Production Brief Document

AGM5204.1

Student Full Name: Tyler Edwards

Student Number: 100568

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Lecturer: Amil Metcalfe

Campus: SAE London

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Fig. 1 (BrowseCat.Net, n.d.)

Environment Bar

Fig. 2 (Otton, 2019)

Contents

Introduction

This project requires us to create an environment scene to be created and built in a game engine. Our environment scene is based within the world of CD Projekt Red Cyberpunk 2077 and will be in the same style and timeframe of the IP. The environment scene will consist of a derelict-looking bar that is in the southern part of the Badlands district. This district is located on the outskirts of Night City and this part of the Badlands is owned by the Aldecaldos Nomad gang. The bar is owned by our hero's friend, who is the leader of the Aldecaldos Nomad gang. The Badlands has rampant pollution, and this causes the area to be very dry and have a lack of vegetation. This document will show the inspiration and the production process to create this environment scene.

Theme & Inspiration

Theme

The theme for the environment is Sci-Fi, set in the year 2077. Cyberpunks colour palette consists of Purple, Pink, Turquoise, Blue and Midnight Blue. The environments colour palette will be the same as the IP. (See diagram 1)

#711c91	#ea00d9	#0abdc6	#133e7c	#091833

(Diagram 1)

Inspiration

Cyberpunk 2077

Cyberpunk 2077 is an open world, action-adventure rpg set in Night City. Night City is a megalopolis obsessed with power, glamour, and body modification. Cyberpunk allows the user to play as a mercenary outlaw, named V, who is going after a "one-of-a-kind" implant that is the key to immortality. The user can customize their characters cyberware, skillset and playstyle, and explore the vast city where the choices the user make shape the story and the world around them. (Cyberpunk 2077, 2022) The world of Cyberpunk takes inspiration from the west coast of America (California).

Inspiration

The Badlands

The Badlands region is one of the main regions of the map that is located on the outskirts of the main city region. Compared to the main city area the Badlands is deserted and has empty plains, oil fields and rural locations. The Badlands is also home to the nomads. (Harvey, 2021) The Badlands has wastelands full of chemicals and landfills that reign supreme in the east. Acid rains occur as a result from massive pollution, this guarantees that nothing will ever grow in this district. The south side of the district is mostly desert and this is due to Biotechnica's protein farms, as well as the Jackson Plains Power Plant. (District feature: Badlands, 2020)

Nomads

The Nomads consist of two gangs, the Aldecaldos and the Wraiths. The Aldecaldos inhabit the badlands and they have a long history with the Wraiths. (Meo, 2019)

The Aldecaldos are a gang that prefers to live by making deals, scavenging, and hiring themselves out as manual farm laborers. (Meo, 2019) They also engage in bootlegging and transporting stolen goods. The Aldecaldos like to make temporary camps in the desert but never as a single group. (The World of Cyberpunk 2077, n.d.)

Whereas the Wraiths are more an aggressive gang who travel at night, preying on the sleeping and unwary. The Wraiths mostly dominate the areas surrounding Night City. They raid small villages as well as attack small groups of Nomads and weakly guarded corp transports. (Wraiths, n.d.)

Backstory

Night City, which sits on the border between north and south California, was founded in the 1990s by "Richard Night". Within the late 20th century, the city plunged into chaos and then Richard Night envisioned a modern metropolis free from crime, poverty, and corruption. This vision took place, and the city was developed into a haven for young idealists and a beacon for others who sought to fulfil their own dreams. Night City has it all, from monumental skyscrapers of industry mega corporations to luxury villas for world stars, to lawless neighbourhoods where war is waged every day. Night City is full of mercenaries, gangs, and rockers, but also has junkies, bums, and cyber psychos. (Night City, n.d.) Richard Night was assassinated by a mystery killer and now the city had no mayor. Many gangs fought against each other to take Richard Night's place as ruler of Night City. Then a megacorporation called "The Corpo ", owned by a man named Yamatoshi, proposed a suspicious plan for the next phase for Night City, which was to create a new Ai bot race to combat crime, poverty, and corruption. Yamatoshi believed having this Ai bot race would make him mayor of Night City. The people of Night City backed the idea of having this new race to help the city however they did not vote for Yamatoshi to be Mayor of the City.

