SCENARIO EXPLORATION · HOW IT WAS MADE

The Mirror Keeper

The Lighthouse of Isla Azul

A light-bending puzzle on a Mediterranean island terrace, played in the browser. Claude Code wrote the Three.js engine and the puzzle; every model, material, sky, song and sound effect came from Scenario, generated through Scenario MCP.

Play The Mirror Keeper Scenario MCP Scenario

01 · THE BRIEF

A second game, in a different world

The request followed the Lamplighter play-test in the same Claude Code session: make another game with a fully different gameplay, art style and story, “maybe to be isometric kind of 2.5D”, at the same quality and under the same instructions as before. The continuation session then set the camera: “semi top down, semi isometric between 2d/3d”. The result is a grid puzzle on a glazed-ceramic island diorama, where the day’s last sunbeam must reach a dark lighthouse.

1 **CONCEPT ART**
One GPT Image 2.5 Sunburst image per object, framed as an image-to-3D input.

2 **IMAGE TO 3D**
Tripo P2 for all sixteen objects, with a face limit sized to each.

3 **SURFACES & SOUND**
PATINA materials, Skybox GPT skies, ElevenLabs music and effects.

4 **BUILD**
Headless Blender clean-up, then a hand-written Three.js engine and puzzle solver.

5 **PLAY-TEST**
Twelve rounds of feedback shaped the controls, the look and the rules.

The finished terrace: the lighthouse, houses, windmill, fountain, mirrors, jars and lilies all began as Scenario generations.

02 · CONCEPT ART

Fifteen objects, one studio framing

GPT Image 2.5 Sunburst made seventeen images in one parallel batch: key art, a character and fifteen objects, from the bronze mirror and crystal lily to the lighthouse, windmill and the floating island itself. Each object prompt shared the same studio framing, a neutral grey ground and soft even light, plus a “glazed ceramic toy-like charm” so the whole set would read as one miniature world. One image was made per object, with no alternates.

The fifteen object concepts that became the shipped models, as generated.

THE MIRROR PROMPT, VERBATIM

3D game prop concept, single object centered, full object visible, three-quarter view from slightly above, neutral light gray studio background, soft even diffuse lighting. Object: a large round polished bronze mirror disc with a slightly wavy hand-hammered rim, mounted upright in a carved olive-wood swivel frame with turquoise-painted details, standing on a small low wooden sled base with brass runners and a rope handle. Stylized-realistic, glazed ceramic toy-like charm, detailed PBR materials, game asset render.

Sixteen meshes from sixteen images

Tripo P2, which had won the model comparison in Lamplighter, turned every object concept into a textured PBR mesh with detailed textures. The face limit was sized to each object, from 5,000 for an amphora to 30,000 for the lighthouse. Headless Blender then joined, scaled and re-pivoted each model and exported WebP textures; nothing was decimated. The lighthouse came out too wide for its tile and was re-scaled by width, and the mirror was re-pivoted onto its disc so the sunbeam meets the glass.

MODEL	FACE LIMIT	TRIANGLES
amphora	5k	5,226
mirror	8k	7,603
crystal lily	8k	8,209
fountain	12k	11,224
windmill	12k	10,728
house	25k	22,263
island	25k	26,442
lighthouse	30k	28,566

Triangles after the Blender clean-up; no decimation.

The fourteen placed Tripo P2 models, rendered together in Blender. The island mesh carries the terrace.

Lighthouse concept · GPT Image 2.5 Sunburst

Between 2D and 3D

THE CAMERA

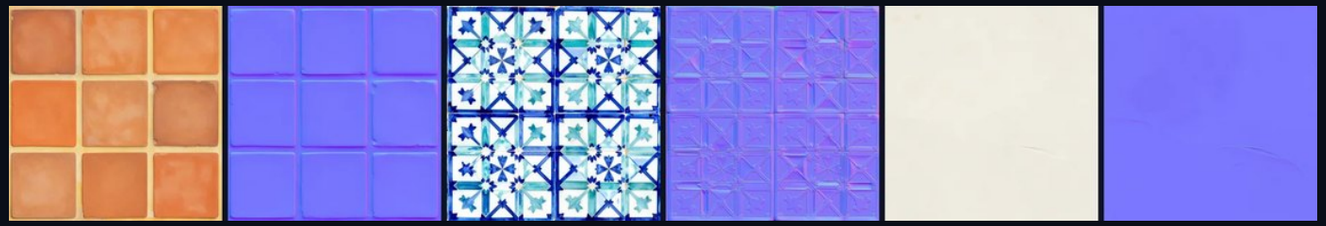
True isometric looks down at 35° with no perspective. The game instead pitches down 52° through a narrow 24° lens, turned 30° off the diagonal: the board reads almost like a flat map, with just enough depth for the models to feel solid.

