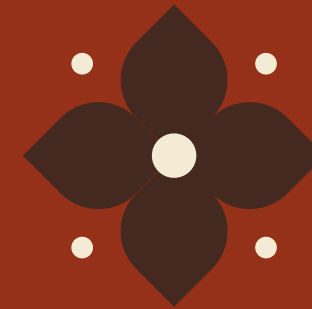
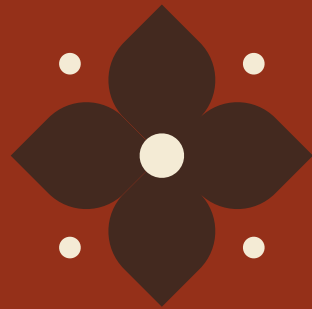




# Fireside Fibers

a typing game by Bui Ngoc Han



# Introduction

Fireside Fibers is a heartwarming crafting adventure set in a quaint mountain cabin, where you seamlessly intertwine yarn and creativity by engaging in soothing knitting challenges.

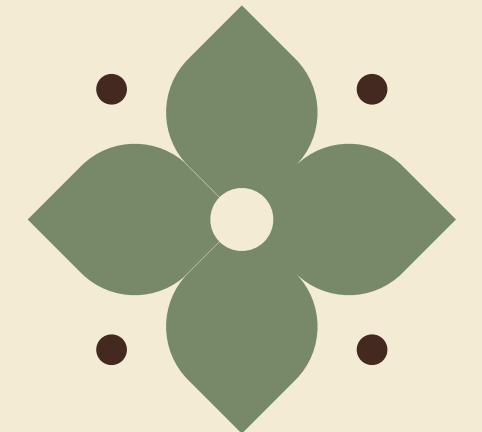
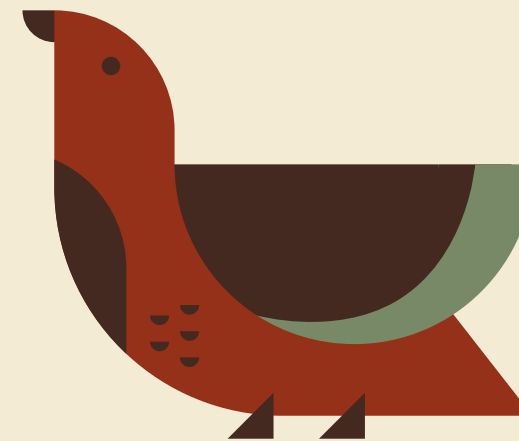
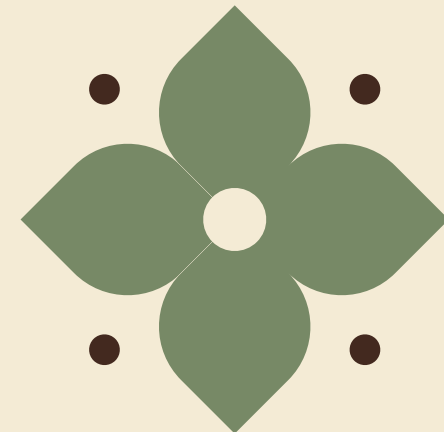
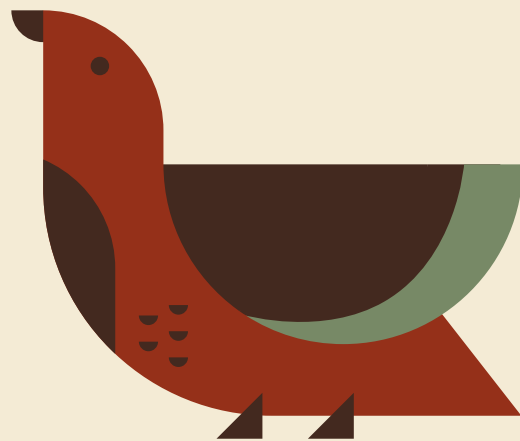
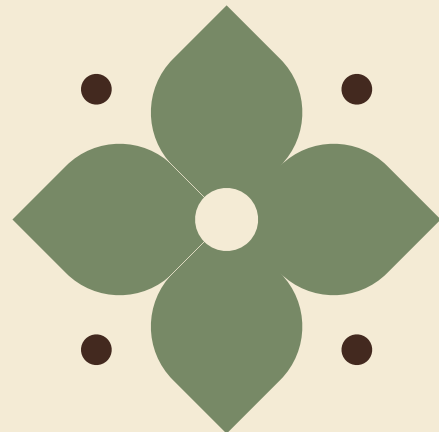
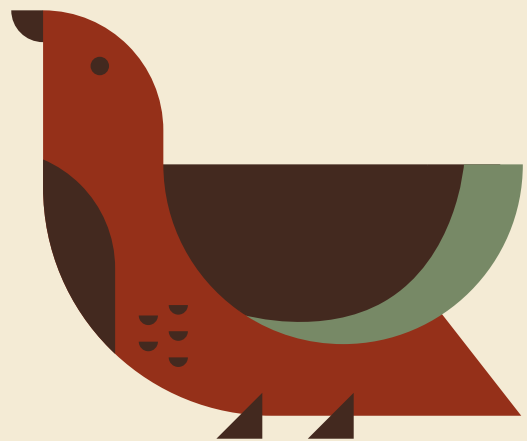