Xenia, an intelligent cybernetic scientist, was selected with 14 other scientists to be part of a special group to research and develop the new Ai bot race for The Corpo. Xenia had built a good friendship with Yamatoshi while spending 5 years creating the Ai bots and ended up becoming Yamatoshi's number one scientist. After the successful development of the Ai bots, Yamatoshi secretly had other plans for the bots. His secret plan was to be able to control the bots' systems and slowly get rid of the current government so that he can be in power. He used the bots to take full control of the city and strike fear to the citizens, so that no one would oppose him.

Xenia disapproved of Yamatoshi's methods and told Yamatoshi what he was doing was wrong and encouraged him to stop his actions. Yamatoshi did not listen to her and threatened Xenia to stay by his side or die. Yamatoshi continues to initiate his plan for the new AI race. Xenia sets the fire alarm off to try and escape the Corpo. After escaping the Corpo, Xenia reflects on herself and realises that all her work at the Corpo was a lie and that she has been manipulated for the past 5 years by the Corpo. This self-reflection makes Xenia want to fight back and undo the horror she helped to create. However, she can't go up against The Corpo alone.

Xenia runs away from Night City and ventures into the Badlands region, to find her long old school friend Willow. Willow and Xenia have had history with each other when they were in school together, however after school both of their lives had different paths. Xenia became one of the best cybernetic scientists in Corpo and Willow became the leader of the Aldecaldos Nomad gang. Xenia travels to a Bar in the Badlands, called "The Loop" which is owned by her old friend Willow. Xenia asks for Willow's help to take down the Corpo. After Xenia and Willow discuss the situation that she is in, they come up with a deal to make everyone happy. Xenia must help Willow and the gang by doing jobs for them and upgrade their cybernetics for free, while Willow allows Xenia to live in her secret underground lab next to the underground club. Xenia's plan to take down The Corpo is to build a self-destructive humanoid version of herself, using Willow's lab. Xenia will then allow her Humanoid version of herself get captured by The Corpo looking for her, and then Xenia will initiate a self-destruct sequence to take down Yamatoshi and The Corpo factory where the Ai's are being created. However, Xenia first needs to upgrade Willow's lab to allow her to build her Humanoid. Willow has wealthy contacts from the city that will help Xenia gather and fund parts to build her lab and create her Humanoid. Xenia starts her life of redemption in the hidden lab under Willows Bar.

World Overview

A bar in the Badlands region was built in the early 2000s, by rich executives from Night City, and sits on the outskirts of Night City on the south side of the Badlands. This bar was built in the Badlands because the Badlands was meant to develop as much as Night City had in its recent years. The bar went through refurbishments to catch up to the high-tech designed metropolis that is in Night City. However, over the years due to a lack of business and the Night City pollution over clouding the Badlands, the owners of the Loop abandoned the bar, and The Loop went out of business. The southern part of the Badlands became a wasteland, and it became the home of the nomads. Nomads were people who didn't have enough money to live in Night City, they were outcasts and were left to fend for themselves in the Badlands. Over time The Nomads consisted of two opposing gangs, the Wraiths and the Aldecaldos. The Wraiths first found the bar and used it as a hideout. Then Willow, leader of the Aldecaldos, came across the bars location and saw the place as a steppingstone to doing business within Night City while remaining in the Badlands. Willow and the Aldecaldos fought to take over the bar and succeeded by drawing out the wraiths from the area. Willow made the bar into her own hideout for her gang and ended up creating an establishing business. Willow renamed the bar to "The Loop" with the catch phrase what goes around comes around. The bar consists of two floors; the ground floor has a diner & bar area, and the underground floor has a hidden vip club for the Aldecaldos Nomad gang. After a few years of owning the Loop, Willow found a passageway that led to a secret room. The secret room had old cybernetic tools which meant this room was an old cybernetic lab. Willow found this lab to be useful as she could use the lab to install upgrades to her and her gang to make them stronger. After Xenias arrival to the Loop, Xenia develops the lab into a high-tech robotics lab, like the one she's had while working for The Corpo. This lab will prove useful for Xenia and her fight back against the Corpo. Night City blooms in the background of the bar with its city neon lights.

