The level I want to make is the starting level for the video game I want to create. It's a post apocalyptic world and my main character's family has been abducted by an opposing faction. It is set in a barren, trashed city, like Wichita or Kansas City. The city is divided into 4 different "factions" that live there, and they stay there because they want complete control of the city. The climate is going to be bleak and gray, kinda like late fall, or early winter.

My player is in the level because he / she is trying to find a lost family member taken after an apocalyptic event. My player must advance through a broken city to search. The player must face challenging foes along the way. Mutated animals and multiple factions of survivors stand in their way.