Vision:   
Ultimate Survival Experience.

(Begin of Far Cry3). After the hunt of the enemies you end in jungle. All persecutor tried to find you, but you can successfully shake off all of them. You are wounded and alone, but you need to survive to find your friends (maybe enter here family instead).

Gameplay:

First-person Shooter, survival, crafting.

Experience:

At first you need to care for your wounds, but you have no idea how to. After the intro you are in a little hut where you find some notes of survival. There are some plants you can find around, but you need to hurry up to don’t die. Everywhere are enemies and you are wounded so try to not get seen to get the plants and maybe some weapons. At the beginning of your journey you have to find some weapons in enemy bases. But every fight can kill you so try to not get seen before you have the right equipment to do that. The enemies aren’t the only thing you have to care of there are also some animals which can kill you. Some of them are more dangerous than the humans but to craft better equipment maybe you have to reach some places guarded by them.

To rescue your friends(/family) you need to get some information you can only find in enemy bases or to interrogate some enemies with a high status. If you have found some information you need to reach the place or whatever you found before the information is outdated. The game is ending if you find everybody or everybody is dead. If you have a more aggressive play style and the bases or enemies communicate with each other or dead corpses get found the time until those you want to find next where you get some trouble get killed by the enemy decreases.

Every injury you get you need to heal by yourself. If you have a broken leg you won’t run anymore ‘til the injury is cured (Healing isn’t in realistic time but heavy injury will only get cured in when you sleep) and you have to put in a splint by yourself. So you need some items for a splint and maybe some anesthetic.

Engine:   
Unreal Engine 4.20.3 (maybe CryEngine)