

Fabletail

A story adventure about feelings
and finding a way forward together.

Play as Fable, a curious cat helping friends
work through everyday misunderstandings.

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Our response to the challenge

Teaching Social Skills Through Games

The challenge asks how cooperative play can support connection, expression and communication for autistic children.

Our approach

Fable explores a friendly animal world. Conversations let the child hear different perspectives and choose how to respond. A parent or caretaker can join when the child invites them.

Two stories to explore

The picnic

Rabbit feels pressured to explain being late. Fable listens to the friends and helps Bear understand their feelings. Rabbit can choose quiet company or more time.

Bear and the bees

Bear took honey without asking. Fable helps both sides talk. Bear apologizes and asks permission. The bees decide what to share.



Listening, personal space and consent become part of the story.

Help stays the child's choice

The child leads

Mouse and keyboard control Fable. The child uses the in-game phone to invite a parent or caretaker, and can end help at any time.

An optional companion

The adult joins locally with a controller. Every story can be completed alone, and leaving help preserves story progress.



The prototype and what comes next

The jam prototype

Two connected story chapters, animated animal characters, branching dialogue and optional local parent support. No countdown or loss of story progress for mistakes.

Next steps

Playtest with autistic children and caregivers, alongside clinical advisors. Refine reading demands, pacing and sensory options around their feedback before adding more stories.

Game jam prototype. Educational and clinical benefits have not been evaluated.