SURFACES

Three seamless PATINA Material sets pave and build the terrace: terracotta floor tiles, blue zellige mosaic for the border and lime plaster for the slab and railing.

SKIES

Skybox GPT made a late-afternoon Mediterranean panorama and a dusk panorama. The sky dome cross-fades between them when the lighthouse is lit.



PATINA sets: terracotta, zellige and plaster, albedo beside normal.

Day and dusk panoramas from Skybox GPT.

The same board from straight above.

A tilt-shift pass softens the top and bottom of the frame so the island reads as a miniature. The sea is a code-built shader whose shoreline foam comes from a top-down bake of the generated rock at the waterline.

Twelve rounds of feedback

Every change was checked in the browser with scripted clicks before the next round. The game began with a character, Nell, walking the grid and pushing mirrors; by the end the feedback had turned it into a calmer, direct puzzle.

CLICK TO PLAY
“click and move … the same with the turn mirror”, then less bloom and darker light so the beam reads.

A WAY THROUGH
A top-down check showed a jar had to move; a Hint button, a solver, Reset and later Undo followed.

A NEW NAME
Mirrorlight became The Mirror Keeper, with a new serif-and-sans UI and a 30° turn of the default view.

LIFT AND PLACE
Arrows gave way to “hover and wobble in the air”: lift a mirror or jar, preview the beam, click a tile to set it down.

NO CHARACTER
Nell was removed entirely, a railing was added around the terrace and the beam-route hint solver now finishes in five hints.

THE DROP MARKER
Five marker styles were captured in the game; the play-tester picked the chevrons.

Drop-marker options captured in-game. The chevrons (4) shipped.

Tracing light across a grid

THE PUZZLE

The level is an ASCII map. Each frame the sunbeam is traced cell by cell from the altar: mirrors turn it 90°, jars block it, lilies wake when it passes, and the lighthouse needs all three lilies lit.

HINTS

The hint solver searches the beam’s possible routes from the sun and costs them by board changes, so each hint is the next mirror to lift, turn or move. From the start, five hints solve the terrace.

ON THE PAGE

Quality presets cap the total pixel count, idle screens drop to 30 frames a second, a hidden tab pauses rendering and audio, reduced motion stills the wobble and spins, and the board is playable from the keyboard.

DETAILS THAT CAME FROM LOOKING CLOSELY

The lighthouse model was shifted so its column meets the arriving beam, which now stops at the tower wall. The fountain became a planar reflection with a rippled, Fresnel-mixed shader sized to the measured basin. A zellige stripe painted by the first floor shader was removed, and the finale drops any lifted mirror so no stale preview beam lingers.

A lifted route: the beam bends through two mirrors and a lily past the fountain.

07 · SOUND AND DUSK

Bouzouki, sea and a lit lens

ElevenLabs Music v2.5 wrote two instrumental pieces: a looping day theme of fingerpicked nylon guitar, mandolin and bouzouki over light hand percussion, and a tender dusk theme where oud and guitar open into strings and celesta. ElevenLabs Sound Effects 2 made the sea bed of waves, cicadas and a distant bell, the mirror slide, a ratchet click, the crystal bloom and the lighthouse ignition. Music and effects mute separately.

Wake the third lily and send the beam home: the lens ignites, the sky turns to dusk, the dusk theme takes over and two sweeping beams circle out over the sea.

SCENARIO GENERATIONS FOR THE GAME AND ITS TRAILER

17	16	2	3	2	4	6
images	image-to-3D	rig & animation	PBR materials	skyboxes	music	sound effects