* Simulation
* Tron-like ending
* World is corrupted by your presence and you need to restore it using the objects that you find, like the Walkman and the VHS, these restore monuments/cities in the simulation so that you can escape
* Random enemy encounters occur with the corrupted antivirus that is breaking the universe more
* You are alone in the simulation, and you are the only person who can stop the antivirus and restore the simulation
* In the game you are playing a game
* When you pick up objects or restore monuments you gain a flashback or memory to how you got here and what happened, other lore snippets
* Matrix -esque you never really escape the simulation, because as the play in the game playing the simulation, you are still trapped in the actual person playing the game’s game.
* At the end of the game you lose control of the character and you see yourself as the game character for the first time. You are a broken low-poly flat shaded kind of character that starts glitching and trying to smash your screen, it begins to break getting more glitchy and then it goes black, *‘Simulation Complete’* in a Portal turret like voice says, credits roll and the game ends
* The player knows of his situation, has amnesia, feel lost, introduce basic mechanics without a tutorial
* Procedurally generated environment, changes every playthrough, uses seed, as a calculated terrain and limited world space, but open world roads, and areas to move around
* Maybe you have ray gun or phaser to protect yourself
* Play through the memories with what went wrong at each monument

Plot:

* Your character wakes up in the simulation not knowing where he is
* He wakes up outside of a monument / portal that is powered down. He finds a Walkman and gets a flashback.
* He finds more 80s objects and gets more flashbacks by finding more monuments and restoring them
* He runs around and encounters antivirus, he destroys them by hacking them
* Eventually he restores the portal and gets out
* Then the camera goes out of first person and the character realises he is still stuck in a game and starts to break the screen, the credits role and the game shuts down automaticaly