Adorable Thing doing adorable stuff in a horrible scary world

# Introduction

The Main character is an adorable cute creature that is separated from its home.  
A god of Nature sees that the adorable creature is in danger and is slowly dying, so they decided to guide the creature back home.

# Main Line

The God of Nature guides the adorable creature through a dark cave system, to reach an exit. They find an exit but enter the dead place (where there is a lot of fire). It becomes noticeable that a growth on the adorable creature’s body is starting to glow slightly.  
The adorable creature traverses through the dead place, and eventually arrives in the Jungle (where the adorable creature originates from).  
As they enter the jungle, the adorable creature seems to grow weaker. This grows further apparent when it get closer and closer to its home.  
The Adorable creature eventually arrives at its home where its mother is. As the mother caresses her child, as the camera moves further away from the scene. A cry of sadness can be heard (indicating there is something wrong (a.k.a. Adorable creature is dead). The Game ends. :’(

# Notes:

Though the theming seems confusing due to the dead place seemingly being the second “world”/section of the game which could confuse players as it seems like the climax of the narrative.  
What we could do to continue with the theming whilst trying to reduce the ludonarrative dissonance is show that even though it seems like a climatic section, it has very little danger and is fairly peaceful. Maybe it could be possible to have no enemies in this level until right at the end as a way to prepare the players for the final section?  
Also with the final section being a jungle like environment, maybe we could use animal nature as the main danger, to create that sense that maybe the Cave and the Dead place weren’t that bad after all.   
Finally we got to ensure the ending hurts. Because we are sick bastards and we need to control those lovely bags of emotions (i.e. the players) >:)