Atmospheric Dystopian/cyberpunk 3d game in which you must try to survive/live in an austerity-stricken, future London of 2028. The player can switch to the perspective of someone living in 3rd world country that has been ravaged by climate change, corporations and poverty as well.

* Will educate the player and raise awareness for current pressing issues such as Universal Credit, Austerity, climate change, privatization, mass surveillance, corporate power, automation, poverty.
* Small connected scenes, the player will learn more from current issues by talking to NPCs, scripted events, by doing jobs and the environment in general.
* Visual style will be low-poly.
* No-combat, players will need to survive by taking jobs in the gig economy.

I spend a lot of my time think about the future and reading about the social issues we currently facing, I can be a bit obsessed with dystopia and cyberpunk in general.

I am currently learning how to use the unity engine, I am familiar with the whole 3D content creation pipeline. I currently have suitable hardware (an Alienware 15) and software (3Dcoat, substance painter, akeytsu, reallusion character creator 3). I will also be using assets from the unity asset store to greatly assist in development as well.