Design Test

Location and Ideas:

Cyberpunk Japan (Kyoto, Tokyo, osaka, or whatever has height difference, or is on hill)

Cyberpunk Shenzhen

Cyberpunk seoul

Deus ex Hong kong

A-Bomb Swat 4

Human revolution Hengsha – Triads, zaho yun ru’s room

Vampire the masquerade – clans

Yakuza hub areas

Mankind divided - prague

Titanfall 2 (MP) - Angle City, Complex, eden, dry docks, black water canal, exo planet, kodai, plus check other maps/single player encounters for combat layout

The dam encounter on dry docks map in titanfall 2 campaign.

Effect and cause combat encounters

Ghostrunner

Shadow warriors 1, 2, 3

Blade runner 1

Rooms with very high ceilings

Gargoyle rooms arkham asylum

High rise night club where player would explore in the beginning, scouting the area, then there would be a combat scenario.

Area: Night Club

Multi-level club

Has area: Bar, Private seating, dance floor, DJ area, restaurant tables, elevators, bathrooms, storerooms, storage,

Octagonal or polygonal shaped room

Wallrunning: quickly relocate and move fast, get closer to enemies quickly,

Grappling hook: reach higher places, pull enemies towards player,

Upon hearing the news of someone that might have found the younger sister, Jin arrives in one of the districts of Osaka.

Helping the people in need, the player gains the trust of the locals which help him find his sister.