

# CAMPFIRE





# OVERVIEW

- Genre: Strategy, Arcade
- Theme: Haunted Forest
- Play Value: Co-op, challenging
- Narrative: You've entered a haunted forest, protect your campfire from ghosts that despise light.



# GAMEPLAY

- Core Mechanic: Move around the RC image to change trajectory
- Goal: Protect your campfire
- Obstacles: The ghosts, other players sometimes (if other players hit you with a light orb)
- Resources: All players have unlimited light orbs



# CONTROL SCHEME

- Players tap to send light orbs
- Players move around the RC image to change trajectory



























