**Story/Mechanics**

* Car breaks down, hole up in house/building
  + Need parts to fix? Or gas?
* **Mist/Fog**
* Minimal equipment/weapons
* Day/Night Cycle
* Weather?
* 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
* Realistic?? I really like Tarkov’s realism:
  + Needing the right ammo for the right gun
  + Ear muffs/headsets basically required to protect hearing from gunshots indoors
  + No indication of how many rounds are left in the magazine; you have to check chamber and mag manually
  + This would really add to the panic feeling
* Barricading, fortifying
  + Materials needed?
  + Prefabs
* Weapon customization?
  + Optics, lights, lasers (things that would actually aid in combat)

**Locations**

* Buildings
  + Have to be cleared first
  + Maybe there’s a (relative) safezone inside? A place to fall back to.
    - You’ll be able to really fortify this area (and set traps?)
  + Crafting tables?
    - For swapping optics, lasers, etc.
    - Maybe for converting rifles to full auto? lol
  + Storage? - For meds, ammo, unused weapons
* Basements
  + Boss area? At least more difficult to clear
  + More valuable loot
  + Maybe even a generator
* Campsites
  + Areas in between locations
  + Can have some loot, maybe necessary items like weapons