**Checkpoints, Saving and Continuing**

In “Misthaven”, checkpoint is a major importance for the game due to the length of the game in which the players will experience. They will spend a lot of time battling monsters or completing quest and there is a guarantee chance that the players may face defeat in their progress or where the players would need to leave the game. This can be a frustrating situation as progress can take some time to complete, especially when having to complete it again from scratch, and make players find the game repetitive and frustrating. The checkpoints, as the name suggest, would allow players’ current progress to be saved in case the players leave or die in-game. Usually the game would set the checkpoint system on as a default option but players can turn the option off if they feel daring enough. If the player happens to leave the game, the game would make the checkpoint as the up to date save access and allow the continue option in the menu to access that file.

As previously mentioned before, there will be times that players would have to leave the game to do something. If the player would happen to progress to the next level if the player’s situation occurs, the player would be given the option to save the overall progress before accessing the next level. The save option will advise the player to make a save before progressing to the next level. The advantage of the saving over the checkpoint is that the player could just explore the next level if they wish to without having to make any progress for future purposes. Like the checkpoint, players can access the save file in the menu if the player makes the save before a level without any checkpoint progressing in that file.

The game can be difficult and there is no guarantee that the player would be able to complete the game in just one goes. The players will experience death, halting the game’s progression. However, death in “Misthaven” is not absolute as players can retry the progress in the game. Should the player die; there are two options for the player to restart. The first option would allow the players to return to the last checkpoint that the player made with absolutely no cost. The second option for the player is to restart at the same position, costing them plasma. In order to ensure that this option does not harm the experience of the game, the cost of the plasma can be costly and due to the rarity of the plasma, this option should be reserved for emergency uses only.