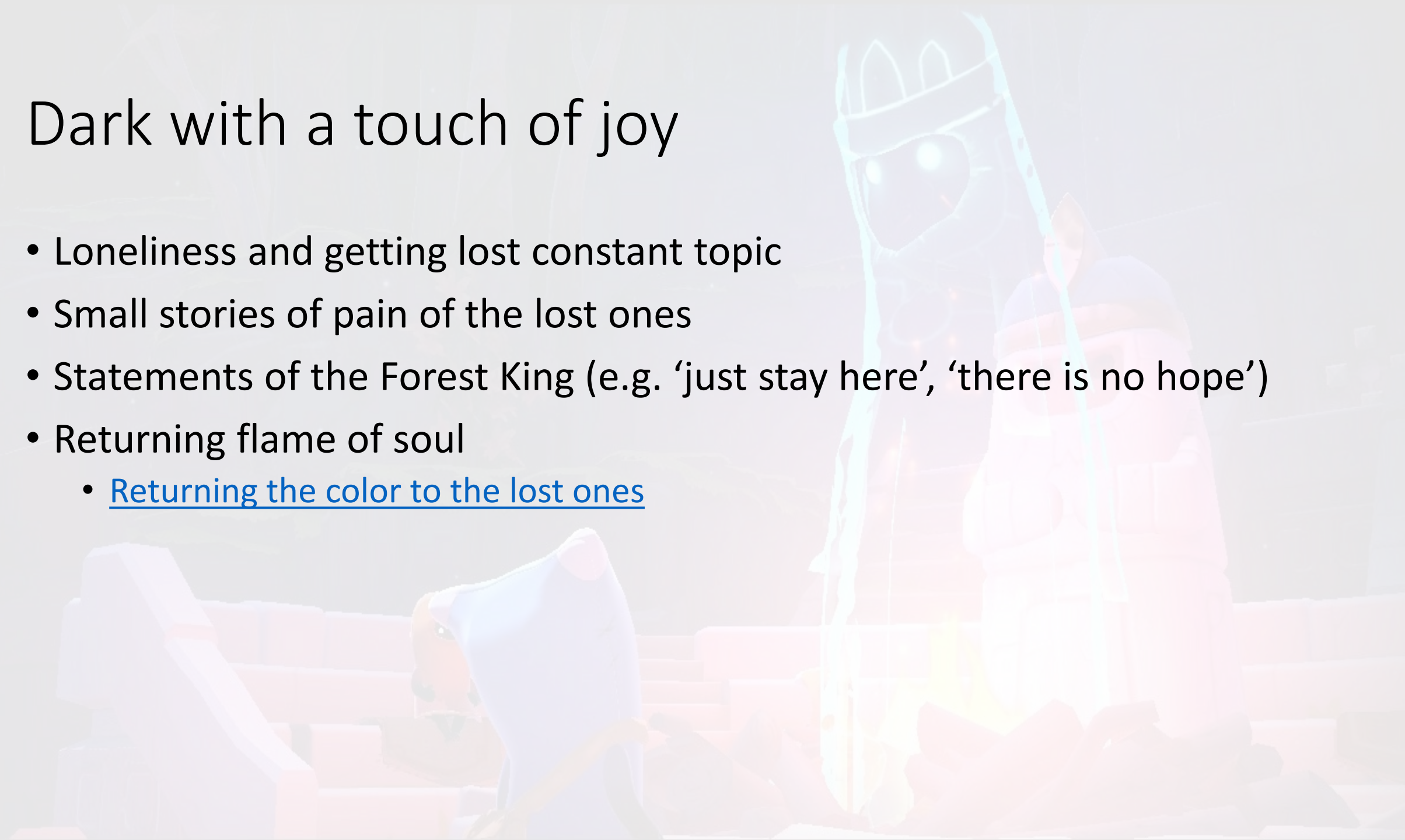
# Mystical

- Unknown traveler who watches player
- Unknown destination of journey
- Fire ghost, Forest King
- Weird creatures
- Unique music when using the horn
- Abnormal sound effects (e.g. [whooshing of ghost](#))
- Player & NPC's do not 'talk'
  - [One voice for all](#)
- Using of unusual words