Gantt Chart

Cyberpunk 2077 Environment

AGM5204 Gantt Chart	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
Milestones due	Introduction Brainstorming	Backstory Asset List	Concept Art	Layout		Primary Asset Models AGM5204.1 Due	Textures Rigging		Environment Builld Animation	Lighting & Camera Setup	Rendering	Pre Comp	Final Render Engine Build AGM5204.2 Due
Pre Production													
Idea Creation	███												
Brainstorming	███	███											
Introduction	███	███											
Backstory													
Research & Moodboard		███	███										
Asset List		███	███										
Concept Art		███	███	███									
Production													
Layout (2D Plan)				███	███								
Modelling in Maya					███	███							
Texturing						███	███						
Rigging						███	███						
Unreal Eninge Environment Build							███	███	███				
Animation								███	███				
Lighting Setup									███	███			
Camera Setup									███	███			
Post Production													
Render Cameras										███	███		
Pre Composing											███	███	
Colour Correction											███	███	
Final Render (fly through)												███	███
Functional Engine Build												███	███
Production Brief Document	███	███	███	███	███	███							

Production Workflow

Each asset will need to be modelled and UV'd individually. They will then need to be textured in substance painter. Then all modelled assets will be placed in a final scene and exported into unreal engine. From unreal engine the outer overall environment will be created.

Fig. 3 (loooLogos, 2022)

Fig. 4 (NICEPNG, n.d.)

Fig. 5 (LOGO Wine, n.d.)

Cyberpunk 2077 Aesthetics

Fig. 6 (Harvey, 2020)

Fig. 7 (Cyberpunk 2077)

Fig. 8 (Mocah HD Wallpapers, n.d.)

Fig. 9 (Mocah HD Wallpapers, n.d.)

Fig. 10 (Wallace, 2021)

Fig. 11 (CD Projekt Red, 2020)

Fig. 12 (Highton, 2020)

Fig. 13 (Cyberpunk Wiki, n.d.)

Fig. 14 (GettyWallpapers, 2020)

Fig. 15 (Cyberpunk Wiki, n.d.)

Fig. 16 (Bell, 2020)

Fig. 17 (Iaiilaiiheii, 2020)

Fig. 18 (Ez-kek, 2020)

Fig. 19 (Sinanju, n.d.)

Fig. 20 (Sinanju, n.d.)

Fig. 21 (Grish, n.d.)

Bar Aesthetics
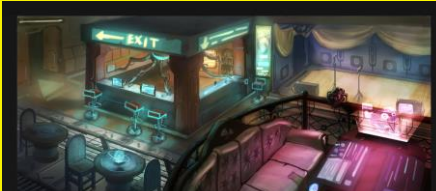
Fig. 22 (Maxak8, 2017)

Fig. 23 (Maxak8, 2017)

Fig. 24 (Page, 2016)

Fig. 25 (Mok, n.d.)

Fig. 26 (Bachinskii, 2019)

Fig. 27 (Bachinskii, 2019)

Fig. 28 (Aestaroth, 2020)

Fig. 29 (Uzarowska, 2021)
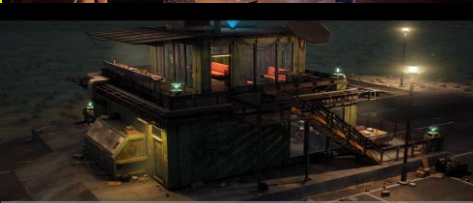
Fig. 30 (Leartes Studios, 2021)

Fig. 31 (Chan, 2018)

Fig. 32 (Bayliss, 2021)

Fig. 33 (Husband, 2022)

