Story/Mechanics

* Car breaks down, hole up in house/building
  + Need parts to fix? Or gas?
* **Mist**
* Minimal equipment/weapons
* Day/Night Cycle
* Crafting?
* FPS combat based, round based? Or non stop during mist?
* Keys to locations and certain doors?
  + Dropped by enemies or found at locations
* Players unaware of “rest time”
  + Unaffected by day count?
  + Round count? Would there be a way to keep track?
* Zombies? Demons? Other monsters?
* Limited HUD
* Barricading, fortifying
  + Materials needed?
  + Prefabs
* Weapon customization?
  + Optics, lights, lasers (things that would actually aid in combat)

Locations

* Buildings
  + Crafting tables?
  + Storage? - For meds, ammo, unused weapons
* Basements