

Rationale

My creative response draws from Chapter 2 of *Lord of the Flies*, where the boys first come together to establish some kind of order on the island. This part really got me thinking about how fragile civilisation is when kids are left to fend for themselves, especially with ideas like leadership, rules, and using fire as a symbol of hope for rescue. Instead of just retelling the story, I focused on the tension between trying to stay organised and the pull toward chaos. A key moment that inspired me was when Ralph pushes for the signal fire, saying, “There’s another thing. We can help them to find us. If a ship comes near the island they may not notice us. So we must make smoke on top of the mountain. We must make a fire” (Golding, 1954, p. 37). That line really shows the early optimism and practicality before things start to unravel.

In creating “Fire on the Mountain,” I wanted to give players a hands-on feel for what it’s like to be Ralph, stepping into his shoes to see how quickly good intentions can shift into something wilder. The goal was to offer insight into human nature, showing how the boys’ first push for structure (like building a fire for rescue) can change into more “primal” acts (like hunting and feasting). I hoped to provoke some thought in players, maybe even a bit of unease, about how society holds together or falls apart without adults around. It’s aimed at anyone who’s read the book (like classmates or the teacher) to make them reflect on those themes in a fresh and interactive way.

I went with a short game in Godot because it’s something I’m comfortable with, and it stands out from typical stories or poems by letting the player actually do things, like blowing the conch or gathering wood, which builds immersion. The first-person perspective as Ralph puts you right in the action, making decisions feel personal and really showing his role as the voice of reason. For mood, I kept it straightforward at first (calm and task-focused), but it built to a darker tone at night with the pig roasting, symbolising the slide from civilisation (the signal fire) to savagery (the hunt’s success). I adapted dialogue from the book to fit, like Ralph stressing rules and the fire, while Jack swings playfully on a shack beam during the meeting, which shows his carefree, hunter side without taking things seriously. Piggy stays supportive, which displays his logical self, and Simon suggests shelters to show his thoughtful nature. These choices expand on the original by adding interactivity, like pressing E to climb the mountain or to sleep, which draws players deeper into the island’s world and reinforces the book’s ideas about order breaking down.

Looking back, the game does a solid job of pulling an emotional response; players might feel a jolt of surprise waking up to the group circles around the roasting pig, realising how fast priorities shifted from rescue to survival instincts. The most successful part is the visuals and coherent interactions; the low-poly style gives it a raw, island feel, and things like the conch animation make the experience engaging in just five minutes. On the flip side, I had to cull the project from a fuller survival system due to time, so it ends abruptly with “to be continued.” (after the player sees the roasted pig and the circle of people at night) which might leave some wanting more depth.

Links

Itch.io (Instant play): <https://xintegrate-studios.itch.io/fire-on-the-mountain>

Source code: <https://github.com/Xintegrate-Studios/Fire-on-the-Mountain>

Additional Information

Due to web rendering limitations, visuals are slightly worse from what you will see if this game is played on a PC (Windows, MacOS, Linux, etc.) Below are images as an example of this. If you wish to download the game onto your PC, you can click one of the download buttons on the Itch.io page.



YEAR 10 ENGLISH CREATIVE RESPONSE RUBRIC - Written

NAME:		SEMESTER:	2
TEACHER:	Messenger	UNIT / TASK:	Lord of the Flies/Creative & Rationale

ACHIEVEMENT STANDARDS	HOW CAN I DEMONSTRATE THAT IN THIS TASK? (AT STANDARD REQUIREMENTS)	OUTSTANDING	ABOVE STANDARD	AT STANDARD	DEVELOPING	Inspire in this task looks like	FEEDBACK / NEXT STEPS
10.02 With a range of purposes and for audiences, discusses ideas and responses to representations, making connections and providing substantiation	I have: <ul style="list-style-type: none"> Explained the Purpose and the Impact of my creative in my rationale Chosen effective quotations from the Lord of the Flies to support my ideas, and referenced the quotes correctly (last name, date, page number) Not just retold, but expanded on the themes / characters from Lord of the Flies 						
10.04 Selects, varies and experiments with language features including rhetorical and literary devices, and experiments with multimodal features and features of voice	I have: <ul style="list-style-type: none"> Used the correct structure and formatting in my rationale & creative (used the scaffold) Effectively experimented with symbolism, dialogue, theme, character, point of view Demonstrated originality (creativity/risk) of ideas Used narrative voice effectively 						
10.08 Creates written and multimodal texts, including literary texts, for a range of purposes and audiences, expressing ideas and representations, making connections and providing substantiation	I have: <ul style="list-style-type: none"> Written clearly, using a variety of sentences Proofread and edited my writing carefully, checking for flow of writing (grammar spelling & punctuation) Used appropriate conventions for the text type I am creating, in your rationale and written creative 						

10.09 Selects and experiments with text structures to organise, develop and link ideas and representations when writing and creating	I have: <ul style="list-style-type: none"> Gone beyond the surface level, by using text features, themes or symbolism from Lord of the Flies to create my own text Explained my creative choices in my rationale (Justification) 						
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YEAR 10 ENGLISH CREATIVE RESPONSE RUBRIC - Non Written

NAME:		SEMESTER:	2
TEACHER:	Messenger	UNIT / TASK:	Lord of the Flies/Creative & Rationale

ACHIEVEMENT STANDARDS	HOW CAN I DEMONSTRATE THAT IN THIS TASK? (AT STANDARD REQUIREMENTS)	OUTSTANDING	ABOVE STANDARD	AT STANDARD	DEVELOPING	Inspire in this task looks like	FEEDBACK / NEXT STEPS
10.02 With a range of purposes and for audiences, discusses ideas and responses to representations, making connections and providing substantiation	I have: <ul style="list-style-type: none"> Explained the Purpose and the intended Impact of my creative in my rationale Chosen effective quotations from Lord of the Flies to support my ideas, and referenced the quotes correctly (last name, date, page number) Not just retold, but expanded on the themes / characters from Lord of the Flies 						
10.04 Selects, varies and experiments with language features including rhetorical and literary devices, and experiments with multimodal features and features of voice	I have: <ul style="list-style-type: none"> Used the correct structure and formatting in my rationale (used the scaffold) Effectively experimented with symbolism, dialogue, theme, character, point of view Demonstrated originality (creativity/risk) of ideas 						

RATIONALE 10.08 Creates written and multimodal texts, including literary texts, for a range of purposes and audiences, expressing ideas and representations, making connections and providing substantiation	In my rationale I have: <ul style="list-style-type: none"> • Written clearly, using a variety of sentences • Proofread and edited my writing carefully, checking for flow of writing (grammar spelling & punctuation) 						
10.09 Selects and experiments with text structures to organise, develop and link ideas and representations when writing and creating	I have: <ul style="list-style-type: none"> • Gone beyond the surface level, by using text features, themes or symbolism from Lord of the Flies to create my own text • Explained my creative choices in my rationale (Justification) 						