

*Firewatch*

*Firewatch's* story contains many different plot types. One of the most prevalent plot types is Dude with a Problem. Henry's problem is that his wife has developed early onset dementia, and Henry needs an escape from his very depressing life, so he decides to take a summer job as a park ranger. While this is Henry's main problem, he does have other smaller problems that he must deal with on a daily basis, like scolding the teens that are drinking by the lake, and confronting his feelings he has for Delilah. Near the end of the story, Henry must realize that he cannot run away from his problems and needs to return back home to care for Julia.

*Firewatch* also has a bit of a Whydunnit plot in it. Later in the story, Delilah and Henry believe that the government is spying on them. Henry begins to believe this when he sees the man with the flashlight at the top of the mountain, then returns to see his outpost has been ransacked. The mystery is also heightened by the fenced off area, which Henry eventually enters to find a camp full of surveillance equipment. The two eventually find out that the government is not spying on them, but that Ned, a former ranger, has been hiding out in the woods since his son was accidentally killed. At the beginning of the story, we just assumed that the game would be about a guy going out in the woods to escape his problems, but the story ends with our characters discovering an unreported death. The Whydunnit part of the story explores how people tend to act irrationally when they lose control of a situation. The story also touches on how people neglect their problems, with Ned trying to ignore what happened to his son by living in the woods, and Henry trying to bury what happened to Julia by abandoning her and becoming a ranger.

*The Last Guardian*

The main story type in *The Last Guardian* is the Golden Fleece. The game begins with the boy waking up in a cave with Trico, a large dog/cat/bird creature. Trico is chained up and has spears in him. As the player, we wonder: why we are in this cave? What is Trico doing here? The boy eventually frees Trico, removes the spears from him, and finds food for him. Eventually, the boy and Trico set off through the caves and ruins towards a large tower in the distance. The two form an unlikely bond. Throughout the journey, the two must help each other. At one point, Trico must rescue the boy from animated guard statues, and the boy must get rid of hanging stained glass fixtures that frighten Trico. The strength of the bond between the boy and Trico is seen near the end of the story, when Trico faces his fear and walks past the stained glass fixtures to save the boy from the animated statues. The pair finally makes it to the top of the tower, where other animals like Trico are kidnapping children and offering them up to the tower. Trico had stolen the boy from a nearby camp and was taking him to the tower prior to the start of the game, but was unsuccessful in the attempt, leading to the two of them ending up in the cave. The boy is able to defeat the being that resides in the tower, and Trico returns him to his family.

Of course, the mystery of why the boy is in the game world to begin with gives the game a bit of a Whydunnit storyline. Why is the boy here? Why are there mysterious statues that can move? Why is Trico afraid of the stained glass? Only some of these questions are fully answered in the story. Mainly, we find out that the boy was abducted by Trico and used as an offering to a malevolent force that resides in the tower. However, the story is more about the relationship between the boy and Trico and less about the mystery of the story.

*Night in the Woods*

The main plot type of *Night in the Woods* is Rite of Passage. The main character, Mae, drops out of college and returns home to her rural town. While Mae is carefree and doesn't do much during the day, Mae's friends (Gregg, Bea, and Angus) all have jobs and have grown up. Mae slowly begins to realize that all the people around her have real jobs and issues to deal with. Throughout the story, Mae must deal with the fact that all her friends have grown up.

*Night in the Woods* also has a Dude with a Problem plot type. Throughout the game, we find out that Mae struggles with depression and other mental disorders. Mae mentions that while she was at college, everything around her was 'just shapes'. Near the end of the game, Mae admits that she is terrified of losing everything around her, but that she wants to keep holding on until the end and have hope again. This allows Mae to have some clarity in her life and gain a bit of mental stability.

There is also a bit of Whydunnit in *Night in the Woods*. During a Halloween festival, Mae sees someone get kidnapped. She also finds a severed arm. Eventually, Mae and her friends discover a secret society that has been kidnapping people and sacrificing them in the hopes that it will bring prosperity back to the town. This secret society also admits to kidnapping someone who disappeared a long time ago. The cult tries to justify their actions by claiming they only take people who won't be missed. This aspect of the story emphasizes how desperate people will take drastic measures in the hopes of improving their situation.