# Theme

The cozy and enchanting world of  
winter knitting.

# Genre

Typing game/  
Crafting simulation



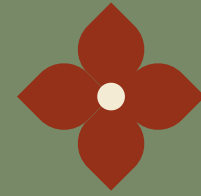


# Setting

The player finds themselves in the cozy ambiance of a rustic cabin, nestled in a snow-covered forest. The crackling fireplace warms the room, and a large window reveals a landscape painted in soft whites and blues by a gentle snowfall.

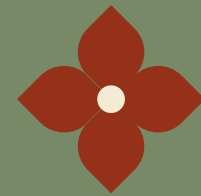
As they settle into their favorite armchair, a bundle of vibrant yarn and a pair of knitting needles catch their eye. The task is simple yet charming — knit a beautiful winter scarf.

# Key features



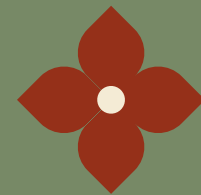
## Dynamic Typing Challenges:

Engage in a variety of typing challenges where each keypress contributes to the creation of a beautiful winter scarf. The typing challenges become progressively complex, adding excitement and skill development.



## Knitting Pattern Variety

Discover an extensive collection of knitting patterns, each presenting a unique design for the scarf. From simple stitches to intricate patterns, players experience a wide range of creative possibilities.

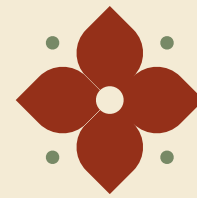


## Cozy Winter Scenes

Immerse yourself in charming winter scenes with each completed section of the scarf. The game's visuals evolve to reflect the changing ambiance of the cabin and surrounding winter landscape.

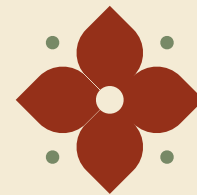
# Core mechanics

There are three different game modes: Classic, Colorwork, Time Attack . They all have the similar mechanics but different winning conditions.



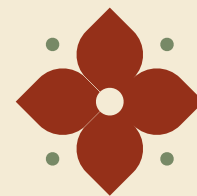
## Classic

For every stitch, the typing sequence is Q < Space < P < Space. There won't be any time limit and if it took the player more than 5 mistakes or 30s, the next 3 keys will display on screen to remind them. In this mode, the players are encouraged to enjoy the cozy enviroment of the game



## Colorwork

For every stitch, the typing sequence is (Color code) < Space < P < Space. The player will have to follow a color chart to create a colorful garment. The complication of the chart will increase throughout the levels. Players have to complete the pattern to level up but there won't be any warning if they put in the wrong color. "Q" key can be used to undo the stitches.



## Time Attack

Similar to Classic mode, but there is a time limit instead of the hints. Players can earn more points if they keep the correct streak



# Background

The background design reference from the animated show “Hilda” on Netflix







# Flowchart

A simplified flowchart outlining the main stages and decisions in the game

