

CYBERPUNK 2077

CONNECTION THROUGH CHARACTER

In Cyberpunk 2077, it feels as though every relationship matters, that every relationship makes a difference. By creating a shared sense of belonging between V and the other complex characters of Night City, all with deep and interesting dynamics, every relationship feels rooted in the story. It feels real— not like they're interacting with the characters for the sake of the plot but for the sake of connection.

Ultimately, this depth of connection and characterization elevates the game beyond just another creation with the cyberpunk genre slapped on, but one about reclaiming humanity and individualism together— about struggling together beneath a sprawling, indifferent system.

LOWLIFE, HIGH-TECH

No description fits the duality of Cyberpunk 2077 better than “lowlife and high-tech”, and the environmental storytelling of Night City reflects this duality in every aspect.

Night City serves not only as a backdrop to the story, but also a character itself. Every district, every alley, every street, and every megastructure, is designed to symbolize a fractured society, separated by corporate greed and systemic oppression. This fracture is evident in the four visual styles of the game: Entropism, Kitsch, Neokitsch, and Neomilitarism.

This consistent style of design in adherence to class differences bring the city to life, adding layers and layers of narrative to the urban landscape.

EMBRACING AMBIGUITY

When done right, ambiguity can resonate deeply. The game offers several endings, none quite so clear-cut. Each leaves more questions about sacrifice, survival, and the cost of ambition. They also leave the player questioning: Did I make the right decision? What does this mean for the characters? Is this the ending I deserve?

Some might see this as a pitfall but, in truth, with careful handling and by serving the story rather than just player fantasy, it forces the player to reflect on their choice. It lingers with them, embedding itself into their memories. In other words, it leaves its mark.

THE BARREL OF CAPITALISM'S GUN

A core critique the cyberpunk genre makes is against unrestrained capitalism and technological overreach, yet why do some believe that Cyberpunk 2077 isn't cyberpunk enough? Because it fails to embrace its anti-capitalist roots?

In reality, the game does more than embrace its roots— it forces the player to question their own role within our own rampantly capitalist society that can quickly devolve into, as shown in the game, a corporatocracy or oligarchy. It's clear the game isn't about resisting capitalism but realizing just how hard it is to resist. How pointless the fight feels and how easy it is to lose your identity when facing down the barrel of capitalism's gun. How what once felt like fiction regarding late stage capitalism now feels almost inevitable.

QUIET LIFE
OR
BLAZE OF GLORY?

CAN YOU RECLAIM
AN IDENTITY THAT'S NO
LONGER YOURS?

WILL EMPATHY
SURVIVE IN A CITY
WITHOUT A SOUL?

DO ENGRAMS
DREAM OF
ELECTRIC SHEEP?

WHO GETS BURNED
WHEN YOU BLAZE DOWN
THE REBEL PATH?