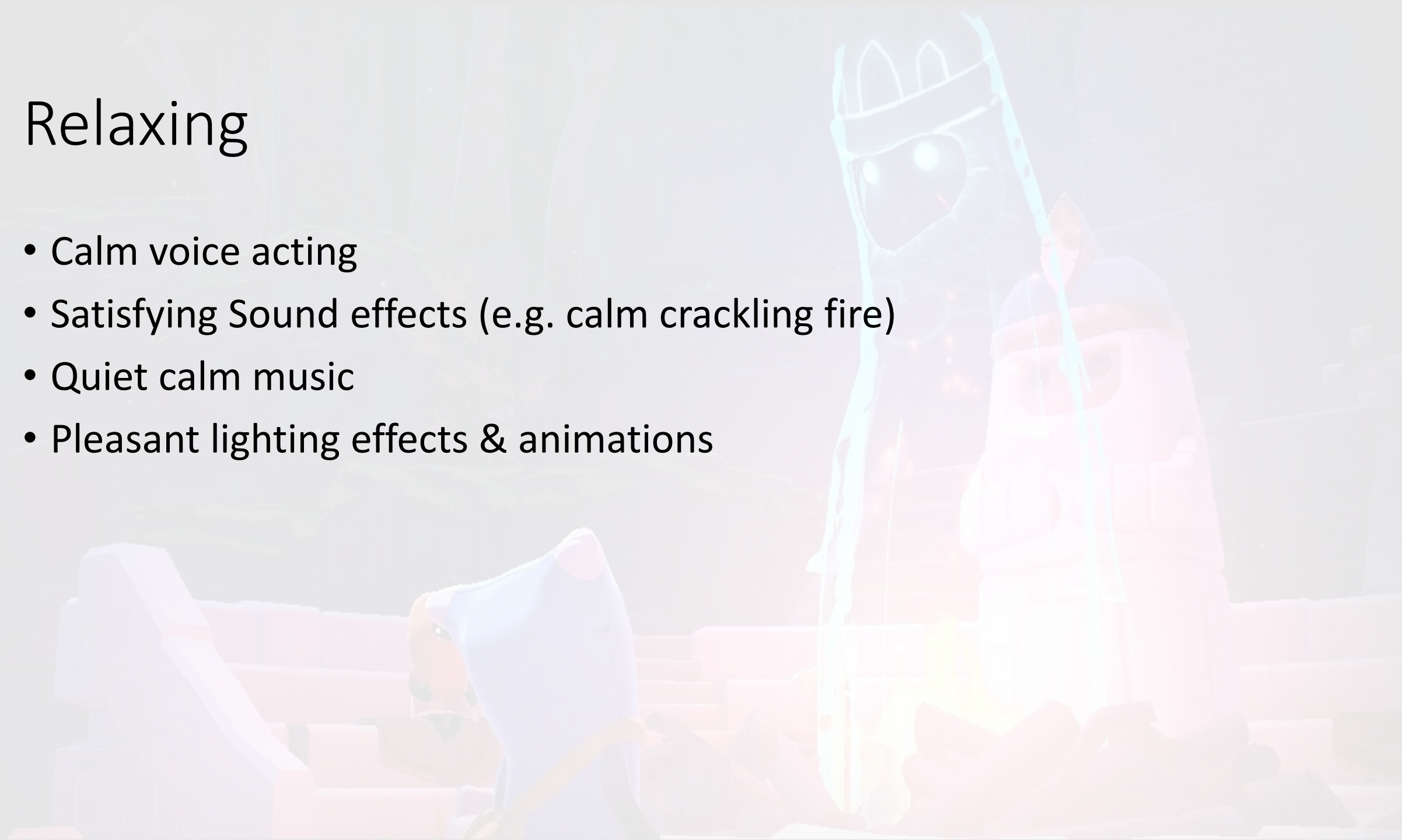
# Dark with a touch of joy

- Loneliness and getting lost constant topic
- Small stories of pain of the lost ones
- Statements of the Forest King (e.g. 'just stay here', 'there is no hope')
- Returning flame of soul
  - [Returning the color to the lost ones](#)



