**STORY/BACKSTORY Plot Points**

BACKSTORY

* Misthaven, originally a giant, populated island was split into many floating islands by a giant dragon/monster/thing looking for food.
* To keep the monster happy, each island (5) sacrifices 1 person every year to the monster
* The Hero and his wife have been candidates for the sacrifice for a few years now and the hero cannot bear to see his wife die.
* The Hero’s wife is chosen as sacrifice and is kidnapped by the island elders during the night
* The Hero finds a note explaining what has happened
* The Hero is determined to save his wife and do whatever it takes to get to her
* The Hero asks his friends and family to help since the villagers don’t want to be eaten and won’t help him
* The Hero is given a sword and gains basic fighting skills
* Hero was never a fighter
* Hero and girl are very close
* Hero hates insects (mainly spiders)
* Hero follows the map that was given to him and finds himself at the entrance of the maze

STORY (WIP)

* Start game in Hero’s town/house
* Hero sees monsters in the maze
* Hero makes his way through the maze/levels by defeating monsters and solving puzzles
* Gate guardians are bosses and drop keys to the next portal that leads to the next level.