On Halloween Light

Last Pioneers

Keywords - Dark (visually), Cartoony, Tranquil, Spooky, Puzzling, Lighthearted

Target player experience - The player will have the experience of exploring and interacting with the world to solve puzzles. They're going to need to think strategically to explore every facet of the world to prepare the town for Halloween night.

Core Diagram

1. **Core Mechanic:** Using light to influence the world so that you can progress
2. **Secondary Mechanics:**
    a. Collecting/hanging decorations
    b. Solving puzzles
    c. Interacting with NPCs
3. **Progression:** Navigate through the town completing small tasks for villagers around the town to prepare for Halloween; the player uses light to bring the dull town to life, such as lighting up a pumpkin patch. Finishing tasks for villagers gives you more light to use lanterns and complete more difficult puzzles for different villagers.
4. **Narrative:** Due to unfortunate circumstances and the busyness of life, nobody set up decorations for Halloween. As a Halloween-celebrating monster, you must save Halloween by setting up decorations around the town all by yourself.

Minimal Viable Interaction - In the MVI, the player will be able to move, interact with objects by lighting things up, and using, carrying, and placing lanterns. They will only be able to do this because it's the minimal interaction that the player will take part in, in order for the game to work.

Reference images/videos - Please add a short description of how this is relevant to your game (mechanic, art, them, etc.). There is no limit to how many references you can have.
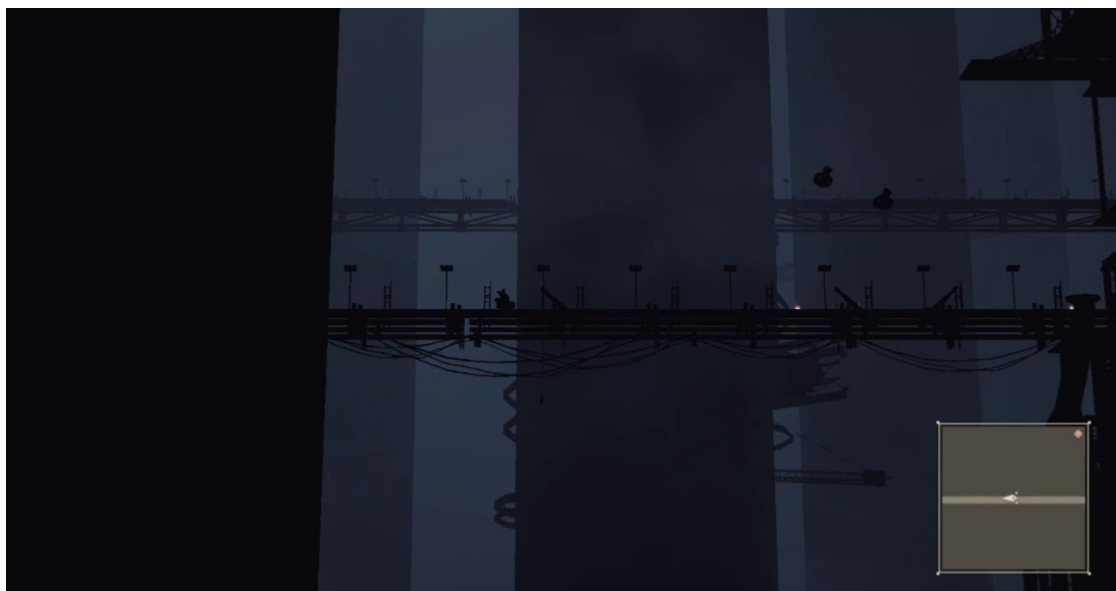

Hollow Knight: Hollow Knight has many interesting spooky/creepy locations and characters, which is similar to what we want to emulate.

Stardew Valley: We like the angle here of the world and the farming aspect for some of the puzzles.
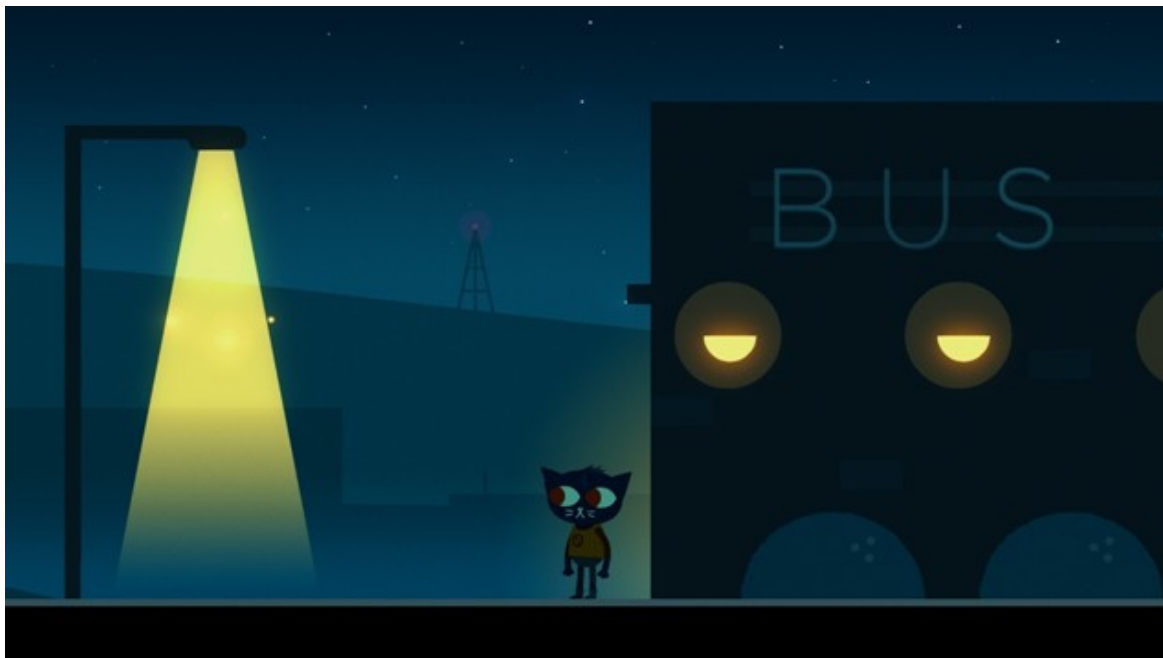
Hyper Light Drifter: Has shooting a beam/light as well as an engaging art style.

In terms of lighting, this level from Nier: Automata is quite close. Everything is dark except when you use your laser/gun from your tactical pod.

Sky: Child of Light: The use of lighting and the character glow is something that we like.

Night in the Woods: A style that we like as well as the lighting is really interesting.