Asset List

Diner Bar

Interior

Hero Assets
Walls, Floor & Ceiling
Bar Counter
Bar Wall
Vending Machine
Sci-Fi table
Booth Seats
Secondary
Lights
Booth Table
Staff Door
Vip Door
Neon Wall Sign
Tv Screens
Bottles/glasses
Posters
Speakers

Diner Bar

Exterior

Primary
Bar Structure
Dumpsters
Raised Walkway with steps
Entrance door
Vending Machine (Recycled Asset)
Roadblocks
The Loop neon signage
Secondary
Neon Entry Signs
Posters

2D Plan
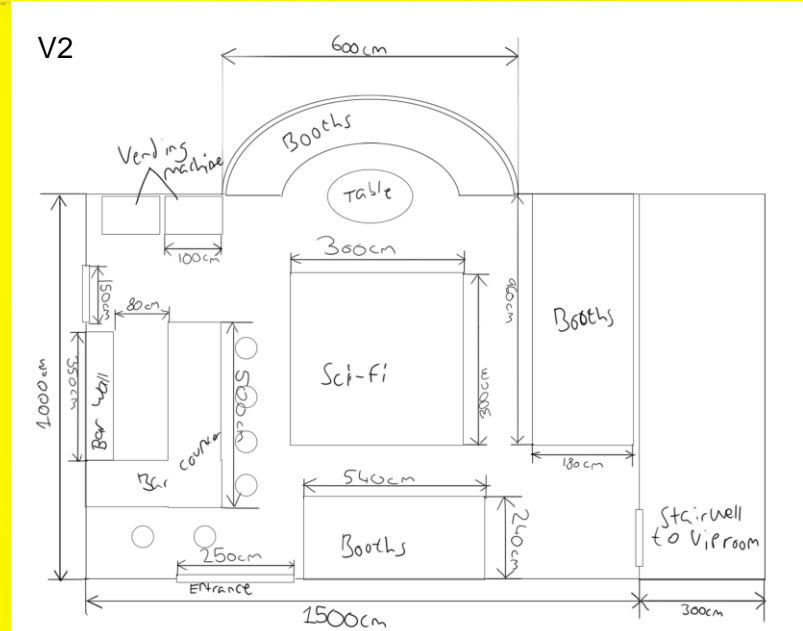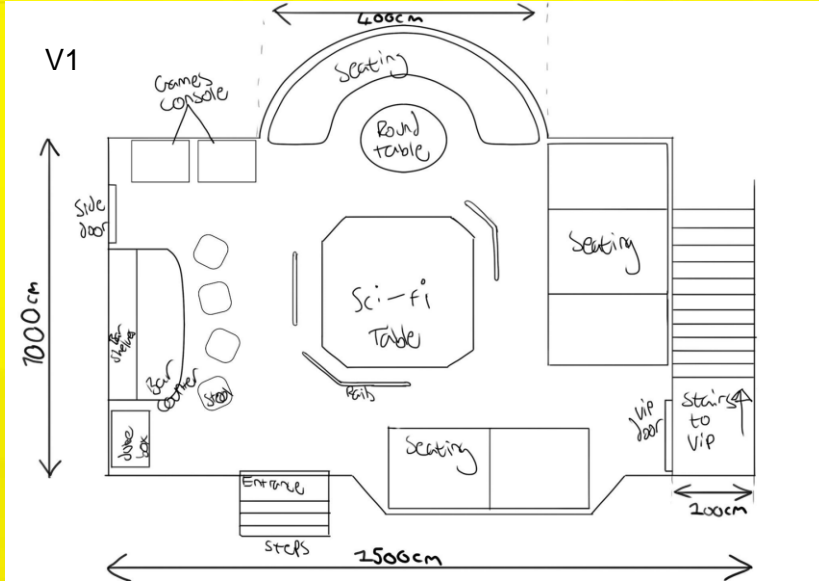
Concept Art

Exterior Bar

Height - 400 cm
Length - 1800 cm
Depth - 1000 cm
Wall Thickness - 20 cm

V1
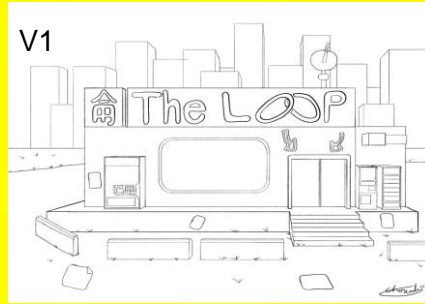
Wall & roof textures

The outer walls of the bar will be wrapped by metal sheets (see fig. 34) and the roof of the bar will be concrete.

