Story Idea:

# Narrative:

A human has been trapped on a planet by an insane scientist who performs horrific experiments on the local eco-system. The Human having such a noble goal, that being to stop the insane scientist’s cruel work, caught the attention of a God of Nature, of whom wishes to do the same.  
The God must help the human travel the dangerous jungles by controlling the environment around him.

# Thinking:

Due to the player having control over the world rather than the player character, I thought it may be interesting to create a narrative as if the player is not the character that is going through the levels, but rather a supernatural being.