# Relaxing

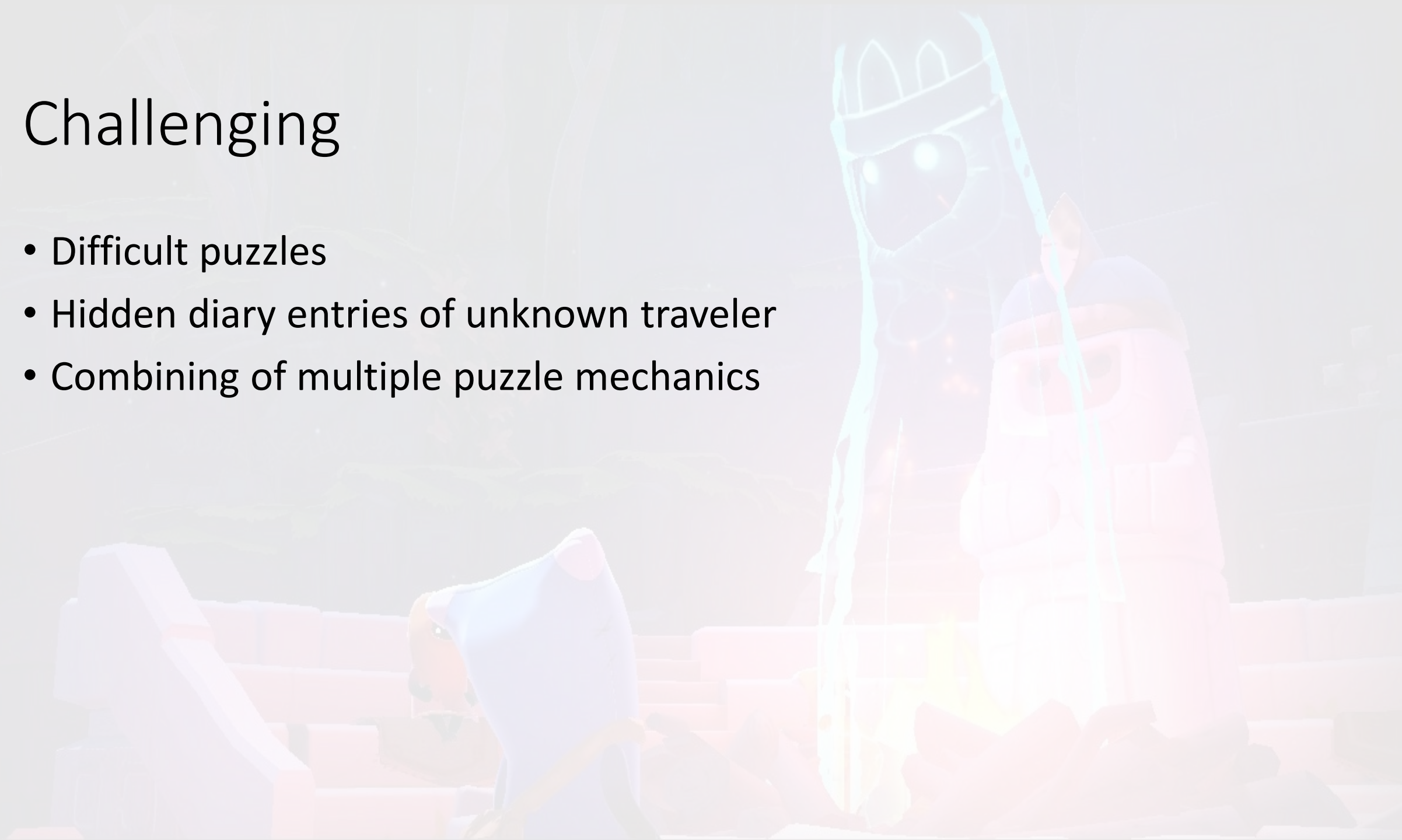
- Calm voice acting
- Satisfying Sound effects (e.g. calm crackling fire)
- Quiet calm music
- Pleasant lighting effects & animations





# Challenging

- Difficult puzzles
- Hidden diary entries of unknown traveler
- Combining of multiple puzzle mechanics



Forest King



Ghost











The foxes howled into the night...



The only reply was silence.