MM10
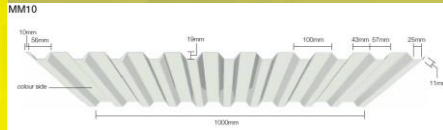
Fig. 34 (EQC, n.d.)

Fig. 35 (iStock, 2016)

Cyberpunk Bar Concept

The LOOP

Inspiration

Fig. 20 (Sinanju, n.d.)
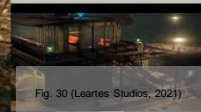
Fig. 30 (Leartes Studios, 2021)

Fig. 19 (Sinanju, n.d.)

Fig. 36 (Kayyali, 2021)

Variants

BAR

BAR
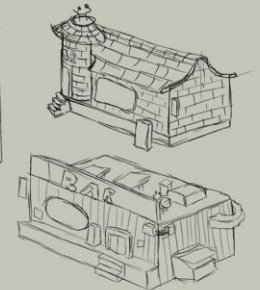
Concept Art

Interior Bar

Cyberpunk Bar Interior Concept

Inspiration

Fig. 37 (Experience Points, n.d.)

Fig. 38 (LIN, n.d.)

Fig. 28 (Aestaroth, 2020)

Fig. 39 (Perepelitsa, 2021)

Wall & Floor textures

References for the walls and floor inside the bar. The walls will be concrete, and the floor will be laminate tile texture.

Fig. 40 (ArtAitor (Aitor Vidal Arnau), 2021)

Fig. 41 (Shutterstock, n.d.)

Fig. 42 (Sketch Up Textures, n.d.)

Fig. 43 (IGN, 2020)

Concept Art

Bar Counter & Bar Wall

The bar will consist of a countertop and a wall area where all the drinks are held. The distance between the counter and the wall is 80 cm. There will be neon lights on the underside of the countertop as well as loose cables hanging. The area where the drinks are held is within the walls of the bar. The countertop material will be aluminium.

Bar Counter
Height - 100 cm
Length - 500 cm
Depth - 75 cm

Bar Wall (Shelves)
Height - 130 cm
Length - 350 cm
Depth - 30 cm
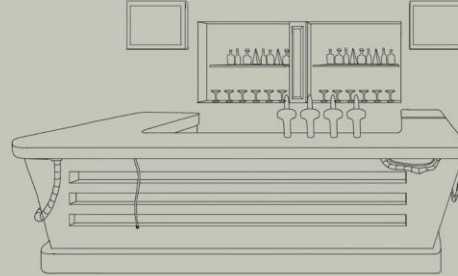
Fig. 32 (Bayliss, 2021)

Fig. 44 (Perepelitsa, 2021)

Fig. 45 (Joshi, 2021)

Bar Countertop textures

Fig. 46 (iStock, 2017)

Fig. 47 (iStock, 2019)

Bar Countertop Measurement references

Fig. 48 (ESP, 2018)
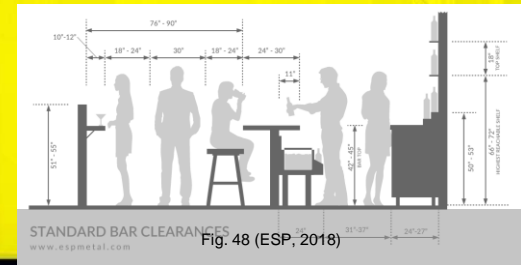
Concept Art

Booth Seats & Table

The booths will be the seating area for the guests of the bar. In between the booths there will be a table for eating and drinking. The seats will be made of leather and the table will be made of laminate wood.

