

Lessons

- Write personal, relatable stories to connect with players.
- Narrative and gameplay should support one another. The gameplay is players' way of giving and the narrative is the return. This back and forth exchange makes the spirits important to players.
- Let players control their own feelings. Give them space to make decisions based on their feelings. Players could bring the spirits to the Everdoor when they are ready for it. If the event happens automatically, players would lose autonomy and be unable to feel the intended emotions.

Highlight

The best moment is when Stella has sent all the spirits away and it's just players and the empty ferry. On a ferry full of orchards and gardens, planting things has become meaningless. There is no one to plant for. Nothing left to do. At this moment, you know you are ready to go, ready for the next stage, no matter what that might be.

Upon reaching the Everdoor, the spirit simply becomes a beam of light and vanishes. The game does not try to imagine what happens after death because it is not the merit of the story. This ambiguity is core to the concept of death. Perhaps we will never know the answers and through this ambiguity, Spiritfarer conveys that maybe the answer isn't important.

Spiritfarer®

Do the work she did, meet the people she met, and have the feelings she had. Become Stella. As we are all Stella.