**Player Progress**

While playing “Once upon a time at Misthaven”, the player will be progressing through the game by unlocking and going through a series of portals by completing the levels using hack and slash mechanics. That is the main progression theme of the game.

When starting the game for the first time, the player will start off at the first level in the village. The first level is the tutorial where the player will be able to interact with the NPC’s to learn more about Misthaven. It also becomes the revive point when you die in future levels. There will also be combat training in the first level and will be introduced when the player gets interrupted while talking to an NPC and a flock of seagulls come into town. The player will have to get rid of the seagulls by using abilities.

The game has a total of 4 levels including the first level which is the town. Each of the levels are unique and have a variety of monsters, puzzles and content. To get through these levels and progress through to the next level, the player will be able to use hack and slash mechanics and a spell(s) against the monsters and other enemies within the maze. In the final level of the game, the player will have to save a sacrifice from a fire breathing dragon.

As the player progresses through the game, they can get stronger by obtaining more plasma to be able to use the spell(s) more often. As the player gets stronger, they can defeat more difficult monsters and complete harder levels within the game.

**Player Resources**

In “Once upon a time at Misthaven”, the player has 2 main resources. The first resource would be the plasma. The plasma acts as a source of currency within the game. The plasma can be used to spawn closer to the current level. It can also be used to activate the spellbook which allows the player to use spells for a certain amount of plasma. To obtain the plasma, a player can collect it on his path to complete the quests/levels and further themselves within the game.

The spellbook is the second resource and can be accessed mostly anytime or place in the game. These spells can help you get out of sticky situations and avoid dangers or loss of lives. To use the spells in the spellbook, the player must have the necessary amount of plasma.

The player is capable of casting spells in the game via a spellbook to use against the enemies in the game. However, magic costs plasma to cast and are not plentiful within the game. Unfortunately, because magic is a powerful spell, it can be too useful of a tool that players may ignore the use of the hack and slash mechanic. The cost of plasma will fix this problem because the player will have to be careful with how often they use spells in case of losing all their plasma.

**Gameplay Modes**

Once upon a time Misthaven, offers only a single gameplay mode: “hack-n-slash”. The game is supposed to be quick, rapid gameplay and the player must defeat the enemies in a small period of time. This mode was selected due to the style of art and gameplay that is going for. The goal of the player is to save the sacrifice which creates a fast paced game environment. As we have an extremely short development cycle, going for a game like this we can include rpg elements without going into a full unwanted RPG. In order to make a game that is both playable and functional, there is only a single mode.