Booth Seats
Height - 140 cm
Length - 240 cm
Depth - 60 cm

Table
Height - 70 cm
Length - 200 cm
Depth - 75 cm

Fig. 37 (Experience Points, n.d.)
Fig. 49 (Dumbledore's Army Role-Play Wiki, n.d.)
Fig. 50 (Perepelitsa, 2021)
Fig. 51 (Reddit, n.d.)
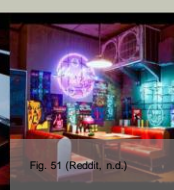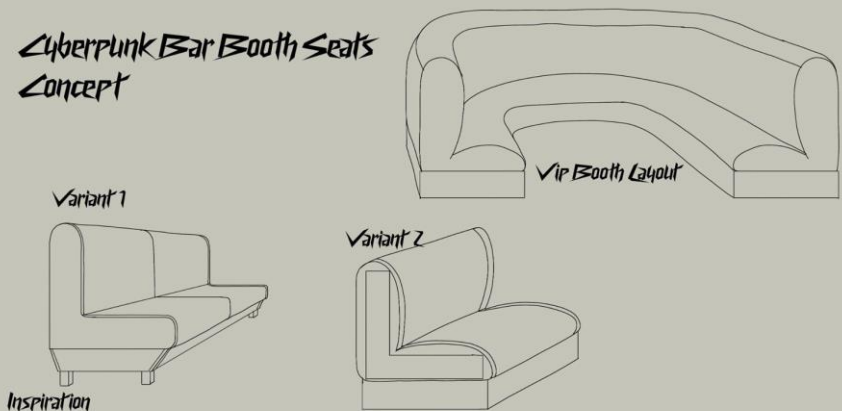
Booth seat and table textures

Fig. 52 (Dreamstime, n.d.)

Fig. 53 (freepik, n.d.)

Booth Seating measurement references
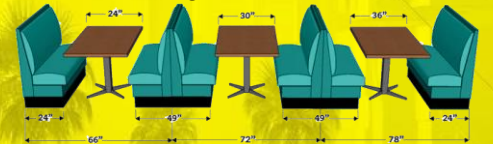
Fig. 54 (mega seating, n.d.)

Concept Art

Sci-Fi Table

The sci-fi table will be one of the main assets in the environment. It will consist of holographic entertainment with a control panel. The table is to be placed in the middle of the room with standing rails around it. The sci-fi table material will be steel.
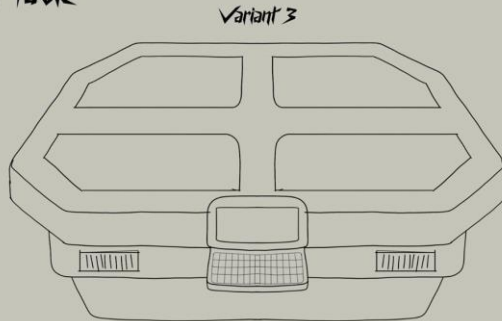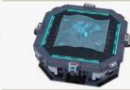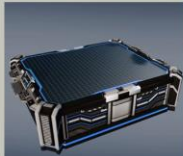
Height - 100 cm
Length - 300 cm
Depth - 300 cm

Sci Fi table textures

Fig. 58 (Dosch Design, n.d.)

Fig. 55 (kr3atura, 2018)

Fig. 56 (Turbosquid, 2019)

Fig. 57 (Turbosquid, 2021)

Fig. 59 (Long, 2018)

Concept Art

Vending Machine

The vending machine will be used as a drink vending machine. The vending machine has a digital selection screen for users to select the drink they want. The vending machine will also consist of a "drinks" neon sign. The material of the vending machine will be aluminium.

Vending Machine textures

Height - 190 cm
Length - 100 cm
Depth - 80 cm

Fig. 60 (123RF, n.d.)

