**Game ideaS**

Contents

[Animations 1](#_Toc396823744)

[Character 1](#_Toc396823745)

[Feel 1](#_Toc396823746)

[Gameplay 1](#_Toc396823747)

[Mechanics 1](#_Toc396823748)

[Structure 1](#_Toc396823749)

[Story 1](#_Toc396823750)

# Animations

# Character

* Cosmetic customization in the beginning of a game

# Feel

* Rain and thunder while playing music – should feel warm and inviting and at the same time cold and slippery

# Gameplay

* No usable vehicles except taxi? – because city is not that big
* Simultaneous loading of city sections

# Mechanics

* Realistic spark-thunder behavior
* Precise damage model – bullet can get into bulletproof vest, leg, etcetera; hitting right arm will make character drop weapon

# Structure

* World-based storytelling – first creating a world, then adding code which replies for story

# Story