Narrative Design:

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In a jungle, a young creature called Ciwtylluan, rests in its nest. Suddenly, a tremor causes Ciwtylluan to fall from his nest into a cavern far below. A god of nature seeing the creatures predictament.  
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.