Cyberpunk Vending Machine Concept

Inspiration

Fig. 61 (Cotton-Russell, 2021)

Fig. 62 (jJacques, 2020)

Fig. 64 (BluLike1969, 2020)

Fig. 64 (cgtrader, 2022)

Neon Sign

Vent

Power box

Vent

190cm

100 cm

80 cm

DRINKS
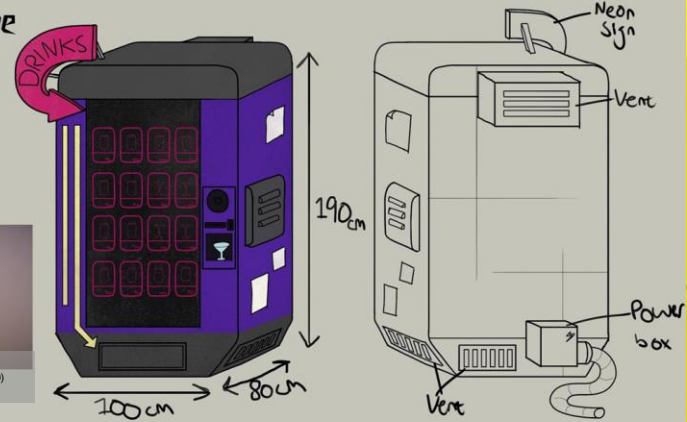
Variants

DRINKS
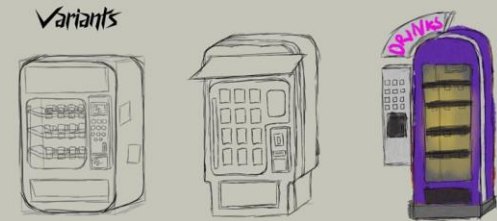
Concept Asset References

Secondary Assets

Lights

Fig. 66 (lightingstyles, 2022)

Fig. 67 (envatoelements, n.d.)

Fig. 67 (Creative Daddy, n.d.)

Fig. 68 (CONSUMER PRODUCT SAFETY COMMISSION, n.d.)

Neon Signs

Fig. 69 (Custom Neon, n.d.)

Fig. 70 (Mellora, 2020)

Entrance Doors

Fig. 71 (iOcus Rise, 2017)

Door Leading to vip area

Fig. 72 (Shutterstock, n.d.)

Sci-Fi Tv

Fig. 74 (Niemczyns, 2019)

Fig. 75 (Wallpaper Flare, n.d.)

Concept Asset References

Secondary Assets

Bar Stool

Fig.76 (Paul Frampton, n.d.)

Fig. 77 (Perepelitsa, 2021)

Fig. 78 (Cyberpunk 2077 Mods, 2020)

Elevator

Fig. 79 (Harvey, 2021)

Fig. 80 (Mellora69, 2019)

Fig. 81 (Wallace, 2021)

Fig. 82 (Quora, n.d.)

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Fig. 13 Cyberpunk Wiki, n.d. *Badlands.* [image] Available at: <https://cyberpunk.fandom.com/wiki/Badlands> [Accessed 11 May 2022].

Fig. 14 GettyWallpapers, 2020. *Cyberpunk 2077 Wallpapers.* [image] Available at: <http://m.gettywallpapers.com/cyberpunk-2077-wallpapers/> [Accessed 12 May 2022].

Fig. 15 Cyberpunk Wiki, n.d. *Tom's Diner.* [image] Available at: <https://cyberpunk.fandom.com/wiki/Tom%27s_Diner> [Accessed 13 June 2022].

Fig. 16 Bell, L., 2020. *Cyberpunk 2077 Lifepaths Overview – Nomad, Street Kid, Corporate.* [image] Available at: <https://www.guidestash.com/news/cyberpunk-2077/cyberpunk-2077-lifepaths-overview-nomad-street-kid-corporate/> [Accessed 11 May 2022].

Fig. 17 Iaiilaiiheii, 2020. *Cozy Camp Fire.* [image] Available at: <https://www.nexusmods.com/cyberpunk2077/images/547> [Accessed 11 May 2022].

Fig. 18 Ez-kek, 2020. [image] Available at: <https://www.goodfon.com/wallpaper/cyberpunk-2077-kiberpank-2077-pustosh-ogon-kostior-gitara-dr.html> [Accessed 11 May 2022].

