The world for our game takes place in a cyberpunk crossed fantasy/magical dystopia. In our world, people have lost their moral compass, and will spend their leisure time attending an arena, or watching on television, people fighting for sport.

The players will fight to the death in an arena comprised of a labyrinth with many exits that leads into an open circle. The map contains many various collectibles that players can pick up, but it also contains environmental hazards that the player must beware of. The higher quality of rewards for players will be near/in the open circle to incentivize players to head towards there, however, the risk is that they will run into other players and be forced into combat. While the labyrinth is safer from other players, it will not give the players strong collectibles to be able to defend themselves in the chance that they randomly run into another player prior to reaching the inner circle. The incentive for the players to fight lies in the rewards they stand to gain by being the last man standing.