Cyberpunk Game (brain storming)

1. Switch to past and present to change enviorment and solve puzzle.(dishonored 2)
2. 2d stealth
3. Dimension check (brakeys)
4. Player limited field of view in full dark level.
5. Underwater city(cyberpunk atlantis)
6. Player weapon - trident
7. Open world top down
8. Player is bounty hunter

Tools

1. Magicavoxel
2. Unity engine