Fig. 19 Sinanju, T., n.d. [image] Available at: <https://cyberpunk.fandom.com/wiki/Rocky_Ridge_Bar> [Accessed 16 May 2022].

Fig. 20 Sinanju, T., n.d. [image] Available at: <https://cyberpunk.fandom.com/wiki/Rocky_Ridge_Bar> [Accessed 16 May 2022].

Fig. 21 Grish, M., n.d. *Badlands: Cyberpunk 2077 District.* [image] Available at: <https://eip.gg/cyberpunk-2077/guides/badlands-cyberpunk-2077-district/> [Accessed 16 May 2022].

Fig. 22 Maxak8, 2017. *Sci- fi bar interior.* [image] Available at: <https://www.deviantart.com/maxak8/art/Sci-fi-bar-interior-665535278> [Accessed 14 May 2022].

Fig. 23 Maxak8, 2017. *Sci- fi bar interior.* [image] Available at: <https://www.deviantart.com/maxak8/art/Sci-fi-bar-interior-665535278> [Accessed 14 May 2022].

Fig. 24 Page, L., 2016. *Sci-fi Bar interior.* [image] Available at: <https://imgur.com/gallery/0uOzlEM> [Accessed 16 May 2022].

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Fig. 61 Cotton-Russell, M., 2021. *Cyberpunk style vending machine*. [image] Available at: <https://www.artstation.com/artwork/ELekQ8> [Accessed 13 June 2022].

Fig. 62 ¡Jacques, 2020. *Vending Machine.* [image] Available at: <https://sketchfab.com/3d-models/vending-machine-f537e142a592428d85ca7a940be221d3> [Accessed 13 June 2022].

Fig. 63 BluLike1969, 2020. *Sci-Fi Vending Machine 3D Model*. [image] Available at: <https://www.renderhub.com/blulike1969/scifi-vending-machine> [Accessed 13 June 2022].

Fig. 64 cgtrader, 2022. *Similar free VR / AR / Low poly 3D Models*. [image] Available at: <https://www.cgtrader.com/free-3d-models/electronics/other/sci-fi-vending-machine-and-snacks-props> [Accessed 13 June 2022].

Fig. 65 lightingstyles, 2022. *AMERICAN DINER STYLE METAL PENDANT*. [image] Available at: <https://www.lightingstyles.co.uk/american-diner-style-metal-pendant> [Accessed 13 June 2022].

Fig. 66 envatoelements, n.d. *Sci-Fi Light*. [image] Available at: <https://elements.envato.com/sci-fi-light-RJYXAP6> [Accessed 13 June 2022].

Fig. 67 Creative Daddy, n.d. *SCI-FI LAMPS SET 1*. [image] Available at: <https://creative-daddy.com/p/1902948> [Accessed 13 June 2022].

Fig. 68 CONSUMER PRODUCT SAFETY COMMISSION, n.d. *Cordelia Lighting Recalls Two-Lamp Fluorescent Shop Lights*. [image] Available at: <https://www.cpsc.gov/Recalls/2014/Cordelia-Lighting-Recalls-Two-Lamp-Fluorescent-Shop-Lights> [Accessed 13 June 2022].

Fig. 69 Custom Neon, n.d. *Bar Open Neon Sign*. [image] Available at: <https://customneon.co.uk/bar-open/> [Accessed 13 June 2022].

Fig. 70 Mellora, 2020. *Neon Bar Sign*. [image] Available at: <https://sketchfab.com/3d-models/neon-bar-sign-7dcb3dd6dc724511bd51c56ffdb029be> [Accessed 13 June 2022].

Fig. 71 iOcus Rise, 2017. *SciFi Doors Pack Vol.2*. [image] Available at: <https://www.unrealengine.com/marketplace/en-US/product/scifi-doors-pack-vol> [Accessed 13 June 2022].

Fig. 72 Shutterstock, n.d. [image] Available at: <https://www.shutterstock.com/image-photo/prison-gate-sinop-turkey-489607780> [Accessed 13 June 2022].

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