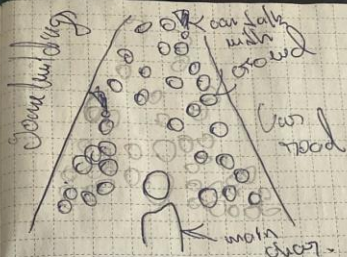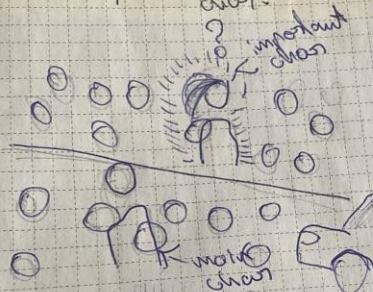So this is my uncompleted game in unity. And it have lot to do to complete. Basically in game I've tried to add NPC dialogue system to talk with characters city crowd to explain what happening in game and some lore. And add some QTE moments to make game more exciting and interesting. But the Unity has its own pitfalls and my poor ability to create such ideas in the game.
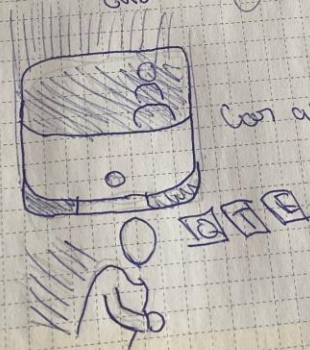
Scene building

Can talk with crowd

Can mood

Important char.

important char

Can moving char

Car avoiding

Player can walk around city and talk with some NPC. To inform player about game now days and how world is working.

If player go forward he can met NPC important char. who he should talk to to advance game story.

On player goes back, he ~~he can~~ must dodge the collision of the car with QTP and interact with someone else and open other cutscene for the story.
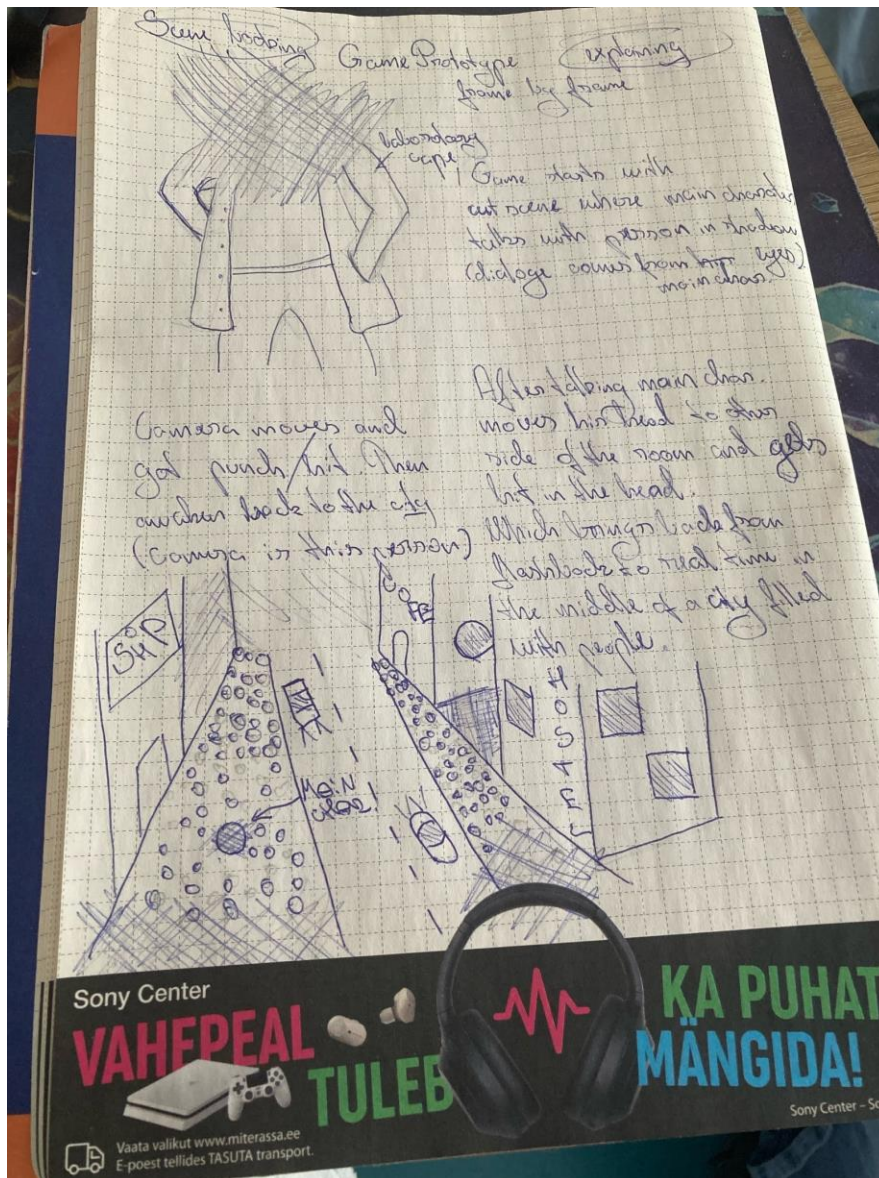
This is a paper prototype for my game. Here I tried to show, what I wanted to add.