Story beats for Rewild

Story

Mollie is isolated and alone

Mollie sees the fox and it runs away, Mollie hears the fox’s noise in the distance, Mollie finds the fox

Mollie interacts with the fox, feeding it, the fox moves away afterwards. Mollie starts to transform here (not fully).

2nd feeding of the fox in a different location (the fox is more trusting with each feeding)

3rd feeding of the fox in a different location In this place Mollie fully transforms into a fox.

The fox leads Mollie to its cubs through an obstacle.Gameplay

Lowered colour saturation, scary ambient sounds play, low lighting

Mollie uses the food item from her backpack to feed the fox. With each feeding the “spooky” atmosphere of the forest changes (less scary sounds, better lighting and more colours).

Mollie can transform into a fox at will.

Fox will wait for Mollie if she lags behind.