Brainstorming on CyberpunkConcept

GTA5 ‘hacking’ puzzle type level <https://youtu.be/G_JKKbi67vw?t=247>

* Kinda like snake but dodging walls
* Easy and rewarding for the player
* Cyberpunk themed. Basically NEONS

Hotline Miami type action levels

* Room clearing shoot em up
* One handed shotgun shooting
* Cyberpunk themed knife. 80s handle. Modern blade.

Car race level

* In the real life he owns something that looks like a Prius
* In the VR world he owns a Ferrari
* Think Tron Legacy type race. Multiple gamemodes. One where he has to cut people off with his trail and a simple race to the end.

Actual mechanics:

* Melee combat
* Shooting mechanics
* Driving mechanics
* A minigun. It’s cyberpunk.

Types of enemies

* Robots obviously. We could do the voice acting and alter it to sound roboty in Audacity
* Human looking with skin but helmets

Emotions.

We all experience onism from time to time. You don’t have to listen to some type of music or play some sort of game to be reminded of it. You simply need to realize how small you are in the grand scheme of things.

The experiences you've never had, the places you've never been to, the things you wished you could do but never have. Eventually all of these questions take on a weight of their own.

Everything you've given up on doing to be where you are right now. And while you ponder about emotions like these you realize how little of the world you'll get to see. Life's short. You're one person, in one body.

Think off all the things you could do if you were somehow able to to live 2 lives at once, escape from your daily life for a day or two and live on the other side of the planet.

How does onism make you feel?

* Trapped
* Helpless
* Confined
* Frustrated
* But in a way also motivated to want to do more.

Methods to do that:

Onism usually occurs when internal dialogue happens, when you start thinking about the things you’ll never do so narration could be one of those things that we could implement. But that can also be created by sticking the player to the same boring schedule every single day in a cubicle. Frustration can come from seeing other people enjoying their daily lives that are better than his.