Executive Summary:

“Once upon a time in Misthaven”, or “Misthaven” for short, is a hack and slash adventure game where the player must fight his/her way through various levels and arenas in order to progress. Misthaven is set in a world where a cataclysmic incident caused the land to break apart into floating landmasses, each inhabiting its own kind of fierce monsters. The player plays through the eyes of the hero who is on his own quest to save the lives of those he loves before they are sacrificed, his own girlfriend being one of them. The hero must take his vengeance upon the very dragon that has destroyed the world and brought destruction to the lands of Misthaven.

We plan to deliver a game that is focused heavily on the story and we are aiming to make players create emotional attachments toward the characters in Misthaven and to understand the reasoning behind the emotion. We also want to ensure that the game is also fun for the player to play as well. The game features a hack and slash element as the player uses his sword and magic spells when fighting the enemies of Misthaven. The game will have the looks and feel inspired by old Nintendo games like Pokémon and The Legend of Zelda, both of which have 8-bit stylistic feel. The game will also feature unique enemies for the hero to battle his way through the levels, including the creatures of the woods, looking for food, to the cultists of the dragon who are sacrificing people to him and will stop the hero from rescuing them.