Currency (monezitation): Once upon a Time in Misthaven could be sold as one of two models. One, it could be sold as a PC game and the other it could be sold as a mobile. Both of these models are proficient in what they do for us as they are online. This would help reduce manufactoring costs and have the game be easily buyable throughtout the world. The pc model would be sold for an initial 10$ as a starting price and possibly rise to be as much as 15$.

This model of the game could have starting DLC (Downloadable content) at roughly 2.50$ per DLC. This DLC would be more content that comes in the form in additional quests and dungeons with more enemies and bosses. The DLC could provide a more challenging game or an easier one. The Second model, the mobile model would have an initial value of 1 to 2$ and DLC with similer traits to the PC version would come in packages worth about 1$ each. However differently the mobile model sells extra gems and continues for players who might find the game too hard for them on such a platform.

Rewards:

In “Once Upon a Time in Misthaven” players receive rewards in the form of Plasma. Plasma is a form of power and currency. It is used to purchase respawns when the player unfortunately dies and when casting magical spells. Plasma is gained by picking it up when it spawns randomly throughout the level. Plasma are purple balls of floating energy and are very scarce. Players collect them to help them on their journey to save the sacrifices

Interact modes:

The user interacts with the game by using the keyboard and can be changed with key bindings. The controls explained here are the defaults the controls. The player controls the character through the ‘WASD’ keys, the ‘spacebar’, the ‘Q’ key and ‘E’ key. Pressing any of the ‘WASD’ keys will move the character in the direction of how they appear on the keyboard. ‘W’ is up, ‘A’ is left, ‘S’ is down and ‘D’ is right. Pressing ‘spacebar’ will make the character do a basic attack and pressing ‘E’ will make the character interact with an object or NPC (Non-Player Character). Pressing ‘Q’ will go to the exit menu where players can save and quit. Players control the menu by using the ‘WASD’ keys. Use the ‘AD’ keys to shift throught options, ‘W’ to select an option and ‘D’ to cancel a selection. The reason the controls are so simplistic is due the fact that the game is a “hack-n-slash” adventure; there is no need to overcomplicate the game with numerous keys in such a game.