"I wonder if I can draw a horse with these tiles!"

"Hmm, okay! That was fun! Maybe I should try a bird, too!"

"What about a dragon?"

"What if I added MORE dragons????"

"Well, these tile drawings are interesting, but everything else here is boring in comparison. I should check the tileset to see what I can add"

"Coffins? Statues? Pillars? Stone walls? These are the makings of a ruin!!"

"Yes! A ruin! The evolution of dragons into god-like beings of life and death! The remnants of their religious worship!"

"That's it!"

When I began playing around, I just wanted to draw fun things—plain and simple. I wasn't anticipating a fictional scenario for my Godot game. Instead, I just wanted to see what I could design on its grass textures. As shown above, my experience took a weird turn. I started with the props, my drawings, and thought up an accompanying scenario in service of justifying their presence. In simple terms, I drew a thing and then added other things to explain the original thing I had already made. While I could likely find the answer to this question with a little bit of research, I'm curious if *Unpacking's* development went through a similar process. I can imagine the creators beginning with the idea of unpacking items, a simple premise, before gradually adding pieces of narrative to justify the props and the game loop.

I'm not sure if this makes sense, but I see that development process as a prop-driven development of a content-oriented game. Unpacking and (I hope) my game both play as content-driven. Since the props imply and service an overarching narrative for the player to interact with, the narrative becomes the player's primary focus. While the props are important, they're primarily mediums for interacting with the story. These games, though thoughtfully leveraging props, have more in common with the hobby horse than with Italy's boot as metaphor for the country's shape.