* **Powerups** 
  + consumables
  + Survival-game elements
* **World-building, limited storytelling** 
  + Tomb raider, cyber-like world
  + Futuristic, Post-apocalyptic, Cyberpunk
  + One overall map
    - Unlocking areas
* **Story** 
  + Heist
  + Solo robber - cyborg
  + Two rival gangs
* **Side Characters**
  + Holographic advisor
* **Character movement** 
  + Dash
  + Jump, walk
  + Attack
  + Use weapons
* **Enemies** 
  + Ground (humans, soldiers)
  + Flying (drones, robotics)
* **Art** 
  + Cyberpunk
  + Layered background cities
    - Vertical, mega-structures
    - Tilesheets
  + More colorful
  + Flying cars



